Space Hulk
Advanced Rules

Fan created optional rules
for
Space Hulk

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Advanced Space Hulk

Alternative rule-set for Space Hulk

Version 1.0 July 2013

We need your feedback!

Version 1.0 is the first version made available for game testing, balancing and general feedback. This alternative rule-set can only be improved and polished with play-testing feedback and rules comments from the community. If you would like to give us your feedback please feel free to do so in the Advanced Space Hulk diary on the Wargamerau forums.

http://www.wargamerau.com/forum/index.php?showtopic=148656

Advance Space Hulk

Introduction

Welcome to the Advanced Space Hulk rule-set. This alternative set of rules has been created to make use of the outstanding game system of Space Hulk and expand on its simple but enjoyable game-play to provide more options for lovers of the game. It incorporates many elements from the Warhammer 40K universe and extends the range of forces that can be brought into the Space Hulk game.

Advanced Space Hulk introduces a new category system for describing the various armies used in Space Hulk and provides rules for fielding new armies that align with the new categories. A range of new rules has been designed to add new tactical elements to the existing game as well as some interesting new approaches to game-play. We hope you enjoy the new system.

Chaos Cultists throw themselves into a hail of gunfire from the
Lamenters Storm Bolters

Army Categories

Advanced Space Hulk has expanded on the number of different forces that can be encountered on board the immense hulks that float through space. The three new categories help to differentiate between the tactical play styles of the different armies.

Assault

Assault armies are combat focused insertion teams. They achieve their mission goals through strength of arms and their brutal response to opposition while limited is often very effective. The Terminator force from the original Space Hulk game is the perfect example of an Assault force.

Horde

Horde armies represent the endless masses of foes that stand between you and your mission goals. The only outcome a Horde army seeks is the complete annihilation of their opposition. They are usually fearless and endless in their numbers and only extreme dedication to a mission outcome will allow those that stand against them to succeed. The Genestealer Brood from the original Space Hulk game is the perfect example of a Horde army.

Tactical

Tactical forces approach objectives with a variety of options and remain flexible in how they proceed. This flexibility hopefully provides them with the opportunities they need to succeed in achieving their goals. Tactical Armies are a new introduction to Advanced Space Hulk and provide an interesting approach to game-play. Tactical forces can be more complex to play and so should be chosen wisely.

Solo/Boss

There is a fourth kind of unit included in Advanced Space Hulk that is designed specifically for scenario games. Solo/Boss units are powerful individual models that can be used to provide another interesting game style by either providing an assaulting player with the opportunity to try and complete all mission objectives with a single model, or alternatively to provide a huge challenge for assaulting players to have to overcome as part of achieving mission objectives. Units such as Dreadnaughts and Monstrous Creatures add a new and deadly aspect to the Space Hulk universe.

Game Balance

In general Assault armies and Horde armies play very similarly to the original Terminator and Genestealer forces respectively. Any game that includes an Assault army faced off against a Horde army will likely play much like any traditional Space Hulk scenario. Introducing two forces both capable of ranged firepower or including a Tactical force can significantly alter the style of game-play in Space Hulk. This is the whole point.

The new units have been developed to provide new challenges and new tactical opportunities for players; however it will take some time to get used to the changes in the game. For example: A Terminator simply going on Overwatch down a long corridor may no longer be a safe tactical decision when the opposition has the ability to stand outside 12 squares and fire at you with a Shrieker cannon!

The Army List

The Second half of this booklet includes all the new armies included in Advanced Space Hulk, the relevant rules for each army as well as rules for the new weapons and Action Points cost for each unit. Each army has its own unique game-play style and character designed to fit in with the storyline attributes of the army in question.

Armies and Categories

Assault Forces
Terminators
Imperial Guard Stormtroopers
Eldar Harlequins
Chaos Space Marine Chosen

Horde Forces
Genestealers
Chaos Cultists
Chaos Daemons
Canoptek Guardians

Tactical Forces
Tau Expeditionary Force
Grot Rebellion Scavengers
Sisters of Silence
Rogue Trader Pirates

Solo/Boss Units
Imperial Space Marine Dreadnaught
Chaos Hellbrute
Tyranid Carnifex
Imperial Guard Sentinel
Grot Rebellion Killer Kan

Army Balance

The various new armies introduced into Advanced Space Hulk have been created to provide a rough equivalent force in terms of game-play balance to the existing Space hulk forces. The new weapons for each new army should cover similar roles to existing weapons while introducing a new game-play style element to the game. In all instances where a type of weapons or ability is required to complete a scenario mission each of the new armies should have an equivalent ability within their force to allow them to complete mission objectives.

Horde armies should all play in a similar manner to the Genestealer force with effectively endless units to be used throughout a game. Assault and Tactical forces have been created to fulfil the rough equivalent of the original Terminator units.

Standard Terminator Unit

1 Sergeant with Power Weapon and Storm Bolter
3 Terminators with Power Weapons and Storm Bolters
1 Terminator with a special/heavy weapon.

Imperial Guard Stormtroopers

1 Sergeant with Plasma Pistol and Power Weapon
1 Strom Trooper with a standard Flamer
1 Storm trooper with a Grenade Launcher
7 Stormtroopers with Lasguns
(Optional Commissar support or Sentry Gun Weapon System Support)

Eldar Harlequins

3 Harlequins with Power Weapons and Shuriken Pistols
2 Harlequins with Harlequins Kiss and Fusion Pistols
1 Death Jester with Shrieker Cannon

Chaos Space Marine Chosen

1 Chaos Lord with Plasma Pistol and Power Weapon
2 Chosen with Bolters
2 Chosen with Bolters, Bolt Pistol and Power Weapon
1 Chosen with Plasma Gun
1 Chosen with Reaper Autocannon

Tau Expeditionary Force

1 Tau XV25 suit armed with a Fusion Blaster

5 Tau XV25 suits armed with Burst Canon

5 Gun Drones

1 Tau Earth caste Engineer

1 Tactical Drone

Rebel Grot Scavengers

1 Orc Scrap Collector

1 Grot-Bot Minder

10 Grot Swarms

3 Grot Kan Minders

Sisters of Silence

1 Sister Matriarch

1 Sister Canoness

4Sisters armed with Storm Bolters

2 Sister armed with a Flamer

2 Sister Hospitalier

1 Silent Sister

Rogue Trader Pirates

The Rogue Trader Pirates are a unique Force type made up entirely of characters. There are more than a dozen characters to select from and each has their own unique abilities, strengths and weaknesses. A Rogue Trader Force is always limited to 5 Characters only no matter what the mission requirements are. Players must select carefully from the characters available to best achieve the mission objectives.

New Rules

Articulated Structure

Some **Massive** unit's construction includes an articulated mid section. This allows the unit to swivel at the waist without having to turn its legs. This means a **Massive** unit can swivel to engage targets to the side and behind with both ranged and melee attacks. This is an important part of the unit's battle performance as its size makes moving sideways and backwards impossible.

Bunker Buster

When shot at a door the damage from a Bunker Buster weapon will destroy the door and transfer to the entire map section beyond the door. When transferred this damage becomes an Area Effect Blast. Apply a -1 to the **Kill** property within the Area Effect blast*. So a Cyclone Missile Launcher Area Effect after a door has been destroyed will be 6+ within the blast.

*To a maximum of 6+

Charge

Some units are able to build up momentum for a **Charge** attack. These units require at least two spaces of unimpeded movement towards their **Charge** target to build up speed and momentum. **Overwatch** that is fired at but that misses a charging unit will not slow its **Charge**. If however a charging unit is hit by **Overwatch**, even if it is not killed its **Charge** will be stopped. (Remember some units require two dice to successfully hit it because of the **Hard to Kill** special rule. In this instance a single dice hot may not be enough to kill a charging unit but it will stop its **Charge**.

Dodge

Some units either have special equipment or are naturally so agile that they are able to literally dodge bullets and blades that might otherwise have harmed them. Units with the **Dodge** special rule can expend AP to cancel out a successful hit against them either from Ranged or Close Combat attacks. This is a very powerful ability but is often compensation for units that are otherwise very lightly protected by armour.

Easy to Kill

A weapon with the **Easy to Kill** special Rule will nullify a characters **Hard to Kill** special rule.

Fire Past

Many units in Advanced Space Hulk wear far less bulky armour that the Imperial Terminators. While lesser armoured units are more vulnerable to damage they have the advantage of being more manoeuvrable, some also have the advantage that either their training or their disregard for the safety of others allows them to **Fire Past** a friendly unit they are immediately behind.

Units with the **Fire Past** special rule can only **Fire Past** a single friendly unit and must be immediately adjacent to and behind the unit they wish to **Fire Past**.

A Chaos Cultist wildly Fires Past his comrade to engage a Terminator

Immolation

Some weapons produce such a devastating amount of super heated damage that they burn straight through the intended target and will pass the damage onto any immediately adjacent targets.

If a weapon with the **Immolation** special rule kills the target it is aimed at and there is another unit in the square directly behind that target either friend or foe, roll a D6 as if the weapon had been fired at the second target. Add -1 to the weapons **To Kill** requirements for this second target and if it is sufficient remove this target as a casualty also.

Example: A Sister Canoness armed with an Inferno Pistol fires at a Scarab Swarm. The Inferno Pistol has a 4+ to kill its target. If the Canoness successfully rolls a 4+ it will kill the Scarab Swarm and the **Immolation** *effect will pass on to the next adjacent Scarab Swarm and will now need a 5+ to kill this target.*

A Sister Canoness successfully destroys 2 swarms of
Scarabs with her Inferno Pistol

I've got your back

Any turn where units with this rule finish their turn back to back to each other they automatically enter Overwatch without having to pay the AP cost. This makes them a formidable defensive pair. Both units must have this special rule for either of them to benefit from it.

I've got your back provides free **Overwatch** for both units
if they finish the turn positioned correctly

Location Mission Objectives

Advanced Space Hulk has two forms of Location Mission Objectives; **Destroy** and **Analyse**. The **Destroy** objective is simple. A designated room within the

mission zone has an object or area that must be destroyed to successfully complete the mission. Only certain weapons are capable of achieving a **Destroyed** result.

All Flame, Explosive and Immolation weapons are capable of achieving a **Destroy** result as a Mission Objective.

Analyse mission objectives must be achieved by a designated unit entering the mission objective location and spending one full turn assessing data for the mission objective. Tactical units such as the Tau Engineer, Sister Hospitalier and Ork Scrap Collector are designed to fulfil these rolls. In other armies if there is not a specific unit marked as a Mission Specialist then select one from your army during the deployment phase. (**Note**: Horde armies do not have mission specialists as they always play the role of countering scenario missions.)

