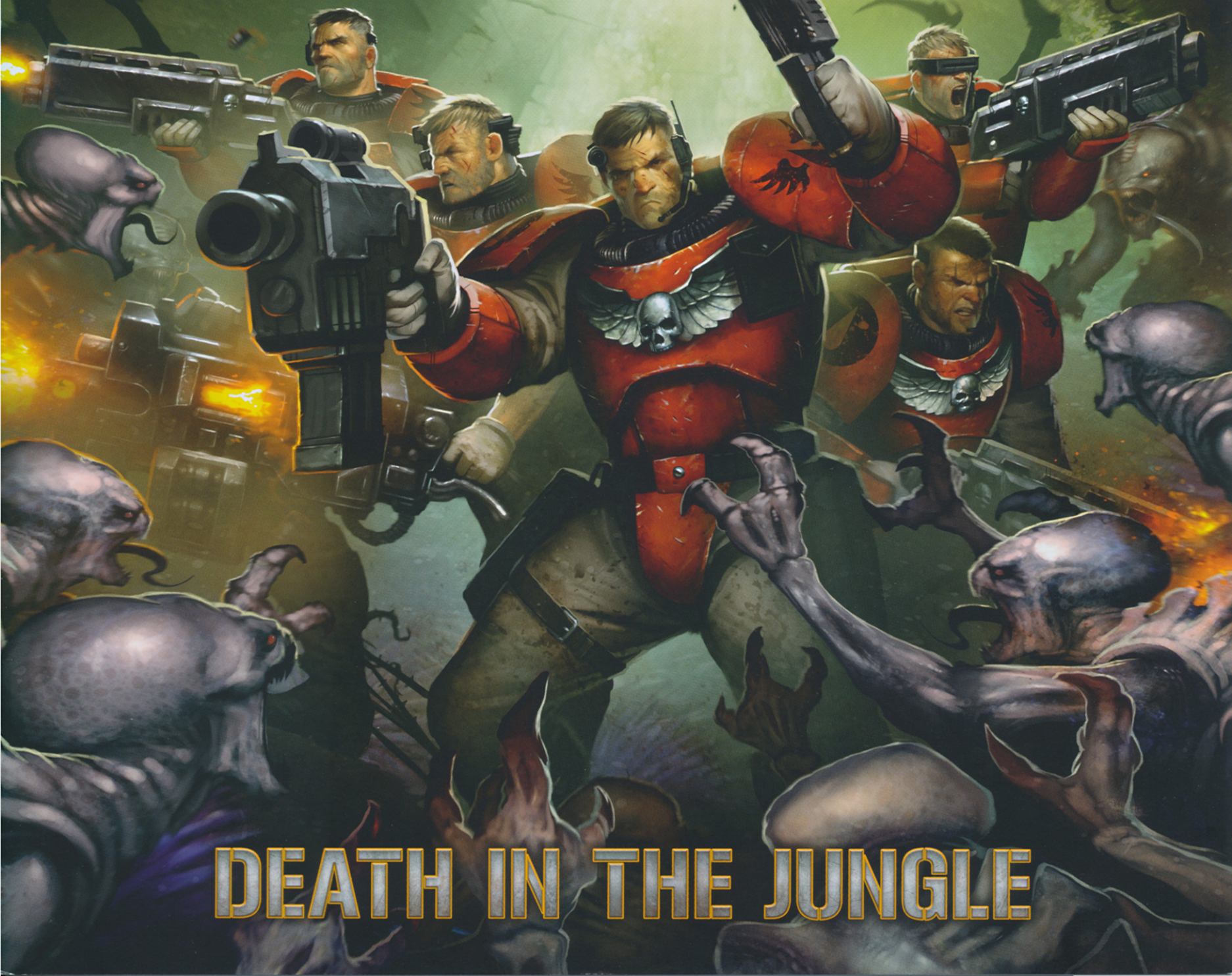


# LOST PATROL™



DEATH IN THE JUNGLE



# LOST PATROL™

Your gallant squad of Space Marine Scouts has landed on the world of Moraz III. Your mission is to locate a crashed dropship which contains vital surveillance files. Once you have found the target you must activate the dropship and make good your escape.

But this is where the going gets tough. Moraz III is no ordinary planet – it is a deadly jungle world where even the plants are out to get you. Hidden in the undergrowth are ferocious aliens called Genestealers who are just waiting to pounce upon anything foolish enough to get too close. To succeed in your mission you must navigate your way along the ever-changing jungle paths, slay all the Genestealers that ambush you before they rip you to shreds, locate the dropship and escape.

Good luck, Space Marine. You're going to need it!

## THE GAME

*Lost Patrol* is a game for two players. One player controls the Space Marine Scouts and the other player controls the Genestealers.

This game contains:

- 5 Space Marine Scouts  
(1 Sergeant, 1 Heavy Trooper, 3 Troopers)
- 30 Tiles  
(28 Jungle, 1 Clearing and 1 Dropship)
- 12 Genestealers
- 6 Infestations
- 3 dice

Separate the Clearing and Dropship tiles, and put all of the Jungle tiles into a single stack.

Carefully remove the plastic components for the Space Marine Scouts, Genestealers and Infestations from their frames, and assemble the models as shown on the construction leaflet included with the game.

## SETTING UP

To start the game, decide who will take the Space Marine Scouts and who will take the Genestealers. If you can't decide, roll a dice – the higher scoring player takes the Scouts.

Place the Clearing tile in the centre of the table and put the five Space Marine Scouts on it. This may be a tight fit, but don't worry, the Scouts will soon spread out as they search their surroundings. Next, shuffle the Jungle tiles and place them in a stack face down. Place the Dropship tile at the very bottom of the Jungle tile stack after it has been shuffled.

All the Genestealer and Infestation models are gathered together and placed where the Genestealer player can easily reach them. Finally, the Genestealer player places all the jungle paths the Space Marines can see from the Clearing, as described opposite. Once the paths are placed, the first turn begins.

*The Clearing tile*



*The Dropship tile*



*A Jungle tile*



## THE TURN

Play proceeds turn by turn until at least one Space Marine Scout escapes or until they are all killed. Each turn is resolved in the following sequence:

- 1 The Scout player takes actions.
- 2 The Genestealer player removes old Jungle tiles that can't be seen.
- 3 The Genestealer player places new Jungle tiles that can be seen.
- 4 The Genestealer player takes actions.
- 5 The Genestealer player launches assaults.

## PLACING TILES

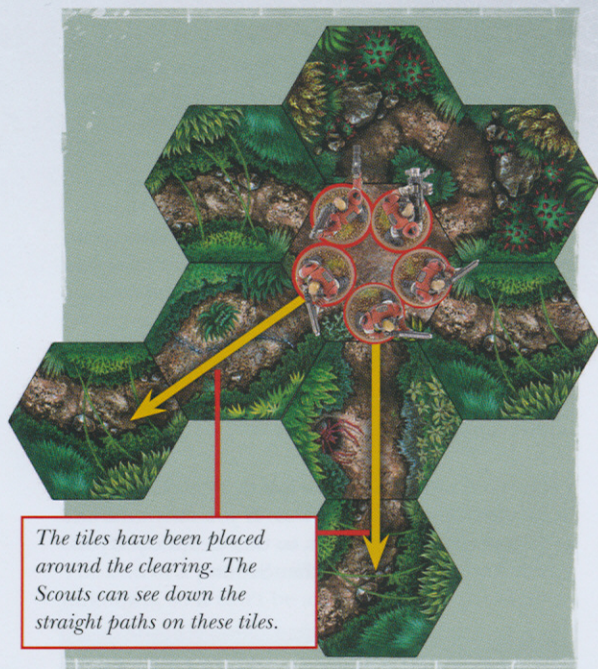
The jungle itself is an intelligent, malignant entity controlled by the Genestealer player who always places and removes Jungle tiles when required. Although the Genestealer player has some choice about exactly how new tiles are placed, they must conform to the following rules when doing so:

Each Jungle tile has a path marked on it. Some paths lead straight across the tile from one edge to the opposite edge – these are called straight paths. Other paths curve away, divide or cease abruptly in a dead end.

A Space Marine Scout on a tile is assumed to be able to see along all the paths that lead from that tile to the adjoining tile or tiles. Don't worry about which direction the model is facing – Scouts are highly trained warriors, so it is safe to assume that they are quite capable of turning to face any direction they want.

In addition, if an adjoining tile is a straight path then the Space Marine Scout can see right along it into the next tile. If that tile is also a straight path, he can see into the next tile, and so on.





## PLACING TILES TO BEGIN THE GAME

To start the game the Genestealer player must place Jungle tiles around the Clearing tile. The Clearing tile is unique because it has paths that lead in all six possible directions. Other tiles have paths going in three directions at most.

The Genestealer player begins by choosing one of the six open path edges – this is the path along which a new tile will be placed. Having done so, the Genestealer player then takes the topmost tile from the face-down tile stack and rotates it in any way they wish before placing it so that the path joins to the path edge they chose.

Once the first tile has been placed, the Genestealer player nominates another path edge and repeats the process until all the paths that can be seen from the Clearing tile are in place.

When placing further Jungle tiles, the Genestealer player can rotate the tiles so that paths go in any direction they want, but a path cannot be deliberately blocked unless there is no other choice. If the Genestealer player has no choice but to block a path then they must block as few paths as possible. The Genestealer player can choose exactly how they do this, except that they must always continue the path from the nominated tile.

Note that if a straight path is placed next to the Clearing the Scouts can see right along it, so another tile must be placed on that tile's path edge as well. This can be done straight away or once other paths have been placed – it doesn't matter so long as the Genestealer player nominates an edge before placing each tile.

Once no more paths can be seen from the Clearing the game is ready to start.

## PLACING TILES DURING THE GAME

During the game the Genestealer player must place new Jungle tiles when required during the Turn sequence. This is done in exactly the same way as already described, except that the Space Marine Scouts will have moved from their starting position and so will occupy several tiles rather than just the Clearing tile.

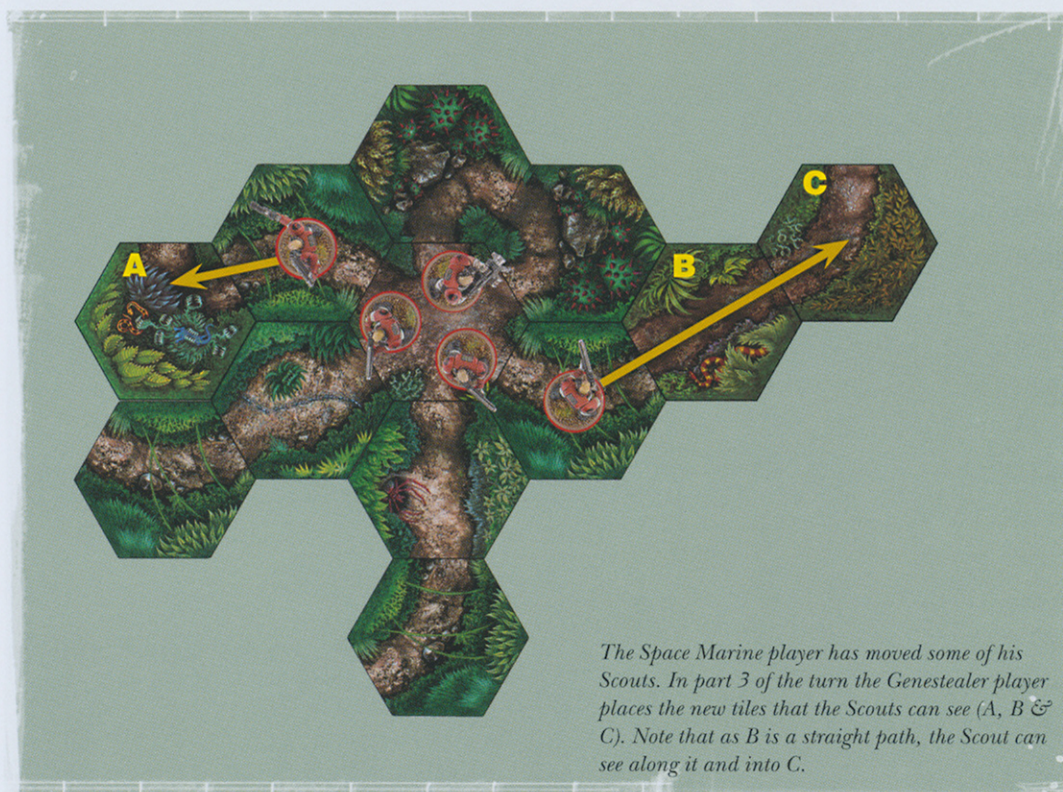
Space Marine Scouts can see down all the paths leading from the tiles they are on into adjoining tiles and down straight paths, as already described.

## THE JUNGLE GOT THEM!

The jungle is constantly twisting and changing, and once in a while it will grow into a loop from which the Scouts cannot escape, no matter what they do. If this happens to all the Space Marine Scouts, the Space Marine player loses – he cannot reach the dropship and the jungle envelops his Troopers forever.

## SEPARATION

Once the Genestealer player has finished removing and placing tiles during a turn, it is possible for the jungle to have been divided into two separate portions. If this happens the Scout squad is fatally divided and part of it will be lost. The Space Marine player chooses one portion of the jungle to continue with, and the rest is removed along with everything in it! Removed Scouts are dead, tiles are discarded, and Genestealer and Infestation models are returned to the Genestealer player's pool of available models.