In both types of mission if all of the **Destroy** class weapons or if the individual designated as the Mission Specialist are destroyed then the mission is deemed to have failed.

Massive
Some units are so large they must function in very different ways within the confines of a space hulk. Often the confines of a Space Hulk are such that a **Massive** unit's ability to move freely is impaired. A **Massive** unit is incapable of changing direction in standard corridor sections. Once it starts down a corridor section it must continue until it reaches a junction. A **Massive** unit can turn at any junction to assume a new heading. **Massive** models are also incapable of moving backwards as doing so would risk them becoming jammed or falling over.

Passive
Either a weapon made to use safely onboard spaceships or a weapon simple not powerful enough to penetrate tough surfaces. Passive weapons will not destroy doors.

Replicators
Canoptek Scarabs have the ability to rebuild a door for its destroyed components. The Scarabs work together to break down the substance of the door and reform it into its original structure. It requires two swarms of Scarabs one in each of the squares adjacent to the door and they must spend a combined number of AP to reconstruct the door.

In any game where Canoptek Scarabs are involved do not remove the entire door piece. Only remove the card section and leave the base in place to indicate the location of doors so the Scarab player can choose to rebuild the doors during game-play.
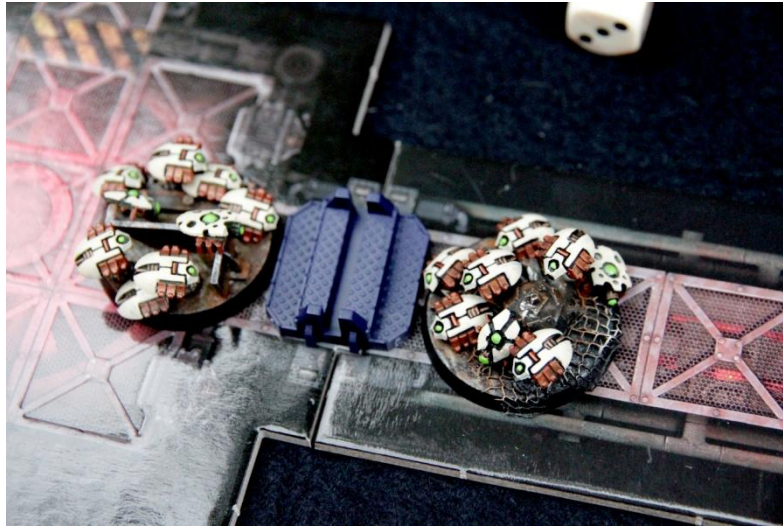
Two swarms of Canoptek Scarabs rebuild a destroyed door.

Slow

Whether the weapon needs to recharge, cool off or cycle fresh ammunition the effect is the same, the weapon can only be fired every second turn.

Slow Overwatch

Only certain weapons have a high enough rate of fire to sustain overwatch at an optimal rate. These weapons can fire each time an enemy advances 1 square. Slow Overwatch weapons fire at a slower rate of fire and as a result they can only fire each time an enemy advances 2 squares. A Storm Bolter fires at normal Overwatch rates while a regular Bolter can only fire at Slow Overwatch speed.

Squeeze Past

Small units such as Swarms are able to take advantage of their size and ability to disperse and regroup to take advantage of the **Squeeze Past** special Rule. This rule allows a unit to move through a door space at a cost of 1AP without opening or destroying the door. This leaves the space behind the door hidden from line of sight. The creatures squeeze through the gaps around the doorway and its mechanism and from back into a swarm on the other side.

A Canoptek Scarab Swarm **Squeezes Past** a door while it remains shut allowing
the Canoptek Guardian and other Canoptek Swarms to remain hidden.

This rule also allows a unit to **Squeeze Past** an enemy unit to gain access to other
units behind them. To do so a unit with the **Squeeze Past** rule is moved to the
side of the tile that the obstructing enemy unit is occupying. This represents the
smaller unit scurrying across the walls or the ceiling around the obstructing enemy
unit.

While in this position however they are vulnerable to any units on Overwatch that
can draw a direct line of sight to their position to the side of the obstructing unit
and can be fired upon as soon as they enter this position. For each square they
move outside the regular corridor structure they can be fired upon by any
Overwatch units that can draw line of sight to them, so while tactically useful this
manoeuvre can be extremely risky.
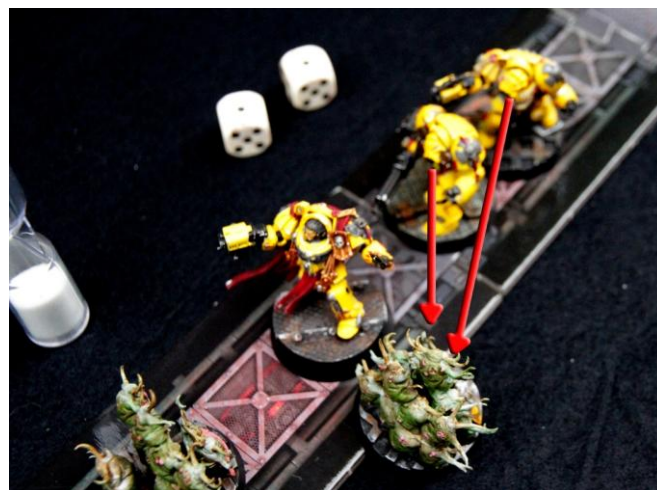
A Swarm of Nurglings is exposed to **Overwatch** while **Squeezing Around** an enemy unit

Swarms

Swarms are masses of smaller creatures too numerous to counter individually. These creatures join to form a larger unit referred to as a Swarm. Swarms have both some benefits and disadvantages of their combined form. Swarms are very hard to destroy with normal ranged weapons as there is no individual creature to target, as a result Swarms have the **Hard to Kill** special rule.

Swarms are however vulnerable to weapons that can injure the entire group. **Area Effect, Immolation** and **Explosive** weapons will neutralize the **Hard to Kill** special rule and kill a Swarm in one hit if the dice roll is sufficient to **Kill** them.

Swarms also benefit from the **Squeeze Past** special rule

Tracking

Sentry Gun Weapon Systems have automatic target sensors that track enemy movement and rotate the weapon system to the nearest threat. Once a Sentry Gun has detected an enemy model it will rotate to engage it. A Sentry Gun will rotate 90 degrees for every 1 square an enemy model advances.

Sentry Guns will always target the nearest Enemy model to their position and will rotate to engage them in order of proximity. Once a Sentry Gun engages a target, it will continue to track and fire on that target until either the target is dead of the Sentry gun is destroyed.
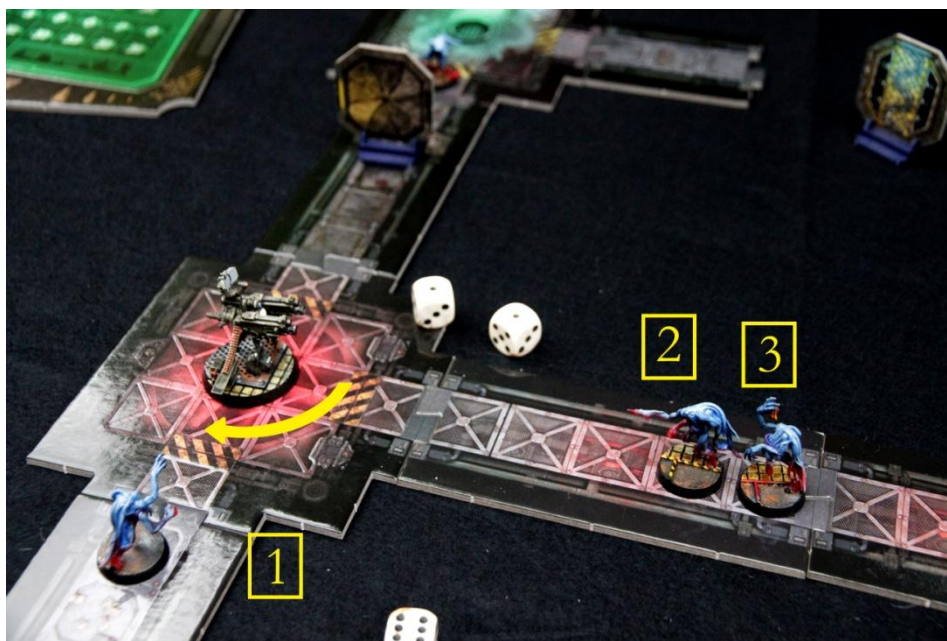
The Sentry Gun will rotate to engage the Tzeench Horror 1 as it is closest.
It will then rotate back to engage Horror 2 and then Horror 3

Unstable

Unstable weapons must roll a D6 every time the circumstances that make them unstable occur. On a roll of 6 on a D6 an Unstable weapon will explode. Many unstable weapons are so dangerous that the resulting explosion may destroy and entire board section. Whether on a corridor tile or a room tile the result is the same the entire board piece is removed. This may result in a mission being unable to be completed successfully. This makes the placement and use of unstable weapons an important tactical decision.

Advanced Space Hulk

The Imperium

The Imperium

Additional Imperial Space Marine Terminator Units

Imperial Guard Stormtroopers

Imperial Guard Commissar

Imperial Sentry Gun Weapon Systems

Imperial Space Marine Dreadnaught

Imperial Sisters of Silence

Force Types

Imperial Space Marine Terminators: **Assault Force**

Imperial Stormtroopers: **Assault Force**

Imperial Space Marine Dreadnaught: **Solo/Adversary Force**

Imperial Sisters of Silence: **Tactical Force**

Imperial

Imperial Space Marine Terminator
Cyclone Missile System

Additional Support Weapons

Terminator   4AP

Cyclone Missile System

The Cyclone Missile system provides additional heavy support to Space Marine Terminator Units during boarding actions. The system is mounted on top of the Terminator's armour and controlled by the users as required.

This system has a limited number of shots and the nature of the system requires it to reset itself for firing after every salvo launched; as such a Cyclone launcher may only fire every second turn.

Missiles fired from the Cyclone Launcher have both the Explosive and Bunker Buster special rules. A Terminator armed with a Cyclone Launcher may still enter overwatch with his standard Stormbolter, but may not enter guard mode as the extra bulk of the launcher makes it difficult to set himself ready to receive close combat attacks.

Weapon	Range	Dice	Kill	Notes
Storm Bolter	Unlimited	2D6	6+	Sustained fire, jam
Missile Launcher	12	3D6	5+	Bunker Buster, 8 shots, reload, explosive

Imperial

Imperial Guard Stormtroopers

Imperial Guard Stormtooper units are elite forces trained to deal with critical missions. Their training and equipment makes them more suitable for boarding actions than regular guardsmen.