## REMOVING JUNGLE TILES

Tiles are removed by the Genestealer player when required during the Turn sequence. Tiles which are removed are discarded and take no further part in the game.

Tiles are not removed just because they cannot be seen by a Scout from the tile he is in. We assume that it takes a little time for the jungle to shift and regrow. Instead, a tile is removed if it could not be seen by a Scout were he able to move up to two tile spaces along the path in all possible directions (ignoring Tangleweed, which is explained later).

Any tile which could not be seen by any Scouts were they to move up to two tile spaces is removed from the jungle and discarded.

When tiles are removed, any Genestealers or Infestations on those tiles are returned to the Genestealer player's pool of available models.

## THE DROPSHIP

The Dropship tile is the last tile in the stack. Once it is placed then no further tiles are removed from the jungle. From that point on the jungle remains as it is.



## SCOUT ACTIONS

During the Space Marine player's part of the turn, each Scout can make up to two actions. An action can be either to MOVE or FIRE.

A Scout can therefore either Move and then Fire, Move and then Move again, Fire and then Move, or Fire and then Fire again. Any of these combinations take up two actions. A Scout does not have to make two actions – he can make one action or none at all if the player prefers.

Resolve actions one at a time. This means that if a Scout Fires but does poorly, the player may decide to Fire again rather than Move.

Each Scout model must complete all of his actions before another model does so. If you only take one action, you cannot go back to that Scout once you have taken actions with other Scouts.

## MOVE

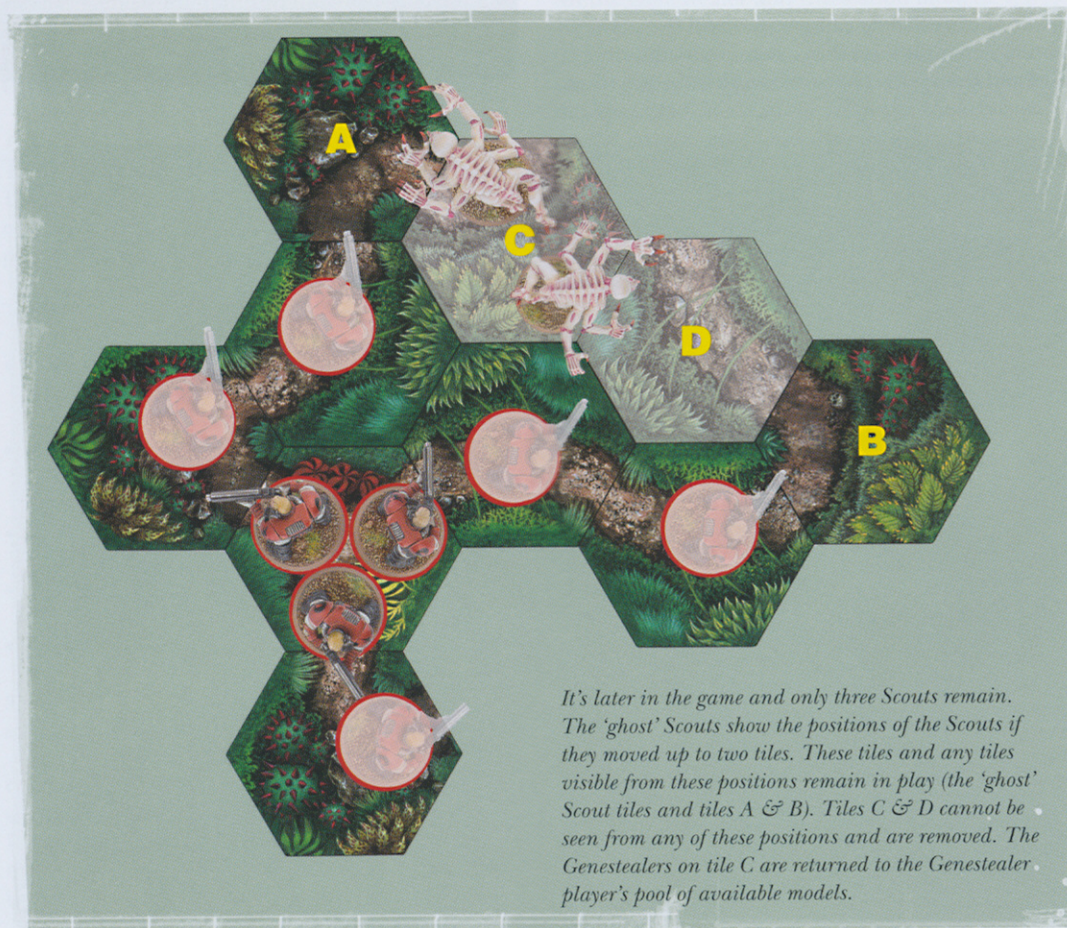
A Scout cannot move off the jungle paths either into the jungle or off the tiles. A single Move action will take a Scout one tile space along the path. By expending two Move actions a Scout can move two tile spaces.

The Clearing has room for five Space Marine Scouts. All other tiles have room for a maximum of three Scouts. The Scout player may not move more Scouts onto a tile than it can hold, or onto a tile with any Genestealers. If forced to do so, the Scouts are instead killed.

Scouts can move onto a tile with an Infestation, as long as it does not also have any Genestealers. If this happens, the Infestation is removed and returned to the Genestealer player's pool of available models.

## FIRE

A Scout can shoot at Genestealers in a tile the Scout can see by making one action. To determine the effect, roll a dice (or two dice if shooting with the Heavy Trooper). Each 6 rolled is a hit and removes one Genestealer from the target tile. Place the Genestealer back in the Genestealer player's pool of available models. Note that Scouts cannot fire at Infestations, but can remove them by moving onto the Infestation's tile as described above.



*It's later in the game and only three Scouts remain. The 'ghost' Scouts show the positions of the Scouts if they moved up to two tiles. These tiles and any tiles visible from these positions remain in play (the 'ghost' Scout tiles and tiles A & B). Tiles C & D cannot be seen from any of these positions and are removed. The Genestealers on tile C are returned to the Genestealer player's pool of available models.*

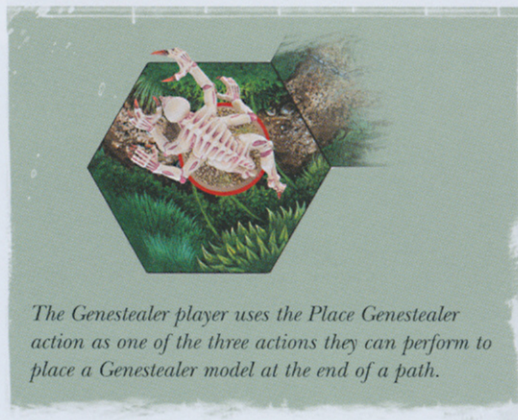


## GENESTEALER ACTIONS

The Genestealer player can take up to three actions in the fourth part of the turn. These are PLACE GENESTEALER, INFEST and MOVE. The player can perform the same action several times, different actions or a mixture. When making actions, however, it is important to note that all tiles have room for a maximum of three Genestealers. If the Genestealer player performs any action that results in more than three Genestealers occupying the same tile, the excess are immediately removed and returned to the pool of available models. Each of the Genestealer player's available actions are described below.