Imperial Guard HQ	*4AP*
Imperial Guardsmen	*4AP*

Carapace Armour
Imperial Guard Stormtroopers wear Carapace Armour. Carapace confers a -2 to opponent's weapons **Kill** requirements.*

* A roll of 1 is always a fail.

Combat Training
Imperial Guardsmen are trained in various combat techniques and conditioned to follow orders, there are various rules that apply specifically to Imperial Guard units. Imperial Guardsmen are not weighed down by heavy armour, as such they can move sideways and turn 180 degrees as well as turning 90 degrees for no AP cost.

Limited Training
Imperial Guard Stormtroopers have only limited training in low G environments as a result guardsman do not have a melee attack, they must rely on their firearms for protection.

The Buddy System
Stormtroopers are trained to sweep combat environments in pairs for improved combat efficiency. As Stormtroopers do not wear bulky Power Armour or massive Terminator armour it is possible for 2 Guardsmen to fire down a corridor. A Guardsman positioned directly behind another Guardsman can **Fire Past** his buddy; this includes during **Overwatch**.

Passive
The Imperial Guard Lasgun is designed for safe boarding actions; as such they will not breach ship hull structure. Consequently a Lasgun is not able to destroy a door.

HQ

A Stormtrooper Sergeant is trained to lead and to fight. Stormtrooper HQ units can fight in melee. They fight with 1D6. Their sword provides the Parry special rule. A Stormtrooper Sergeant is armed with a Plasma Pistol.

Orders

Imperial Guard HQ units can spend AP to issue orders to the IG unit.

Overwatch   1AP   HQ can order a Guardsman to enter **Overwatch***
Concentrate Fire   1AP   The AP is spent allocating the target. Any Guardsman shooting at the designated target will benefit from **Sustained Fire**, this includes shots fired from other guardsman

* It costs 1AP per Guardsman that you wish to place on Overwatch. This is the only way Imperial Guardsmen can perform Overwatch

Support

Imperial Guard Stormtrooper units may choose to add both Commissar and Sentry Gun support units to their boarding squad.

Imperial Guard Ranged Weapons

Lasgun	Unlimited*	1D6	6+	Slow overwatch *, passive
Grenade Launcher	12	2D6	6+	Slow overwatch *, jam, explosive
Flamer	12	1D6	3+	Area Effect, 6 shots
Plasma Pistol	6	2D6	4+	Overwatch**, immolation, jam
Bolt Pistol	6	1D6	6+	Slow overwatch, sustained fire, jam
Sentry Heavy Bolter	Unlimited*	2D6	4+	Overwatch, sustained fire, 10 shots, tracking
Sentry Quad Launcher	Unlimited*	4D6	6+	Overwatch, sustained fire, 10 shots, tracking, explosive
Sentry Flamer	6	1D6	3+	Overwatch, area effect, persistent, 6 shots, unstable, tracking

Imperial
Imperial Guard Commissar

(Mission Specialist)

The Imperial Commissars maintain the discipline and moral wellbeing of the units they are attached to. They also deal swift and merciless judgement on those they deem unworthy of wearing the uniform.

Imperial Guard Commissar   4AP

Carapace Armour

Imperial Guard Commissars wear Carapace Armour. Carapace confers a -2 to opponent's weapons **Kill** requirements.*

* A roll of 1 is always a fail.

In the Service of the Emperor

The duty of an Imperial Commissar is to focus their unit on the task at hand in the eyes of the Emperor and help lead them to victory. While the Commissar is still alive he grants an additional 1 CP to the unit per turn.

Officer Training

Imperial Guard Commissars have extensive training both as Imperial Officers and as part of the Commissariat. Commissars gain the +1 bonus for Veteran status. Commissars are armed with a Power Sword and Bolt pistol which provides 2D6 in Melee combat and the **Parry** special rule. A Commissar can utilise both the **Overwatch** and **Guard** special rules.
A Commissar is also armed with a Bolt Pistol

Extreme Sanction

Commissars place the success of the mission above all else. If a commissar considers a member of a unit to be failing in their duty they can choose to immediately execute them for dereliction of duty. A player can choose to utilise the **Extreme Sanction** rule. This will result in the Commissar immediately executing the unit member furthest from the target objective for "falling behind" The result of this action is an immediate gain of 2 CP to be spent that turn. The Commissar must have line of sight to the trooper to be dispatched and it CAN apply to units left behind to perform Overwatch duties. (Commissars can sometimes be a little overzealous) So this rule should be applied carefully and tactically otherwise it may cost the user more than it benefits.

Imperial
Imperial Guard Sentry Gun Weapon Systems

The Imperial Guard forces draw on a wide range of resources and munitions to achieve their tasks. Sentry Guns are deployable weapon systems that offer critical tactical advantages to guard boarding actions.

Sentry Guns   *0AP**

*Guns are deployed and automatically activate as if they had the Overwatch rule permanently

Military Hardware
All Sentry Guns are produced to withstand combat situations. Their inherent structure provides the base roll to **Kill**. (6+)

Tactical Selection
There are three types of Sentry gun available to selection. Only one emplacement can be deployed for each mission. The choice of which weapon system will best suit a unit's needs can dramatically alter the tactical situation of a battle.

Deployment
Sentry Gun Weapon Systems are designed to be Deployed and left. Once a Sentry Gun is deployed it cannot be moved. It will automatically enter Overwatch until the end of the mission or until its ammunition is depleted.

Ammunition
Sentry Guns are programmed to fire in measured bursts, however the technology is somewhat unpredictable and as a result each burst can be inconsistent. The result of this is that it impossible to calculate exactly how many bursts a Sentry gun can fire.

Each system will have a minimum number of shots; a dice roll will determine the total number of shots available to the controlling player. Roll the dice in secret and track the number of shots fired on the Sentry gun Ammo tracker in the same way CP are tracked to keep the exact number a secret to your opponent. This makes it harder for your opponent to plan for then a Sentry Gun will run dry.

Sensor Systems

Sentry Guns have built in Sensor systems that constantly **Track** movement within their tactical area. A Sentry Gun will automatically rotate through 360 degrees to engage incoming targets, however this takes time. A Sentry Gun can rotate 90 degrees for each Square an opponent moves once inside detection range.

Weapon Types

The three types of Sentry Gun Weapon Systems each have their own tactical strengths and weaknesses.

Heavy Bolter System

Range: 12
Ammunition: 6 +D6

This is the Standard and most common Sentry Gun weapon system. It has 2 rapid firing Heavy Bolters

Quad Grenade Launcher System

Range: 10
Ammunition: 4+D3
Special Rules: Explosive

The Quad Launcher fires a spread of small explosive round that detonate in an area. Squares adjacent to the target square take damage equal to half the dice of the target square.

Flamer System

Range: 6
Ammunition: 4+D3
Special Rules: Persistent, unstable, area effect

The Flamer system is powerful but can be unstable. It is limited to a range of 6, the entire target tile is considered hit by the flames and will burn as per a normal flamer. The **Unstable** fuel means that if the flamer has to turn more than 90 degrees, roll a D6, on a roll of 6 the Sentry Gun explodes. If a Flamer Sentry gun explodes REMOVE the entire tile it is deployed on. That part of the Hulk has been obliterated. When a Flamer is destroyed by an enemy also roll a D6 to see if it explodes.

Imperial
Space Marine Dreadnought

Only veterans of many battles become interred as the immortal warriors named as Dreadnoughts. These legendary soldiers become key tactical resources to the Space Marine Chapters they fight for. Occasionally a solitary Dreadnought is deployed where an entire team of Terminators is not feasible.

Space Marine Dreadnought 5AP

Dreadnought Armour
Dreadnoughts are Relics to their Chapters and are carefully constructed to protect their eternal occupants. Dreadnought armour is even stronger than Terminator armour. It provides both the base defence roll as well as the benefits of a Storm Shield. As such opponent's roll1 dice fewer when resolving assaults.

Hard to Kill
Dreadnought armour is designed to keep its occupant alive through eternity and specifically throughout combat engagements. To represent this, shooting attacks will only kill the Dreadnought if two or more of the dice roll high enough to wound the target-one hit has no effect. Note that this means flamers and other single dice weapons cannot hurt the Dreadnought. This rule does not apply to close assault rolls.

It Will Not Die
Even when successfully hit in either melee or by a ranged attack a Dreadnaught's internal systems work tirelessly to keep its occupant alive. A Dreadnaught has 3 Wounds. When successfully Wounded a marker (or dice) should be placed next to the model to indicate it has suffered a Wound. Only after taking 3 Wounds will a Dreadnaught be completely destroyed.

Dreadnought Close Combat Weapon

A Dreadnaught is armed with a massive power fist that it can wield with ease due to its immense strength. The impact of a Dreadnought CC weapon is such that it grants the Dreadnought a +2 bonus to its close assault rolls. A Dreadnought rolls 2 dice in close combat.
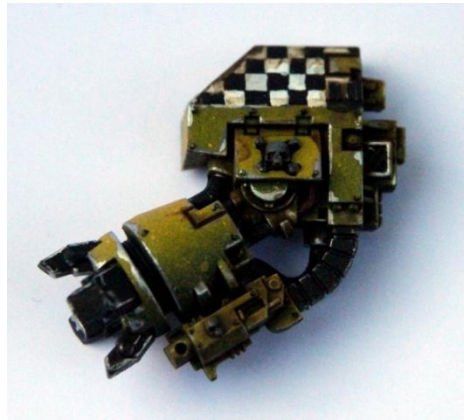
Massive

A Dreadnaught is a huge mechanical engine of destruction. Often the confines of a Space Hulk are such that its ability to move freely is impaired. A Dreadnaught is incapable of changing direction in standard corridor sections. Once it starts down a corridor section it must continue until it reaches a junction. A Dreadnaught can turn at any junction to assume a new heading. Massive models are also incapable of moving backwards as doing so would risk them becoming jammed or falling over.

Articulated Structure

A Dreadnought's construction includes an articulated mid section. This allows the Dreadnought to swivel at the waist without having to turn its legs. This means a Dreadnought can swivel to engage targets to the side and behind with both ranged and melee attacks. This is an important part of the Dreadnoughts battle performance as its size makes moving sideways and backwards impossible.