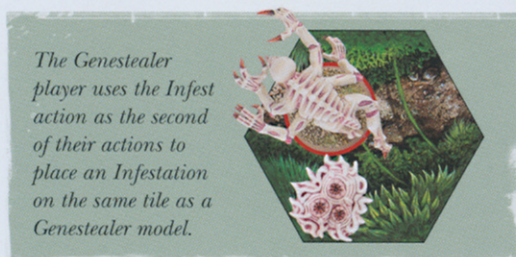
### PLACE GENESTEALER

Put a Genestealer on a tile at the end of a path, on the Dropship tile, or on a tile with an Infestation. The end of a path is a tile that leads off into the unknown, so it can't be a dead end, for example.



### INFEST

Place an Infestation on a tile that has 1 or more Genestealers. Only one Infestation can be placed in a tile. An Infestation allows you to place more Genestealers in the tile, even if it is not at the end of a path (see Place Genestealer above).

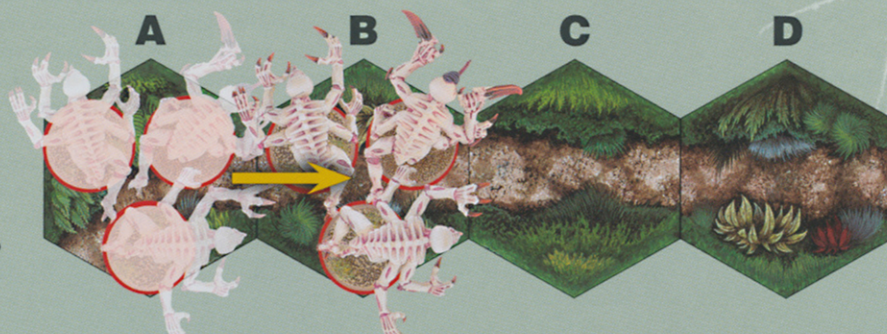


### MOVE

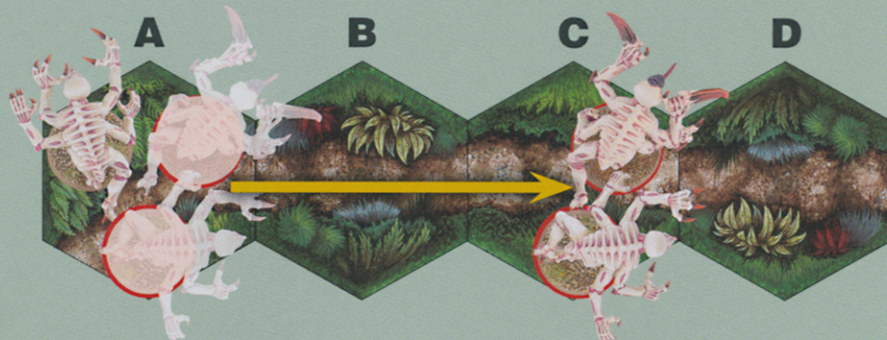
The Move action can be used to move one Genestealer up to 3 spaces, or two Genestealers from the same tile up to 2 spaces, or three Genestealers from the same tile up to 1 space. Genestealers do not follow paths when they move – they can move from one adjoining tile to another regardless of whether there is a path or not. When a group of 2 or more Genestealers is moved, all of the Genestealers must start in the same tile space, and they must all finish the move in the same tile.

Note that there are 12 Genestealers and 6 Infestation models in total. This places a limit on the number of Genestealers and Infestations that can be in the jungle at a time. If there are no Genestealer models available then the Genestealer player cannot take Place Genestealer actions until one or more Genestealers have been killed and returned to the pool of available models. By the same token, the Genestealer player cannot take Infest actions if no Infestations are available.

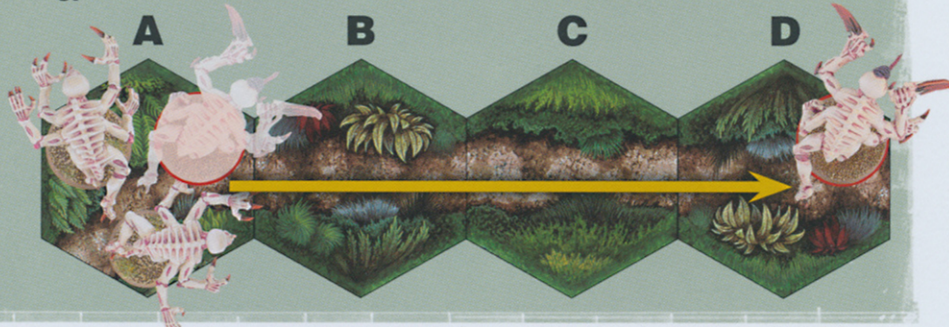
There are three Genestealers in tile A. A Move action could be used to move all three of them to tile B, two of them to tile C, or one of them to tile D.



or



or





## ASSAULT

After the Genestealer player has completed their actions, Genestealers models will launch assaults.

An assault is made from a tile with any Genestealers into an adjacent tile that is occupied by any Scouts. Genestealers do not need to follow paths when they assault – they can assault from one adjoining tile to another regardless of whether there is a path or not.

A Genestealer can make one assault per turn, and all of the Genestealers in the same tile must assault the same enemy-occupied tile – they cannot split up to attack different tiles. Assaults can be carried out in any order the Genestealer player desires.



*Example: Two Genestealers assault two Scouts. The Genestealers have an assault score of 4 (2 for each Genestealer).*

*The Scout player rolls a dice, getting a 3. No modifiers apply to the roll. The modified roll is less than the Genestealers' assault score, so the Genestealers win – one Scout is killed, and the survivor is driven back.*



## ASSAULT RESULTS

To work out who wins an assault, you must establish the assault score for each side.

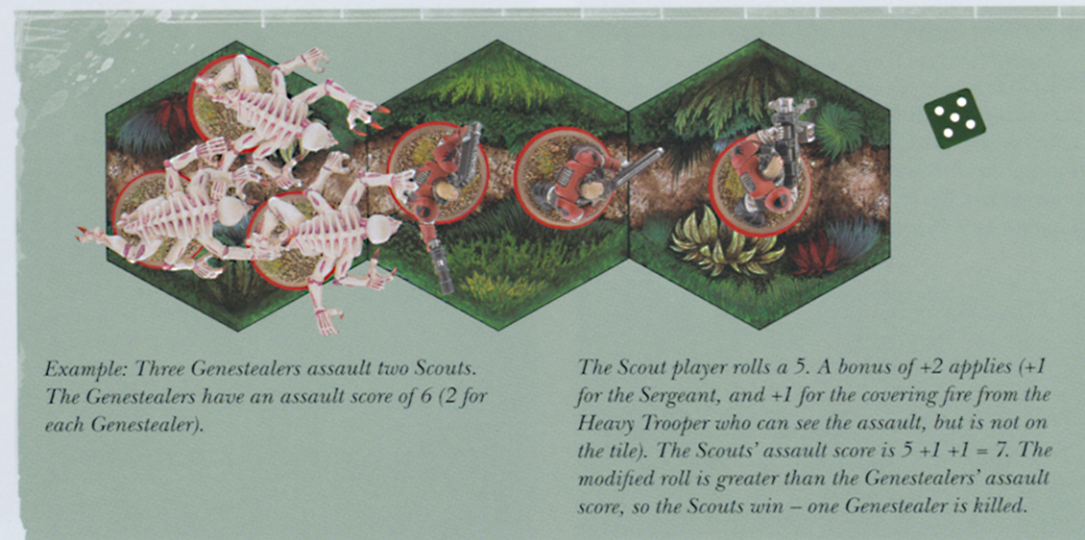
The Genestealers have an assault score of 2 for each Genestealer in the assaulting force (i.e. one Genestealer has an assault score of 2, two Genestealers have an assault score of 4, and three Genestealers have an assault score of 6).

The Scout player rolls a dice to determine their assault score. Subtract 1 from the roll if there is only 1 Scout in the tile being attacked. If the Sergeant is in the tile under attack, add a bonus of +1. If the Heavy Trooper can see the tile under attack, but is not actually in the tile, he can give a covering fire bonus of another +1. The modified result is the Scouts' assault score.

**Genestealers Win:** If the Genestealers have the higher assault score, one Scout is killed and any remaining Scouts are driven back (see opposite). The assaulting Genestealers then move into the tile that was being assaulted.

**Scouts Win:** If the Scouts have the higher assault score, one Genestealer is killed.

**Draw:** In the case of a tie between the two assault scores, the Scouts are driven back (see right). The assaulting Genestealers then move into the space that was being assaulted.



*Example: Three Genestealers assault two Scouts. The Genestealers have an assault score of 6 (2 for each Genestealer).*

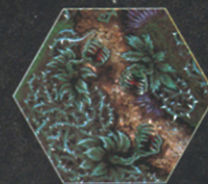
*The Scout player rolls a 5. A bonus of +2 applies (+1 for the Sergeant, and +1 for the covering fire from the Heavy Trooper who can see the assault, but is not on the tile). The Scouts' assault score is 5 + 1 + 1 = 7. The modified roll is greater than the Genestealers' assault score, so the Scouts win – one Genestealer is killed.*

## TANGLEWEED

The jungle is full of horrible things besides Genestealers. One of them is Tangleweed. This can be easily recognised by its spikes and thorns as well as the purple razor grass that grows alongside it.

Tangleweed tiles have no effect on assaults or firing, nor do they affect Scouts moving onto them. However, once Scouts have entered Tangleweed they are liable to get stuck. This means that the Space Marine player must roll a 4, 5 or 6 on a single dice to move a model off a Tangleweed tile. Roll once per Move action and roll for each Scout separately. If successful, the Scout may move one tile along the path as normal. If the roll is failed, the Scout remains where it is and the action is wasted. However, if this was the Scout's first action of that turn then it may still try to move out with its second action, again needing 4, 5 or 6 to do so.

Tangleweed only affects Scouts. Genestealers are preternaturally agile and aren't slowed down by it at all.





## REMOVING KILLS

Kills are removed by the player who suffers them. In the case of the Scout player, they may therefore decide which of their Scout models will be killed where there is a choice.

Dead Scouts are out of the game. Dead Genestealers are returned to the Genestealer player's pool of available models.

## DRIVEN BACK

If Scouts are driven back then the Genestealer player must move the models out of the tile they are in and into an adjacent tile. The space must be a tile that the Scouts could theoretically move into – Scouts must move along paths, for example.

The Genestealer player may decide to drive the Scouts all back into the same tile or they may split the Scouts up over several tiles if they

prefer. When Scouts are driven back, they ignore the effect of Tangleweed as described in the Tangleweed special rule. Any Infestations in a tile into which a Scout is driven back are removed and returned to the Genestealer player's pool of available models.

The Genestealer player may not drive Scouts into tiles that already contain three Scouts, or which contain any Genestealers. If it is impossible for a Scout to be driven back because all of the adjacent tiles are occupied by the enemy and/or by three Scouts, then the Scout is killed.

Note that the Genestealer player can deliberately drive Scouts into a position where a new group of Genestealers can assault them! However, each Genestealer model can only take part in one assault per turn.

## WINNING THE GAME

If the Scout player has one or more Scouts in the tile with the dropship at the end of any turn then they win.

If all the Scouts are killed or trapped in a jungle loop (see The Jungle Got Them! rule) then the Genestealer player wins.





## SPACE MARINES



*Trooper*



*Heavy Trooper*



*Trooper*



*Sergeant*



*Trooper*

## GENESTEALERS



*Genestealers*



*Infestation*





**SPACE MARINE  
SCOUTS  
SCOUTS  
SPACE MARINES  
EXPLORADORES  
MARINES ESPACIALES**

**SPACE MARINE  
SCOUTS**

**SPACE MARINE  
ESPLORATORI**

**スペースマリーン  
スカウト**



**WARHAMMER  
40,000**



• ENGLISH •

Before assembling your model kit, read through these instructions carefully. To assemble this kit you will need some suitable adhesive for the metal or plastic parts and a sharp modelling knife. A pair of clippers can also be useful when removing the components from the sprue. Carefully clean off any plastic mould lines and injection markings using a modelling knife (remember to make cuts away from your body and fingers). Adult supervision is recommended when using adhesive and tools.

• FRANÇAIS • Lisez attentivement ces instructions avant de commencer l'assemblage de votre maquette. Vous aurez besoin pour ce faire de colle adhésive pour les éléments en plastique ou en métal, ainsi que d'un couteau de modélisme. Une paire de pinces coupantes pourra être également utile pour détacher les éléments de leur grappe. Enlevez les traces de moulage et d'injection à l'aide d'un couteau de modélisme (rappelez-vous de toujours couper vers l'extérieur, jamais vers vous). L'utilisation d'outils ou de colle doit se faire sous la surveillance d'un adulte.