Weapon Systems

A Dreadnought is armed with a single integrated weapons system in its Close Combat Arm. A Storm Bolter attached to the Close Combat Weapon provides the Dreadnaught with a reliable secondary ranged weapon for both offence and defence. The Storm Bolter follows the same rules as Terminator Storm Bolters*

*Dreadnaughts are unable to enter Overwatch with any of their weapon systems but can utilize the Guard Special rule.

Dreadnaughts can also select one of a series of Heavy Weapon Systems to mount opposite the Close Combat arm. The Selection of Weapon System should be based on the operational requirements of the mission.

Missile Launcher

The Dreadnaught Missile Launcher system is similar in function to the Terminator Cyclone Missile System except that the Dreadnaughts bulk allows for Reloads to be stored and it can sustain a higher rate of fire. A Dreadnaught Missile system can fire 8 shots before it
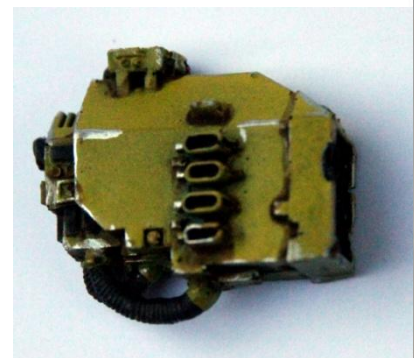
must reload. Reloading takes 4AP.

Heavy Flamer

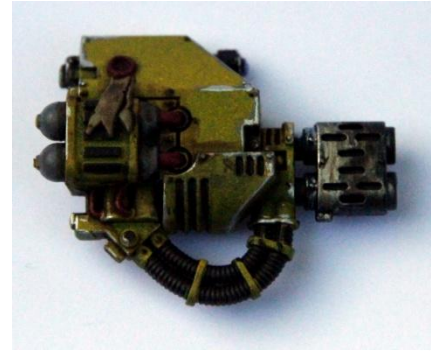The Dreadnaught Heavy Flamer system is similar in function to the Terminator Heavy Flamer except that the Dreadnaught's bulk allows for Reloads to be stored. A Dreadnaught Heavy Flamer system can fire 6 shots before it must reload. Reloading takes 4AP.

Remember the Dreadnaught's **Hard to Kill** *special rule means that it cannot be hurt by its own Heavy Flamer. This allows a Dreadnaught to lay down areas of flame and continue to move through them.*

Assault Cannon

The Dreadnaught Assault Cannon system is similar in function to the Terminator Assault Cannon except that the Dreadnaught is unable to enter Overwatch. A Dreadnaught Assault Cannon system can fire 10 shots before it must reload. Reloading takes 4AP.
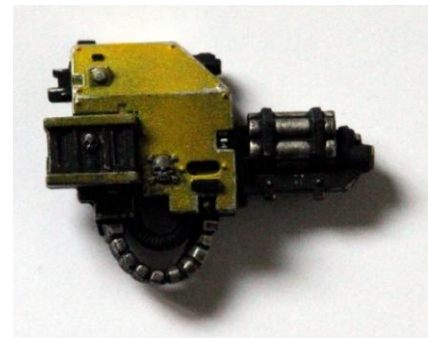
Weapon	Range	Dice	Kill	Notes
Storm Bolter	Unlimited	2D6	6+	Sustained fire, jam
Missile Launcher	12	3D6	5+	Bunker Buster, 8 shots, reload, explosive
Heavy Flamer	12	1D6	2+	6 shots , reload, area effect, persistent,
Assault Cannon	Unlimited	2D6	5+	10 shots, reload, sustained fire

Imperial

The Sisters of Silence

The Sisters of Silence were an ancient order created by the Emperor at the beginning of the Horus Heresy. They were the foundation of the Sororitas Militant Orders and the Sisters of Battle. Most believe that the Sisters of Silence are simply a part of history, only a very few know that they are one of the most highly guarded secrets of the Imperium.

Sister Matriarch	*5AP*
Sister of Silence	*4AP*
Sister of Retribution	*6AP*

Power Armour
Sisters of Silence wear Power Armour. Power Armour confers a -1 to opponent's weapons **Kill** requirements.*

* A roll of 1 is always a fail.

Focused Training
Sisters of Silence are highly trained in ranged combat and are the equal of any other Imperial unit. It is this extreme training that earns them the right to use such prized weapons as the Imperial Storm Bolter. This focused training however has a cost. Regular Sisters of Silence are not able to engage in melee combat, they must rely on their HQ units to do this.

Tactical Assignment
Sister of Silence units are only deployed under the most critical of circumstances. They are blessed by the Emperor himself and equipped with the best the Imperium has to offer. A Sisters of Silence squad follows a standard organizational structure from the very earliest days of the founding of the sisterhood.

Two Squads of five sisters deploy either as one large unit or two independent groups. One squad is led by a Matriarch and the other by a Canoness. The remainder of the squads are identical. Two Sisters in each squad are armed with Stormbolters, each squad also includes a sister armed with a Flamer and equipped with refuelling packs and the final member of each squad is a Sister Hospitalier to ensure the safety of her squad and the successful collection of mission critical data.

Sister Hospitalier (Mission Specialist)

The Sisters of Silence include members trained in critical skills other than combat. Hospitaliers are trained in the use of scientific analysis as well as combat medicine. Hospitaliers are vital for achieving mission objectives that require capture and analysis of data or artefacts. If a mission requires objectives other than straight forward destruction then it is crucial a Hospitalier is alive to fulfil the mission objectives. If a unit losses all its Hospitaliers then the mission is a failure.

A Hospitalier's medical training can also save the lives of her fellow sisters. When a Sister of Silence model is "killed", place it on its side. If a Hospitalier can get within base to base contact in her next turn she can treat the downed model and restore it to active status.

Sister of Retribution

Each year, the most outstanding graduate of the Officio Assassinorum Callidus is pledged to the Sisters of Silence. These agents of the Imperium serve by protecting their newly adopted sisterhood. If a unit of Sisters losses one of its two Hospitaliers in combat, thus endangering the successful completion of a mission, the Sister of Retribution is deployed to ensure the mission succeeds.

Assassin's Bodysuit

The Sister of Retribution wears an Officio Assassinorum bodysuit. This confers -2 to **Kill** on opponent's rolls, but also provides a level of Stealth to the wearer that also confers the **Hard to Kill** special rule on the wearer

Dance of Destruction

A Sister of Retribution is armed with a Neural Shredder and Phase Sword and equipped with a flip belt. In close combat a Sister of Retribution looks more like a graceful dancer except for the devastation she wreaks.

A Sister of Retribution Rolls 2D6 in close combat and can parry with her Phase sword. Her flip belt also allows her to spend 1 AP to dodge melee attacks that would otherwise hit her.

The Purifying Flames

Sisters of Silence flamer carriers are honoured and trusted members of the Order. They carry the instruments of purification. When a mission requires the destruction of an enemy or objective it is the Sisters of Flames that unleash the Justice of the Emperor.

Sister's Flamer units carry standard Flamers that are less potent than the Imperial Heavy Flamer. The Standard Flamers are slightly less powerful and do not produce a persistent effect. However Sister's Flamer units also carry special refuelling packs that allow for the Flamer to be reloaded twice. The Flamer can fire 6 shots and then be reloaded. Reloading costs 4AP

Matriarch

The Matriarchs are the most senior members of the Sisters of Silence. The board of matriarchs are answerable only to the Lords of terra directly, but they also lead their order from the very front lines.

The Matriarch is equipped with ancient artefacts to aid in brining the Emperor's will to the galaxy.

Rosarius

The Rosarius is an ancient artefact that provides the protection of the Emperor directly to the wearer. Combined with her power armour the rosaries provides the Matriarch with the base to **Kill** roll of 6+

The Litanies of Faith

Sacred writings of the Order, the Litanies of Faith provide a key tactical advantage to the Sisters of Silence that they can call on the aid of the Emperor in their time of need.

The Litanies of Faith provides the Matriarch's squad only with 1 extra CP per turn while the Matriarch is still alive. At any point during a game the Matriarch may call on the aid of the Emperor to help them achieve their mission goal. When activated in this way the Litanies of Faith provide an extra 3CP that can be used across the entire army, however from this point onwards there can be no further CP of any kind generated from this artefact.

Blessed Bolt Pistol

A Matriarch is armed with a master crafted Bolt Pistol that provides her extra protection. It has a Kill stat of 5+ and only requires 1AP to clear any Jam

A Matriarch has Combat veteran Special rule and receives +1 in close combat
A Matriarch rolls 1D6 in close combat and the Litanies of Faith Artefact also confers the Parry special rule in close combat

Canoness

A Canoness is a Veteran Commander in her own right and many Canoness are groomed to one day become a Matriarch under the training of their mentors. All Canoness are equipped with valuable relics of their order to ensure the success of their missions.

Inferno Pistol

Ancient and powerful the inferno pistol is an extension of the desire to bring the flames of justice to those that would oppose the Emperor. The Inferno pistol in the hands of a Canoness is a devastating weapon. As part of her training a Canoness can stand Guard ready to receive an opponent in melee but can fire a single shot at an oncoming assault to thin the enemy's numbers.

A Canoness has Combat veteran Special rule and receives +1 in close combat
A Canoness rolls 2D6 in close combat and her Power Sword also confers the Parry special rule in close combat.