• ESPAÑOL • Antes de montar este kit, lee las instrucciones cuidadosamente. Para el montaje necesitas un pegamento para los componentes de metal y plástico y una cuchilla de modelismo. También puedes usar unas tijerillas para desmontar los componentes de la rama. Retira las líneas de molde y rebabas con la ayuda de una cuchilla de modelismo (para evitar accidentes, recuerda siempre hacerlo en dirección contraria a tu cuerpo). Se recomienda la supervisión de un adulto al usar el pegamento y las herramientas.

• DEUTSCH • Vor dem Zusammenbau des Modells solltest du dir diese Bauanleitung genau durchlesen. Um dieses Bauteil zusammenzubauen, benötigst du passenden Klebstoff für die Metall- sowie Plastikteile sowie ein scharfes Einstreckschärf. Eine Kneifzange ist ebenfalls nützlich. Entferne die Einzelteile mit der Kneifzange aus dem Gussrahmen und säubere sie mit dem Bauteilmesser sorgfältig von allen Gussresten und -graten (denk daran, immer vom Körper und Fingern weg zu schneiden). Kinder sollten Klebstoff und Werkzeuge nur unter Aufsicht eines Erwachsenen verwenden.

• ITALIANO • Prima di assemblare il modello, leggere attentamente queste istruzioni. Per assemblare il kit avrete bisogno di colla adatta per i componenti in metallo e plastica e di un coltello da modellismo affilato. Potrebbe essere utile anche un paio di tronchesine quando si rimuovono i componenti dallo sprue. Pulite attentamente qualsiasi linea e sfogo di fusione con un coltello da modellismo affilato (ricordatevi di usare verso l'esterno, lontano dal corpo e dalle dita). Si raccomanda la supervisione di un adulto quando si utilizzano colle e strumenti da modellismo.

• 日本語 • 組み立て説明をよくお読みになつてから、このキットを組み立ててください。このキットを組み立てるには、メタルパーツやプラスチックに適した接着剤各種とモデリングナイフが必要ですが、ニッパーも用ゐておくと、ランナーからパーツを切り離す時に便利です。モデリングナイフを使って、パーティングラインやバリを丁寧に削り取ってください。(体や手とは反対方向に刃を向けるようにして下さい)。保護者の監督のもとで、接着剤や工具を使用することをオススメします。



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- DO NOT GLUE!
- NE PAS COLLER!
- NO PEGAR
- NICHT KLEBEN!
- NON INCOLLARE
- 接着しないで下さい。



- USE SUITABLE ADHESIVE
- UTILISEZ UNE COLLE ADAPTÉE
- USA UN PEGAMENTO ADECUADO
- PASSENDEN KLEBER VERWENDEN
- USARE UNA COLLA ADATTA
- 適切な接着剤をご使用下さい。



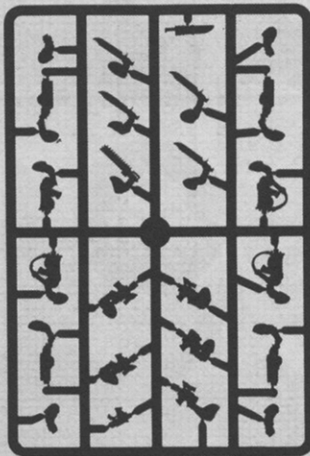
- CUT HERE
- COUPER ICI
- CORTAR POR AQUÍ
- HIER SCHNEIDEN
- TAGLIARE
- ここを切り離して下さい。



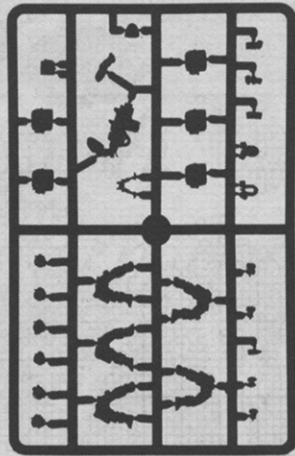
- OPTIONAL EXTRAS
- OPTIONS SUPPLÉMENTAIRES
- EXTRAS OPCIONALES
- OPTIONALE EXTRAS
- ACCESSORI OPZIONALI
- オプションパーツ



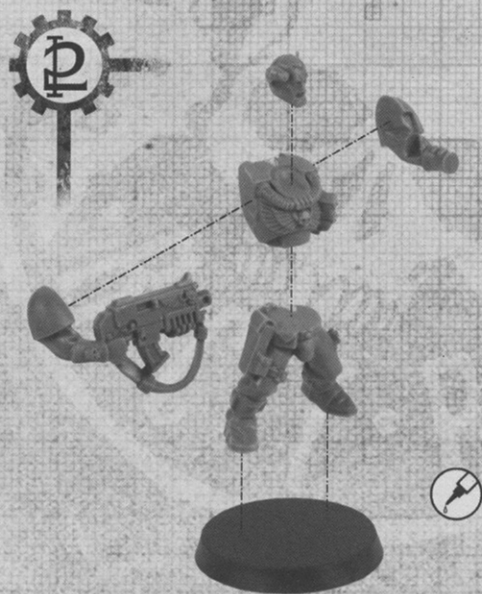
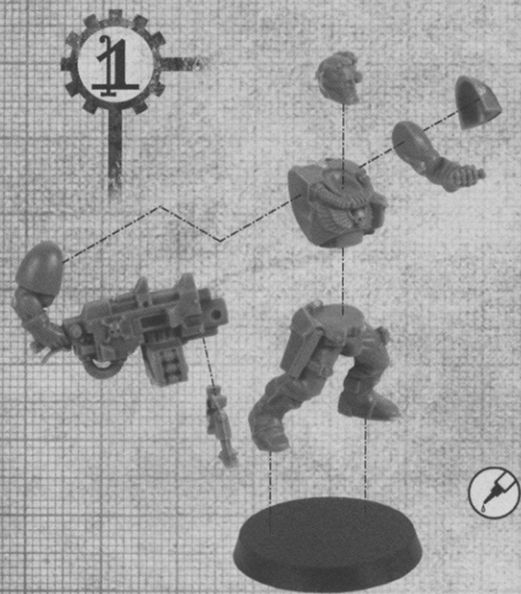
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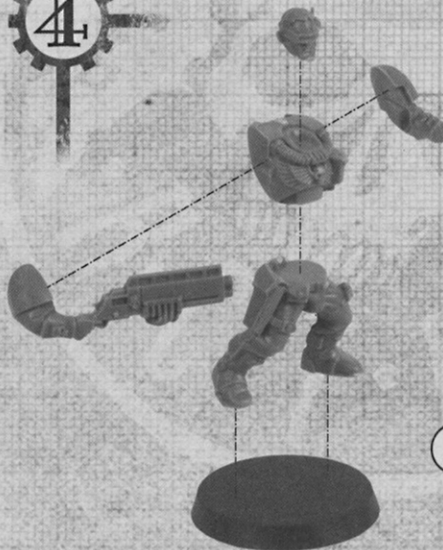
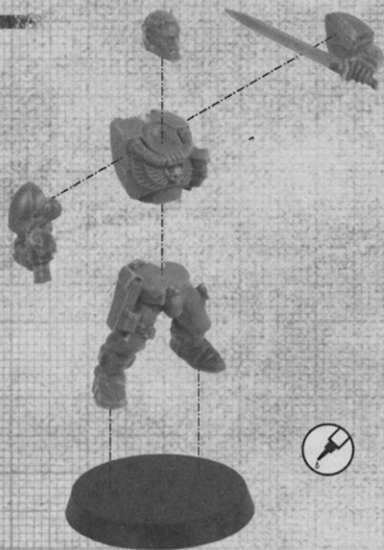
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## TYRANID GENESTEALER BROOD ESSAIM DE GENESTEALERS TYRANIDES PROGENIE DE GENESTEALERS

## SYMBIONTEROTTE DER TYRANIDEN NIDIATI DI TIRANIDI GENORAPTOR ティラニッド ジーンスティラー・ブロード

### READ BEFORE ASSEMBLY

Before assembling your model kit, read through these instructions carefully. To assemble this kit you will need Plastic Adhesive. A pair of clippers or a sharp modelling knife is required for removing parts from the plastic sprue. Plastic mould lines and injection markings can be removed with the modelling knife.

**Citadel Plastic Cutters**  
Plastic Cutters are ideal for removing components from plastic frames and trimming components. The plastic blades have a slim profile that tapers to 1mm for greater accuracy. Games Workshop does not recommend this product for use by children under the age of 16 without adult supervision.

**Citadel Hobby Knife**  
The Hobby Knife is designed for cutting and cleaning components. The ergonomic rubber handle gives great control and has been designed to be used in key modelling positions. The knife comes with 12 spare blades to give your tool a long life and ensure you keep it sharp. Games Workshop does not recommend this product for use by children under the age of 18 without adult supervision. Remember to always cut away from your body and fingers.

**Citadel Plastic Glue**  
This glue is perfect for assembling plastic Citadel Miniatures. Plastic Glue is not suitable for use on metal miniatures and should be used in a well ventilated area. Games Workshop does not recommend this product for use by children under the age of 16 without adult supervision. Ensure that the instructions on the glue packaging are followed.

### À LIRE AVANT ASSEMBLAGE

Avant d'assembler votre kit, lisez attentivement ces instructions. Vous aurez besoin de colle plastique pour assembler ce kit. Une paire de pinces coupantes ou un couteau de modélisme vous sera nécessaire pour ôter les éléments de leur grappe plastique. Le couteau de modélisme vous servira également à supprimer les marques d'injection et les lignes de moulage.

**Pinces Coupantes pour Plastique Citadel**  
Les pincen coupantes sont idéales pour ôter les éléments de leur grappe plastique ainsi que pour les ébarber. Leurs manches biseautés s'écrasent jusqu'à une largeur d'1mm pour une découpe précise. Games Workshop ne recommande l'utilisation de cet outil que les enfants de moins de 16 ans sans la surveillance d'un adulte.

**Couteau de Modélisme Citadel**  
Le Couteau de Modélisme est conçu pour découper et ébarber les éléments. Son manche ergonomique recouvert de latex assure un grand contrôle de vos gestes et a été prévu pour accommoder les positions de découpe des plus complexes. Il est fourni avec 12 lames de rechange pour une longévité optimale, lesquelles vous garantiront un outil toujours affûté. Games Workshop ne recommande l'utilisation de cet outil que les enfants de moins de 18 ans sans la surveillance d'un adulte. Effectuez toujours vos découpes dans le sens opposé à vos doigts et à votre corps.

**Colle Plastique Citadel**  
Cette colle est parfaite pour assembler les figurines plastiques Citadel. La colle plastique ne convient toutefois pas aux éléments en métal et doit toujours être utilisée dans une pièce bien ventilée. Games Workshop ne recommande l'utilisation de ce matériau que les enfants de moins de 16 ans sans la surveillance d'un adulte. Respectez les précautions d'emploi.

### LEER ANTES DE MONTAR

Lee atentamente estas instrucciones antes de empezar a montar esta miniatura. Necesitarás un adhesivo de plástico para montar esta miniatura. Para separar las piezas de la matriz necesitarás unas tenacillas o una cuchilla de modelismo. Las marcas y líneas de molde pueden retirarse con ayuda de una cuchilla de modelismo.

**Tenacillas de plástico Citadel**  
Las Tenacillas de plástico son ideales para separar los componentes de las matrices de plástico y recortar los componentes. Las hojas de corte tienen un perfil de 1mm que permite una gran precisión. Games Workshop no recomienda que niños menores de 16 años las utilicen sin supervisión de un adulto.

**Cuchilla de modelismo Citadel**  
La Cuchilla de modelismo está diseñada para cortar y pulir componentes. Su mango de goma ergonómico ofrece un gran control y se ha diseñado para facilitar las tareas de modelismo más importantes. La cuchilla incluye 12 hojas de recambio que le aseguran a esta herramienta una larga vida útil y un perfil siempre afilado. Games Workshop no recomienda que niños menores de 18 años la utilicen sin supervisión de un adulto. Asegúrese de cortar siempre en dirección contraria a tu cuerpo y dedos.

**Pegamento de plástico Citadel**  
Este pegamento es perfecto para montar miniaturas Citadel de plástico. El pegamento de plástico no sirve para las miniaturas de metal, y debe utilizarse en un espacio bien ventilado. Games Workshop no recomienda que niños menores de 16 años lo utilicen sin supervisión de un adulto. Asegúrese de seguir las instrucciones del empaquetado del pegamento.

### BITTE VOR DEM ZUSAMMENBAU LESEN

Bitte lies dir diese Anweisungen sorgfältig durch, bevor du den Zusammenbau beginnst. Für den Zusammenbau dieses Bausatzes benötigst du Kunststoffkleber. Die Einzelteile lassen sich am besten mit einem Kunststoffschneider oder einem scharfen Bastelmesser aus den Gussrahmen entfernen. Auch für die Beseitigung von Gussresten und -graten empfehlen wir ein Bastelmesser.

**Citadel-Kunststoffschneider**  
Kunststoffschneider eignen sich ideal für das Entfernen von Einzelteilen aus Kunststoff-Gussrahmen und das anschließende Säubern der Teile. Das Klingenprofil verdrängt sich auf 1 mm, was große Schneidegenauigkeit garantiert. Games Workshop empfiehlt die Verwendung dieses Produkts für Kinder unter 16 Jahren nicht ohne Aufsicht eines Erwachsenen.