Sisters of Silence Ranged Weapons

SoS Storm Bolter	Unlimited*	2D6	6+	Overwatch, sustained fire, jam
SoS Bolt Pistol	6	1D6	5+	Slow overwatch, sustained fire, jam
Sos Flamer	12	1D6	3+	Area Effect, 6 shots, reload x2
Inferno Pistol	6	2D6	4+	Immolation, Guard
Neural Shredder	6	2D6	4+	Slow, overwatch**

*Range is 12 squares when on Overwatch

** Only a single shot may be taken on Overwatch due to limitations of the weapon

Imperial Action Point Table

Action	Termi	Dread	IG	Commissar	Matriarch	Sister	Hospitalier	Cullidus
Forward 1 square	1*	1*	1	1	1	1	1	1
Backward 1 square	2*	-	1	1	2	1	1	1
Sideways 1 square	-	-	1	1	-	-	1	1
Turn 90 degrees	1*	1**	Free	Free	1*	1*	Free	Free
Turn 180 degrees	-	-	Free	Free	-	-	-	Free
Fire Storm Bolter /Assault Cannon	1*	1*	-	-	-	-	-	-
Overwatch/Guard	2	-/2	-	2	2	2***	-	2
Clear Jam	1	1	1	1	1	1	1	1
Fire Heavy Flamer	2	2	-	-	-	-	-	-
Fire Flamer	-	-	2	-	-	2	-	-
Fire Lasgun /Grenade Launcher	-	-	1					
Fire Cyclone Launcher	2	-	-	-	-	-	-	-
Fire Bolt/Plasma /Inferno Pistols	-	-	1***	1	1	1***	-	1
Fire Neural Shredder	-	-	-	-	-	-	-	1
Close Assault	1	1	1***	1	1	1***	-	1
Open/Close door	1	-	1	1	1	1	1	1
Dodge	-	-	-	-	-	-	-	1
Give Orders	-	-	1***	-	-	-	-	-
Reload Assault Cannon/Flamer	4/-	4/-	-	-	-	4	-	-
Reload Heavy Flamer/Missile Launcher	-	4	-	-	-	-	-	-
Extreme Sanction	-	-	-	Free	-	-	-	-
Revive Unit	-	-	-	-	-	-	2	-

*   May fire the weapon as part of the same action (Storm Bolter, Assault Cannon, Lasgun, Grenade Launcher, Bolt/Plasma/Inferno Pistols, Neural Shredder only)

**   Only in rooms or at intersections

***   HQ only

Advanced Space Hulk

The Forces of Chaos

The Forces of Chaos

Chaos Space Marines

Chaos Cultists

Chaos Hellbrute

Chaos Daemons

Force Types

Chaos Space Marines: **Assault Force**

Chaos Cultists: **Horde Force**

Chaos Hellbrute: **Solo/Adversary Force**

Chaos Daemons: **Horde Force**

The Forces of Chaos
Chaos Space Marine Chosen

The Chaos Space Marine is the elite foot soldier of the Gods of Chaos, and The Chosen are the greatest among them. Each squad made up of warriors equipped to suit their individual style of carnage.

Chaos Space Marine HQ *4AP*
Chaos Space Marine *4AP*

Power Armour
A Space Marine's Power Armour gives him the strength and agility far beyond that of mortal men. It is however less bulky and limiting than Terminator armour and as such provides crucial combat manoeuvrability. Space Marines are capable of sideways movement and can also fire their weapons while moving sideways. A Space Marine in Power Armour can also perform a complete 180 degree turn. Power Armour confers a -2 to opponent's weapons **Kill** requirements.*
* A roll of 1 is always a fail.

Space Marine Bolter
The Bolter is the standard weapon of both Imperial and Chaos Space Marines. It is less powerful than a Terminator Storm Bolter, it only rolls 1D6 and is limited to a range of 8 on Overwatch A Bolter is capable of Sustained Fire and will also destroy doors upon impact.

Dread Lord Furio
Furio has dedicated the centuries of his life to destruction in the name of his God. He leads his Chosen from the front lines and is usually the first to engage the enemy. Furio is armed with a Power Sword and a Plasma Pistol. He rolls 2D6 in close combat and has the Combat Veteran special rule (+1 to close assault dice roll) and the Parry special rule. (Opponent must reroll highest scoring close combat dice)

Plasma Guns
A Space Marine Chapter or Legion contains various artefact weapons. The Plasma Gun is an ancient weapon of intense project heat. Plasma Guns have a limited range but do considerable damage and are capable of being used on Overwatch.

Immolation

The intense heat of a Plasma Gun is such that it will often destroy its target completely and project its energy beyond the target area. A Plasma Gun will project its damage into the square immediately adjacent and behind the target square, any unit occupying the square immediately behind the target will also be rolled for to hit.

Maiden Claw

Maiden Claw earned his reputation and his title by physically removing the claws from a pack of Daemonettes singlehanded. He then crafted those claws into a set of custom Lightening Claws that he is now bound to. Maiden Claw's inability to engage in ranged combat is more than compensated for by his abilities up close.

The Lightening Claws provide 2D6 in close combat with a +1 bonus to the highest dice roll. When on guard one of the dice may be rerolled.

The Twins

Never seen outside their armour, no-one knows if this pair is even related; they are however inseparable and together form a powerful combination. Strangely the twins shun close combat and will always rely on their shooting abilities. The Twins cannot engage in close combat so can also not enter the Guard position.

The Twins are both armed with ancient bolt guns that have served them reliably for hundreds of years. The Twins Bolters can be used on Overwatch up to a range of 12 squares.

I've got your back

Any turn where the Twins finish their turn back to back to each other they automatically enter Overwatch without having to pay the AP cost. This makes them a formidable defensive pair.

Curk the Ancient

Curk is the oldest member of the squad and has been Furio's loyal Lieutenant for countless battles. Curk is armed with a Bolter for ranged combat and a power Maul for close combat. He rolls 2D6 in close combat and receives a +1 in close combat as the Power Maul is equivalent to a Thunder Hammer.

Vulk (Mission Specialist)

Vulk is a brutal warrior whose thirst for battle exceeds all other thoughts. Vulk is armed with a Bolter for ranged combat and a Power Axe and Bolt Pistol for close assault. He must switch between these combinations to enter either Overwatch or Guard modes. If assaulted while on Overwatch he is unable to roll any close combat dice.

In Close combat he rolls two dice for the strength of his Axe.

Dural

Dural fights silently with his Chaos brethren focused only on the battle at hand. Dural is armed with a Bolter for ranged combat and a Power Fist and Bolt Pistol for close assault. He must switch between these combinations to enter either Overwatch or Guard modes. If assaulted while on Overwatch he rolls only 1 dice for close combat

In Close combat Dural rolls one dice and receives a +1 bonus.

Weapons Support

The Chosen have a special weapon support crew that provide tactical and heavy weapon support for the unit. A Plasma gun and two Reaper Auto-Cannons provide extended tactical capabilities and a blunt instrument when required.

The Weapons crew are not Chosen, they are regular Chaos Space Marine that choose to serve Chosen units in the hope of one day being selected to become full members of the unit. The practicalities of carrying and operating specialist weapon systems mean that these Chaos marine are unable to engage in Close Combat and roll no dice if they are assaulted.

Weapon	Range	Dice	Kill	Notes
Bolter	Unlimited*	1D6	6+	Slow overwatch, sustained fire, jam
Bolt Pistol	6	1D6	6+	Slow overwatch, sustained fire, jam
Plasma Pistol	6	2D6	4+	Overwatch**, immolation, jam
Plasma Gun	12	2D6	3+	Overwatch**, immolation, jam
Reaper Autocanon	Unlimited*	3D6	5+	Overwatch, 10 shots, reload, sustained fire

*Range is 12 squares when on Overwatch

** Only a single shot may be taken on Overwatch due to limitations of the weapon

The Forces of Chaos
Chaos Cultists

The Cults of the Chaos Gods are a barely organized rabble controlled by the shear willpower and presence of their leaders. Their fanaticism however makes them a dangerous and deadly force to face.

Chaos Cultist   *4AP*

Improvised Equipment
Chaos Cultists wear improvised armour. Improvised armour confers a -2* to **Kill** requirements All Cultists carry an improvised melee weapon and ranged weapon.
* A roll of 1 is always a fail.

Endless Followers
There is an endless tide of those that would swear themselves to the gods of chaos to earn their favour . A Cultist army that occupies a Space Hulk will often seem limitless. Each Turn roll a D3 and deploy that many Cultists across any of the deployment zones up to the maximum number of models available. The HQ is the first Cultist model to be deployed.

Fanatical Fighters
Cultists fight through their fanaticism and belief in their Chaotic Masters, this however does not make them good fighters. Cultists use a single D6 for Melee combat. Chaos Cultists are not weighed down by heavy armour, as such they can move Sideways and turn 180 degrees. Cultists can turn 90 degrees for no AP cost.

Fanatical Enthusiasm
Cultists have little or no training, but they all harbour a desire to please their Chaos Masters. As Cultists do not wear bulky Power Armour or massive Terminator armour it is possible for 2 Cultists to fire down a corridor. A Cultist positioned directly behind another Cultist can fire past in a frenzy of violence and disregard for anyone's safety. Their enthusiasm also makes them very poor shots. Cultists have a maximum range of 6 for Ranged attacks.

Passive

A Cultist's ranged weapon is a cheap primitive device; as such they will not breach ship hull structure. Consequently an improvised weapon is not able to destroy a door.

Get out of my way

Cultist's fanatical beliefs and enthusiasm for carnage means they have little regard for even their own forces. Cultists can move past their own units blocking a corridor, although the correct term should probably be barge past their own forces. Cultists will also often fire at an enemy even if their own units are in the way.

Any unit that is further in front than directly adjacent does not benefit from the **Fanatical Enthusiasm** special rule and as such the **Get out of my way** rule applies. A Cultist can shoot at an Enemy in range even if there are allied cultists in the intervening squares however any shot that does not hit an enemy unit automatically hits any intervening allied unit. (The shot still needs to roll high enough to inure the Cultists: a 4+)

HQ

Any group of Cultists will always be lead by an individual that is stronger and more cunning than the rest. The Leader will always be the first unit deployed. If the Cultist leader is destroyed there will always be another willing to rise to the cause. When no leader is currently on the board any roll of a 1 or a 6 for deployment will result in one of the deployed units to become new leader.

The Cultists Leader is armed with a more superior Melee weapon. He has 2D6 in Melee combat and can Parry attacks.

Shooting Table

Weapon	Range	Dice	Kill	Notes
Improvised Weapon	6	1D6	6+	

The Forces of Chaos
Chaos Hell Brute

The Chaos HelBrute is the nightmares of man given form. Its strength and firepower provides the Cult Legions of the Chaos Gods with almost unstoppable Power.

Chaos Hell Brute   4AP

Massive

A Chaos Hell Brute is a massive machine of destruction; its size and power however both advantage and disadvantage this Daemonic Construct. A Hell Brute cannot move backwards and can only make one 90 degree turn per activation. Their sheer power however means that they will automatically destroy a door if they engage it and a Hell Brute receives a +2 on all Close Combat rolls.

Eternal

HellBrutes are Daemonic engines constructed from the essence of the Warp HellBrute armour is even stronger than Terminator armour. It provides both the base defence roll as well as the benefits of a Storm Shield. As such opponent's roll1 dice fewer when resolving assaults.

Hard to Kill

HellBrute armour is designed to keep its occupant alive through eternity and specifically throughout combat engagements. To represent this, shooting attacks will only kill the HellBrute if two or more of the dice roll high enough to wound the target-one hit has no effect. Note that this means flamers and other single dice weapons cannot hurt the HellBrute. This rule does not apply to close assault rolls.

It Will Not Die

Even when successfully hit in either melee or by a ranged attack a HellBrute's internal systems work tirelessly to keep its occupant alive. A HellBrute has 3 Wounds. When successfully Wounded a marker (or dice) should be placed next to the model to indicate it has suffered a Wound. Only after taking 3 Wounds will a HellBrute be completely destroyed.

Weapon Choice

A Chaos HellBrute is armed with both a Reaper Auto-Cannon as well as an inbuilt Missile Launcher. The Hell Brute must select which weapon to bring to bear each activation. If it has Sufficient AP it can fire a weapon more than once, but it must fire the same weapon for the entire activation. A HellBrute may not enter Overwatch but may set to Guard mode.

Dreadnought Close Combat Weapon

The HellBrute is armed with a massive close combat weapon that has the Missile Launcher integrated into it. This weapon allows the HellBrute to roll 2D6 in close combat with a further +2 bonus due to its huge size.
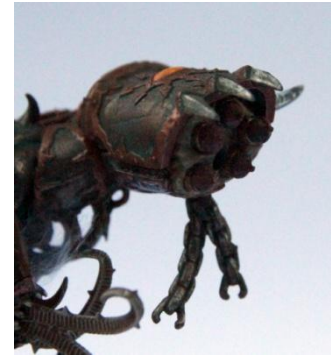
Articulated Structure

A HellBrute's construction includes an articulated mid section. This allows the HellBrute to swivel at the waist without having to turn its legs. This means a HellBrute can swivel to engage targets to the side and behind with both ranged and melee attacks. This is an important part of the HellBrute's battle performance as its size makes moving sideways and backwards impossible.

Missile Launcher

Because a HellBrute's Missile system is integrated into its close combat weapon it has some limitations to its function. The Launcher is capable of firing 6 shots before its ammunition is expended. The integrated nature of the system does not allow space for reloads.

Reaper Auto- Cannon

The Daemonic nature of the HellBrute means that its weapon systems are part of its form. The Reaper Cannon is continuously fed ammunition from within the structure of the HellBrute, it does not need to stop to be reloaded.

Weapon	Range	Dice	Kill	Notes
Reaper Auto-Cannon	Unlimited	3D6	5+	Sustained fire
Missile Launcher	Unlimited	3D6	5+	Bunker Buster, 6 shots, slow, explosive

The Forces of Chaos
Chaos Daemons

When the pure substance of the warp takes form Daemons are born. The Gods of Chaos have many minions and when they choose to enter the mortal universe they do so with malicious intent.

Blips	*6 AP*
Nurglings	*4 AP*
Horrors	*5 AP*
False Bride of Slaanesh	*4 AP*
The Masque	*5AP*
BloodCrusher	*5 AP*

Daemonic Form
Being wrought from the very substance of the Warp endows daemons with certain abilities that are common among all Daemons regardless of the exact form they present. Chaos Daemons require the Base Dice roll to kill.

Warp Surge
Before Daemons break through into the mortal world their presence can be felt as an omen of their arrival. A Warp Surge indicates the imminent arrival of Daemonic forms and can be tracked. Warp Surges will display as Blips on tracking instruments.

Daemonic Arrival
A Warp Surge heralds the arrival of a denizen of the Warp, but exactly which entity will breakthrough is unknown and unpredictable. When a Blip is revealed the controlling player rolls a dice and the result indicates the type of Daemon that has appeared. Blip numbers indicate how many daemons of a type have manifested up to the limit for available models.

Daemonic Arrival Table

Dice Roll	Daemon Type
1	The False Bride of Slaanesh / The Masque*
2,3	Nurglings
4,5	Horrors
6	BloodCrusher**

* The Masque will only appear when the False Bride of Slaanesh is already on the board

**The BloodCrusher will only appear when the Masque is already on the board

Nurglings

Nurglings swarm in groups and can squash their bodies practically flat. Nurglings can pass through doors without needing to open them as they squeeze through the gaps and ducts around doors. The effort to move around a door still requires an AP to be spent but it means the door can be bypassed without it being opened or destroyed.

Nurglings can also move up and around other models and so are not blocked by models in corridors. This allows them to bypass one model to attack another, but it also makes them vulnerable to overwatch fire as intervening models no longer block sight to them. To bypass models in a corridor Nurglings are placed to the side of the corridor tiles to indicate they are moving across the walls and roof. In this position they can be targeted by overwatch and direct fire. Nurglings have 1D6 Melee attack

Hard to Target

A swarming mass of Nurglings is hard to target accurately, because of this Nurglings have the **Hard to Kill** special rule.

Horrors

Horrors can fire a Bolt of Change at their enemies and fight in melee. They have only a basic skill in either form of combat, but their endless numbers make them a dangerous foe. Horrors have 1D6 Melee attack.

The False Bride of Slaanesh

The False Bride is doomed to forever flee the wrath of her god. She often seeks shelter by hiding in the real universe. The Bride will not actively work with other Daemons or directly attack their enemies, but if cornered she is very capable of defending herself. She will at all costs avoid The Masque and will always move her maximum AP away from her.
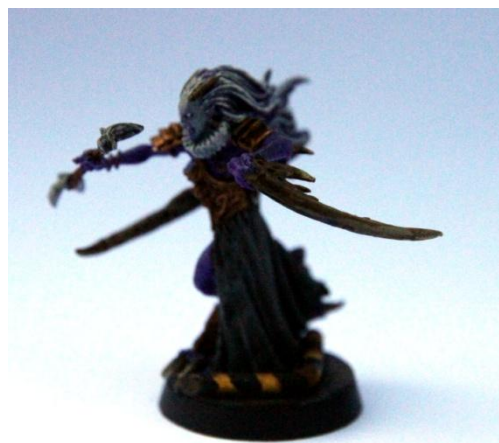
Daemonic Agility
The Bride has the Dodge special Rule

Daemonic Claws
The Bride's daemonic claws provide her with 2D6 melee attack

The Masque

The Masque has many responsibilities to her Lord and fights battles across both realms. One of her ongoing duties is to track down and capture The False Bride of Slaanesh. If the False Bride manifests in the real world in a Hulk then it is certain that The Masque will not be long behind her.

If the Masque makes directly line of sight to the False Bride she will spend all her AP to track her down and capture her. If she comes within base to base contact with The Bride she will as soon as possible spend an AP point to send them both back to the Warp to her Lord.

Entrance
Apart from her melee abilities the Masque can spend an AP to control an enemy model. Using seduction, manipulation or contamination the player controlling the Masque may take control of a single enemy model in base to base with the Masque. Model will have its base AP.

Daemonic Agility
The Masque has the Dodge special Rule

Daemonic Claws
The Masque's daemonic claws provide her with 2D6 melee attack

Blood Crusher
Centuries ago The Masque beguiled a Khorn Champion during a battle between the forces of Khorn and Slaanesh. Since that time the Champion has forever been following the Masque.

Should The Masque appear in the real universe there is a good chance that her infatuated follower will come charging after her.

The Blood Crusher has 2D6 for Melee attacks

Unstoppable Force
If the Blood Crusher performs a charge attack and kills its foe, the momentum of the attack will carry on to the next adjacent foe. A Charge Attack must include two spaces of movement before base to base contact is made; this provides the momentum for the charge. The follow on attack will only succeed if the new target was immediately behind the model just slain.

Armour of the Gods
A Blood Crushers hide is so tough that it provides extra protection to both the steed and its rider. A Blood crusher has the Hard to Kill special Rule.

Fury of Khorn
The Blood Crusher is such an immense beast that its attacks are incredibly powerful. The Blood Crusher's non charge attacks have the Mighty Blow special rule.

The Forces of Chaos Action Points Table

Action	Chosen	Cultist	Hell Brute	Nurgling	Horror	Bride	The Masque	Blood Crusher	Blip
Forward 1 square	1*	1*	1	1	1	1	1	1	1
Backward 1 square	2*	2*	-	1	2	1	1	-	1
Sideways 1 square	-	1*	-	1	-	1	1	-	1
Turn 90 degrees	1*	Free	1**	Free	1*	Free	Free	1**	-
Turn 180 degrees	1	Free	-	Free	-	Free	Free	-	-
Fire Bolter/Plasma Gun	1	-	-	-	-	-	-	-	-
Fire Bolt/Plasma Pistol	1	-	-	-	-	-	-	-	-
Fire Auto-Cannon	1	-	-	-	-	-	-	-	-
Fire Missile Launcher	-	-	2	-	-	-	-	-	-
Fire Improvised Weapon	-	1	-	-	-	-	-	-	-
Overwatch/Guard	2	2***	-/2	-	2	-/2	-/2	-	-
Charge	-	-	-	-	-	-	-	2	-
Clear Jam	1	-	-	-	-	-	-	-	-
Fire Bolt of Change	-	-	-	-	1*	-	-	-	-
Close Assault	1	1***	1	1	1	1	1	1	-
Open/Close door	1	1	1	1	1	1	1	-	1
Dodge	-	-	-	-	-	1	1	-	-
Entrance	-	-	-	-	-	-	2	-	-
Reload Auto-Cannon	4	-	-	-	-	-	-	-	-

*   May fire the weapon as part of the same action (Bolter, Auto-Cannon, Improvised Weapon, Bolt/Plasma Pistols, Bolt of Change only)

**   Only in rooms or at intersections

*** HQ only

Note: Missions that require a room to be destroyed by a Flamer can be achieved in the following manners.

Chosen: Plasma Gun

Cultists: Combined fire and successful hits of 6 weapons on a roll of 6

HellBrute: Missile Launcher

Daemons: Combined fire and successful hits of 6 Bolts on a roll of 6 or successful melee attack by Blood Crusher on a roll of 6

Advanced Space Hulk

XENOS

XENOS

Canoptek Guardians

Eldar Harlequin Troupe

Rebel Grot Salvagers

Tau Exploration Force

Tyranid Hive

Force Types

Canoptek Guardians: **Horde Force**

Eldar Harlequin Troupe: **Assault Force**

Rebel Grot Salvagers: **Tactical Force**

Tau Exploration Force; **Tactical Force**

Tyranid Hive; **Horde Force**

Canoptek Guardians

When the Necrons entered their long sleep they engaged robotic Canoptek constructs to guard their hidden crypts. Watching over both these mechanical servants and their charges are the immortal Canoptek Guardians.

Canoptek Scarab Swarm   6AP
Canoptek Guardian   4 AP

Ageless Protection
The technology of the Necrons provides protection against most of the weapons of the younger races. Both Canoptek Scarabs and the Canoptek Guardian have the base defence against all attacks. (6+ to **Kill**)

The Endless Swarm
Canoptek Scarabs are not only difficult to kill but are also self replicating. There is essentially an endless number of them, however each Guardian can only coordinate a certain number at any one time. Each turn roll a D6 to determine how many Scarab bases are brought into play. There is a maximum of 8 Scarab bases, if all 8 are deployed on the board no more can be added until some are destroyed.