**Citadel-Bastelmesser**  
Das Bastelmesser dient dazu, Einzelteile zu schneiden und zu säubern. Der ergonomische Gummigriff garantiert eine sichere Handhabung und wurde für komplexe Modellbearbeitungen entwickelt. Für eine lange Haltbarkeit und dauerhafte Schärfe wird das Messer mit 12 Ersatzklingen geliefert. Games Workshop empfiehlt die Verwendung dieses Produkts für Kinder unter 18 Jahren nicht ohne Aufsicht eines Erwachsenen. Denk daran, immer von Körper und Fingern weg zu schneiden.

**Citadel-Kunststoffkleber**  
Dieser Klebstoff wurde für das Zusammenkleben von Citadel-Miniaturen entworfen. Er eignet sich nicht für Metall-Miniaturen und sollte nur in gut belüfteten Räumen verwendet werden. Games Workshop empfiehlt die Verwendung dieses Produkts für Kinder unter 16 Jahren nicht ohne Aufsicht eines Erwachsenen. Bitte lies und befolge die Anweisungen auf der Verpackung des Klebstoffs.

### LEGGERE PRIMA DI ASSEMBLARE

Leggi attentamente queste istruzioni prima di assemblare il kit. Per assemblare questi modelli hai bisogno della colla per plastica. È necessario usare un paio di tronchesine o una taglierina da modellismo affilata per rimuovere i componenti dallo sprue di plastica. Le linee e gli sfoghi di fusione possono essere rimossi usando la taglierina da modellismo.

**Tronchesine Citadel**  
Le tronchesine sono perfette per rimuovere i componenti dagli sprue di plastica e per ripulirli. Le sue lame hanno un profilo sottile che si restringe fino ad 1mm per una maggiore precisione. Games Workshop sconsiglia l'utilizzo di questo prodotto da parte dei minori di 16 anni senza la supervisione di un adulto.

**Taglierina da modellismo Citadel**  
La taglierina da modellismo è pensata per tagliare e pulire i componenti. Il manico ergonomico di gomma ti permette di avere maggiore controllo ed è stato progettato per usarla in posizioni modellistiche chiave. La taglierina è corredata di 12 lame di sorta per rendere l'attrezzo di lunga durata e assicurare che sia sempre affilato. Games Workshop sconsiglia l'utilizzo di questo prodotto da parte dei minori di 18 anni senza la supervisione di un adulto. Ricorda di tagliare sempre in direzione opposta al corpo e alle dita.

**Colla per plastica Citadel**  
Questa colla è perfetta per assemblare le miniature di plastica Citadel. La colla per plastica non è adatta ad incollare i modelli di metallo e deve essere usata in un ambiente ben ventilato. Games Workshop sconsiglia l'utilizzo di questo prodotto da parte dei minori di 16 anni senza la supervisione di un adulto. Accertati di seguire le istruzioni presenti sulla confezione.

### 組み立て前に読むこと。

ミニチュアを組み立てる前に、この組み立て解説書をよく読んでくれ。このミニチュアを組み立てるには、プラ用セメントが必要だ。ランナーからパーツを切り離すにはニッパーかホビナイフを使って、くれ。パーツを切り離したところに残る部分(グレート跡)やバーティングラインは、ホビナイフをそくように当てればキレイになるぞ。

### シタデル・ニッパー

ニッパーは、プラパーツをランナーから切り離したり、グレート跡をキレイにするうえで役立つツールだ。スリムなデザインと急傾斜のブレードを持つシタデル・ニッパーは、精密な作業に最適である。君が16才未満なら、保護者による監督のもとで使うこと。

### シタデル・ホビナイフ

ホビナイフは、パーツの切り離しとクリーニングで活躍する。シタデル・ホビナイフは、人間工学にのっとった特製グリップのおかげで、使いやすく、握れにくい。12枚のスペア刃もセットされているので、いつでも切れ味/ツギンだ。君が16才未満の場合、保護者による監督のもとで使うこと。ナイフでパーツを切る時は、刃が自分の側を向かないように注意。

### シタデル・プラ用セメント

プラ製シタデルミニチュアを組み立てるために特別に開発された、最高品質のプラ用接着剤だ。なお、メタルパーツを接着することはできないので注意。取扱説明書をよく読み、換気のよい場所で、正しく使うこと。君が16才未満なら、保護者による監督のもとで使うこと。



Special instructions - please read!  
Instructions particulières - lisez attentivement!  
Instrucciones especiales - ¡léelas, por favor!  
Besondere Anweisungen - bitte lesen!  
Istruzioni speciali: leggere attentamente!

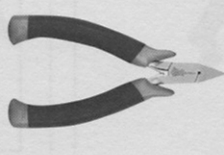
重要! :必ず読むこと!



Do not glue  
Ne pas coller  
No pegar  
Nicht kleben  
Non incollare  
接着しないこと



Cut here  
Coupez ici  
Cortar por aquí  
Hier schneiden  
Taglia qui  
ここを切り離す



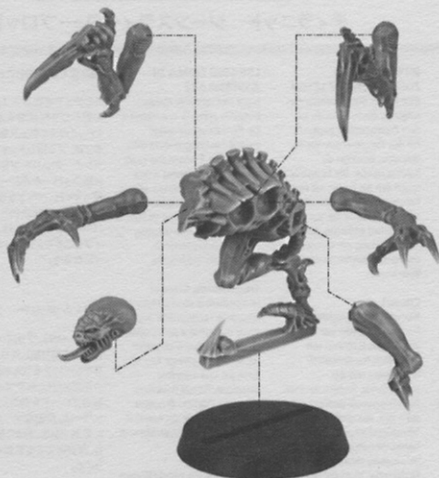
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**Genestealer with Rending Claws & Scything Talons**  
**Genestealer avec Pinces Broyeuses et Griffes Tranchantes**  
**Genestealer con Garras aceradas y Garras afiladas**  
**Symbiont mit Zangenkrallen & Sensenklauen**  
**Genoraptor con artigli dilanianti e artigli falcati**

ジーンスティラー (レンディング・クロウ&サイジング・タロン装備)



Choice of heads  
 Choix de têtes  
 Cabezas opcionales  
 Auswahl an Köpfen  
 Scelta di teste  
 各種頭部パーツ



**Genestealer with Rending Claws**  
**Genestealer avec Pinces Broyeuses**  
**Genestealer con Garras aceradas**  
**Symbiont mit Zangenkrallen**  
**Genoraptor con artigli dilanianti**

ジーンスティラー (レンディング・クロウ装備)



Optional extras  
 Options supplémentaires  
 Extras opcionales  
 Optionale Extras  
 Opzioni extra  
 各種オプションパーツ





WARHAMMER  
40,000

# LOST PATROL

WARHAMMER  
40,000

# LOST PATROL

WARHAMMER  
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# LOST PATROL