Strength in Numbers
An individual Scarab may not be a great threat, but when swarming they can overwhelm even the most powerful enemies. Scarab Swarms have no range weapon capability but roll 3D6 in close combat.

Swarm Behaviour
As a Swarm, Scarabs can move through doors without opening them by spending 1AP. Scarabs can also move around models to attack other models behind them. While doing so they are vulnerable to Overwatch by all models with line of sight as they must swarm across the ceiling and walls to move around intervening models. When passing a model move the swarm base to the side of the corridor and resolve any Overwatch that might be triggered.

Replicators

Scarab bases can rebuild a door as long as there is a base either side of where a door has been destroyed. One of the bases must spend 1 AP to initiate the reconstruction process. A door can only be rebuilt where a door was originally positioned.

Hard to Hit

Scarabs swarming behaviour makes them very hard to target with ranged attacks, because of this Scarab swarms have the **Hard to Kill** special rule

Cerebral Link

Scarab Swarms are not directly controlled by the Canoptek Guardian but they do rely on it for guidance and tactical information. Destroying the Guardian will limit the abilities of the Scarab swarms but it will also result in them temporarily going haywire as they respond to losing their guiding connection. On the Turn the Canoptek Guardian is destroyed no additional Scarab bases are deployed, but all Scarabs currently on the board will double their AP for that turn as they frenzy. After the frenzy turn is complete Scarabs will return to regular deployment but all Scarab bases will be reduced to half of their base AP per turn for the remainder of the game unless another Guardian appears.

Canoptek Guardian

The Canoptek Guardian is armed with a Warscythe and an Eldritch Lance. He attacks with 2D6 in Melee and the Scythe provides the Parry special rule. The Eldritch Lance can only be fired every second turn as it needs to recharge.

Re establishing the link

When a Canoptek Guardian is destroyed all other Guardians in the region will be notified. It may be possible that another guardian is close enough to respond and re establish control of the Scarab units. Every turn after a Guardian is destroyed roll a D6. On a roll of 6 a new Guardian has responded and will be deployed to the board. It takes an entire turn for the new Guardian to re Establish control of the Scarabs. The Guardian can move and fight normally in this first turn and in subsequent turns the Scarabs will revert to their full AP allowance.

Weapon	Range	Dice	Kill	Notes
Eldritch Lance	12	2D6	4+	Immolation, slow

Eldar Harlequin Troupe

An enigma even to their own people, the Harlequins come and go with the ease of the solar winds and are just as unpredictable. Their presence aboard a Space Hulk may be unexpected, but only the foolish would stand between them and their goal.

Harlequins   6AP

Harlequin Armour

Harlequins wear flexible light armour. Harlequin Armour confers a -2 to **Kill** requirements*

* A roll of 1 is always a fail.

Ethereal Agility

The combat and performance training of a Harlequin Troupe is one and the same thing. Their agility and ease of movement is second to none. Harlequins are not weighed down by heavy armour and their agility further enhances their movement. As such they can move sideways as well as turning 90 degrees and even up to 180 degrees for no AP cost.

Ever Aware

Complementing the agility of all Harlequins is their extraordinary perception; this makes it very difficult to surprise them in combat. Harlequins can see movement through a full 180 degree arc to their front. This allows them to spot movement to their sides.*

*Side awareness will reveal Blips approaching from a 90 degree vector, but Overwatch actions still only apply to the forward facing.

Flip Belt

All Harlequins are equipped with Flip Belts which further enhance their defensive abilities. All Harlequins can expend 1 AP to dodge a successful attack against them.*

*Once a successful melee or ranged attack has been rolled against the target Harlequin the AP is spent to allow the dodge action to avoid taking damage.

Intimate Dancing

Harlequins are masters of close combat and even their ranged weapons are more suited for being up close and personal. Harlequins roll 2D6 in close combat. Harlequins armed with a sword are granted the Parry special rule and Harlequins armed with a Harlequins Kiss can force an opponent to reroll 1 combat dice.

The Enigma Unfolds

There is little chance that those outside the Troupe will ever understand its motivations. In missions where the Harlequins are the opposing force on the Hulk they will deploy at the mission objective and advance from that point. It is assumed they have some reason to prevent the successful completion of the boarding force.

Death Jester

The Death Jester is a solitary presence on the battlefield; he does not partake of the dance with the rest of his Troupe but provides heavy long range firepower.

Pay the Reaper

The Shrieker Canon is a large and unwieldy weapon in close combat, but only a fool would underestimate its effectiveness.

A Death Jester only rolls 1D6 in close combat

But the sweep of the Shrieker is like a giant scythe, when on Guard a Death Jester can make a single close combat roll at an enemy while it is still one square away before the enemy closes to normal close combat range.

| Shuriken Pistol	12***	1D6	6+	Overwatch, passive, sustained fire
Fusion Pistol	6	2D6	5+	Overwatch** immolation, jam
Shrieker Canon	Unlimited*	3D6	5+	Overwatch, 10 shots, reload, sustained fire

*Range is 12 squares when on Overwatch

** Only a single shot may be taken on Overwatch due to limitations of the weapon

*** Range is 6 squares when on Overwatch

Rebel Grot Salvagers

The Grot Rebellion has swept across the galaxy as the smaller, but more intelligent species of Green Skins attempt to forge their own destiny. Underestimate their resolve at your peril.
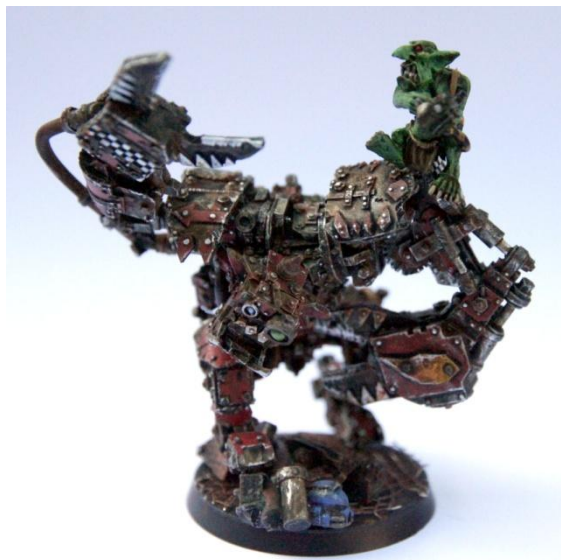
Grot Swarms	*6AP*
Ork Scrap Collector	*4AP*
ScrapBot	*5AP*
Kans	*4AP*

Improvised Everything

Necessity requires the Grots to salvage what they can and use what they have. The rebellion is new so resources are limited and as a Grot you use what you can. This often results in things being unpredictable at best and dangerous to the owner at worst. Grot Swarms cobble together whatever protection they can. Grot Armour. confers a -2 to opponent's weapons **Kill** requirements.*

* A roll of 1 is always a fail.

Many Many Tiny Arms

Grot Swarms do not so much engage enemies as frustrate them. The many small bodies serve just one purpose and that is to delay their opponents to allow the scrape collector to find the best bits and get off the hulk. Grot Swarms roll 3D6 in close combat but cannot in any way harm even the weakest of opponents. They can only defend themselves against the ultimate whacking they expect to receive.

Swarm Behaviour

As a Swarm, Grots can move through doors without opening them by spending 1AP. Grots can also move around models to attack other models behind them. While doing so they are vulnerable to Overwatch by all models with line of sight as they must swarm across the ceiling and walls to move around intervening models. When passing a model move the swarm base to the side of the corridor and resolve any Overwatch that might be triggered.

Hard to Hit

Grots swarming behaviour makes them very hard to target with ranged attacks, because of this Grot swarms have the **Hard to Kill** special rule

Orc Scrap Collector (Mission Specialist)

The Orc Scrape Collector accompanies the Grots partially because he has a rare sympathy for their plight, but also because there is a bloody big mechanical guardian that "keeps 'im safe". His job is to wander the hulk in search of valuable technology that could aid the Grots in their rebellion. This suits him fine as there is nothing he enjoys more than searching for stuff.

Bloody Big Hammer

The Orc Scrap Collector uses his pick to help him search for valuable scrape, but many years wielding it in both excavations and close combat have turned it into a dangerous implement. The Orc Scrape Collector rolls 1D6 in close combat with a plus 1 bonus from his weapon.

Bang Stick

The Orc Scrap Collectors most treasured find is his Kustom Band Stick. It's fairly useful as a ranged weapon, but more importantly it's very loud when it is fired and tends to explode things rather well.

Scrap Bot

One of the Grots most useful inventions is a remote control killing machine. The Scrap Bot is the Grot's equivalent of a Mega Nob or Terminator in terms of size and shear destructive power. The Scrap Bot serves as a guardian for the Orc Scrap Collector because without his ability to hunt down useful Stuff, the rebellion is not going to succeed. The Scrap Bots construction provides it with the base to **Kill** roll in defence. (6+)

Snikety Snak

The Scrap Bot is armed with two huge power Klaws that are designed purely to chop up enemies. The Scrap Bot rolls 2D6 in close combat and adds +1 to the highest dice roll.
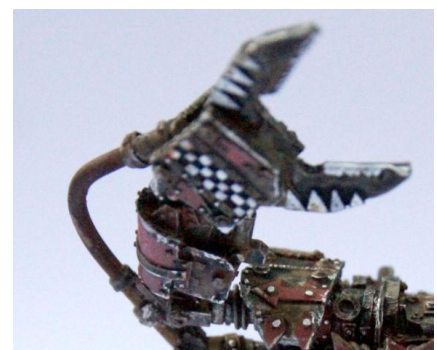
Don't Upset the Minders

Every time a Grot Swarm is destroyed roll a D6. On a roll of 6 the pitiful cries of the Grots being dispatched has reached the attention of one of the Grot Minders and they will be deployed to investigate.

Say Hello to my Big Friend

The Grot Minders pilot giant Grot Kans and will hunt down those that have harmed their brothers and sisters. When a 6 is rolled and a Kan is deployed it can enter the board from any entry point EVEN those being guarded by opponents. There are a total of three Grot Kans that can be on the board at any one time; if a 6 is rolled when all three are deployed its result is ignored.

Heavy Metal

Grot Kans amour confers the base to **Kill** roll to its occupant. (6+) It also confers the Hard to **Kill** special rule.

Massive

A Grot Kan is a massive machine of destruction; its size and power however both advantage and disadvantage this pile of walking scrap. A Kan cannot move backwards and can only make one 90 degree turn per activation. Their sheer power however means that they will automatically destroy a door if they engage it and a Kan receives a +2 on all Close Combat rolls.

Articulated Structure

A Kan's construction includes an articulated mid section. This allows the Grot Kan to swivel at the waist without having to turn its legs. This means a Grot Kan can swivel to engage targets to the side and behind with both ranged and melee attacks. This is an important part of the Kan's battle performance as its size makes moving sideways and backwards impossible.

Things that go Bang

Grot Kans are armed with a range of nasty and noisy implements of destruction. The three ranged weapon options provide various tactical support options to the Rebel forces. The technology is unreliable at best and perilously dangerous to all concerned at worst.

Kombat Klaws

Grot Kans are armed with a single giant close combat weapon. They roll 1D6 in close combat but receive a +2 due to their giant size.

Katastrofik Kalamati

Grot weapons are prone to Jam, and like most things that Green Skins touch they sometimes don't just jam, they explode. While this is dangerous to the wielder of small handheld weapons, on giant walking weapon platforms this can be extremely bad for anyone and everyone nearby. If a Kan has a weapon Jammed result roll an extra D6 on a roll of 6 the Kan explodes.

If a Grot Kan gun explodes REMOVE the entire tile it is deployed on. That part of the Hulk has been obliterated. When a Kan is destroyed by an enemy do NOT roll a D6 to see if it explodes.

Shooting Table

Weapon	Range	Dice	Kill	Notes
Grotzuka	12***	2D6	4+	Slow overwatch, explosive, jam
Rokkit Launcher	12***	3D6	5+	Overwatch**, explosive, jam, Bunker Busta
Big Shoota	12	2D6	5+	Overwatch, jam
Burna	12	1D6	2+	6 shots , reload, area effect, persistent,
Scrap Gun	12	2D6	5+	Overwatch, explosive, jam

*Range is 12 squares when on Overwatch

** Only a single shot may be taken on Overwatch due to limitations of the weapon

*** Range is 6 squares when on Overwatch

Tau Expeditionary Force

A young race looking to secure its place in the galaxy; the Tau are constantly expanding their presence and influence. Specialist units range beyond the Empire looking for opportunities and technology to advance the Tau, for the greater good.

Tau Stealth Suits 4AP
Tau Drones 3AP
Earth Caste Engineer 4AP
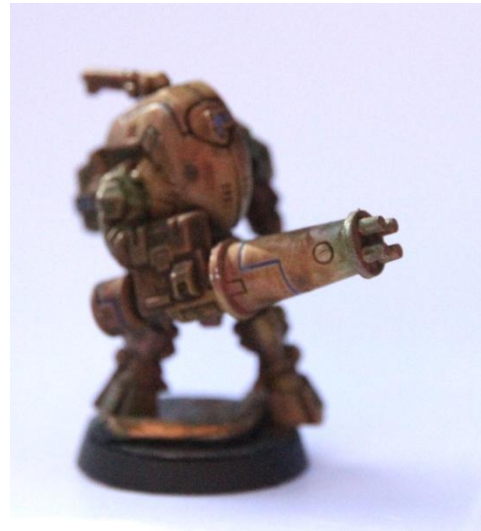
XV25 Stealth Armour

Tau Stealth Teams wear XV25 combat armour. XV25 Armour confers a -1 to **Kill** requirements*

* A roll of 1 is always a fail.

ISAC01 Engineer Armour

The Earth Caste ISAC01 suit is designed for deep space operations in critical or dangerous locations. The ISAC offers substantial protection for the operator from general damage but has been specifically tuned to completely shield the user from the effects of Sonic Charges. ISAC01 Armour confers a -1 to **Kill** requirements* and nullifies the effects of a Sonic Charge blast radius. The ISAC does not include either stealth or jump capacity; as such an engineer is always visible on detectors and has more limited movement than XV25 users.

* A roll of 1 is always a fail.

Combat Training

Tau are trained in the efficient use of ranged weapons, their combat philosophy and physical build make them unsuitable to melee combat. Tau roll no dice in melee combat.

Jump Suits

XV25 Stealth Suits are designed for a range of combat situations, although they do have full Jet-Pack capabilities, the confined corridors of a ship interior are not ideal environments for flight. The XV25s used for boarding actions have been tuned to allow for quick short bursts that improve manoeuvrability. Tau Stealth Suits are able to move backwards for only 1 AP and can also rotate either 90 or 180 degrees for 1 AP, Jet assisted turns are quick and easy.*

*All forms of movement allow a Ranged attack as part of the move included in the AP cost of the move.

Sensor Suite

The XV25 has an advanced sensor suite that assists in controlling Drone efficiently and improves the awareness of the user. Tau can see movement through a full 180 degree arc to their front. This allows them to spot movement to their sides.*

*Side awareness will reveal Blips approaching from a 90 degree vector, but Overwatch actions still only apply to the forward facing.

Stealth Mode

The Primary advantage of the XV25 is its stealth field generator. This allows the user to disrupt enemy sensors and effectively cloak the wearer. In practical terms this means unless there is a direct line of sight to a Tau unit they will appear as an unknown Blip; this also applies to drones. Should direct line of sight to a Tau unit be lost they will return to registering as a Blip at the changeover of the turn. Any Tau units that are adjacent when this occurs can swap positions among themselves as long as the group maintains the position it occupies. This represents the Stealth Field playing havoc with enemy detection and can provide valuable security for special weapon operatives and Drones.

Keeping track of stealthed units

Use the regular Blip markers to represent Tau Stealth units that are out of direct line of sight. Us the Blips markers in the Following manner

1:    Drone
2:    Burst Cannon suits
3:    Fusion Blaster suits

Tactical Support

One Tau per tactical unit is equipped with a Fusion Blaster to provide increased firepower. The targeting and power management requirements of the Fusion Blaster prevents its wielder from controlling any drones.

Drones

Tau forces employ Drones* for numerous purposes on the battlefield. For boarding actions they act as sentries as well as decoys to protect the boarding team. Tau Drones are controlled by the team members and have a very simple set of functions, this is to avoid them being compromised in critical missions.

A Drone can be set to either **Follow** or to **Overwatch**. Either protocol costs 1 AP or a Drone will continue to follow the protocol until it is destroyed or a new protocol is issued. The Overwatch protocol will set the drone on Overwatch*, the Follow** protocol will instruct the Drone to come to the controller and follow behind as closely as possible.

*Drones pay no AP cost for turning through either 90 or 180 degrees
**Overwatch will be established in the direction the drone is facing
***While on Follow protocol the Drone will not engage targets it will only follow

Earth Caste Engineer (Mission Specialist)

Tau exploration forces will often be accompanied by members of the Earth Caste. These specialists are on hand to deal with very specific mission circumstances. Data analysis and demolitions are their two primary mission roles. An engineer's armour offer protection while working, but is not designed for combat. As such ISAC armour is less manoeuvrable than XV25 armour, but more critically it does not include a stealth generator. This means an engineer accompanying an exploration team is exposed to enemy sensor sweeps and as such

must be protected by the Stealth Team until the completion of the Engineer's mission goals. Engineers carry specialist equipment to allow them to fulfil their duties.
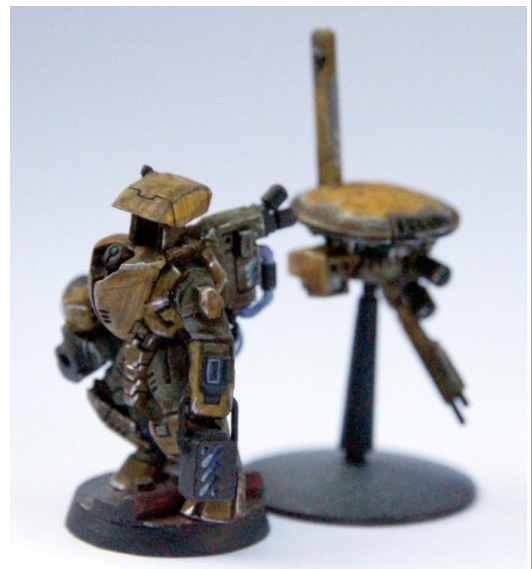
Sonic Charges

Earth Caste Sonic Charges are specifically designed for mining and engineering operations. When detonated a Sonic Charge produces a massive shock wave that will disrupt living tissue and almost all types of machinery and equipment. On search and destroy missions Sonic Charges are deployed as a guaranteed way of destroying objectives (and anyone unfortunate enough to be in the blast radius)

The ISAC01 suit is specifically designed to withstand the blast of a Sonic Charge and as such an Engineer can safe be within the blast radius during detonation. A standard mission load-out is 6 Sonic Charges.

Plasma Torch

Earth Caste Engineers carry a Plasma Torch for mission use. Plasma Torches can burn through doors, but also provide the Engineer with some self defence capabilities. Although the range of the torch is quite short it has an extremely powerful effect.

Shield Drone

Engineers operate on missions with a specially designed Drone unit. The Shield Drone is designed to protect an Engineer while they are performing their tasks so as to avoid interruptions of critical operations. Energy surges, toxic contaminants and fire threats can all be reduced by the Shield Drone. A Shield Drone will reduce any shooting attack against an Engineer by 1D6. This only applies to ranged attack and not melee attacks. The Drone itself has the same armour characteristics as the Engineer and its shield also protects the Drone. If the Drone is destroyed this protection is removed with the Drone.
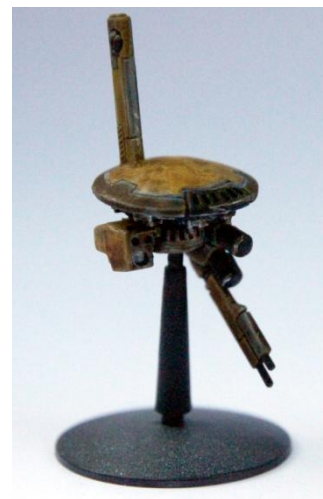
Shooting Table

Burst Canon	Unlimited*	3D6	6+	Overwatch, Jam
Fusion Blaster	12	2D6	4+	Immolation
Drone Carbines	Unlimited*	2D6	6+	Overwatch
Plasma Torch	6	2D6	3+	Immolation

*Range is 12 squares when on Overwatch

** Only a single shot may be taken on Overwatch due to limitations of the weapon

*** Range is 6 squares when on Overwatch

Xenos Action Table A

Action	Scarab Swarm	Canoptek Guardian	Harlequin	Grot Swarm	Ork Collector	Scrap Bot
Forward 1 square	1	1*	1*	1	1*	1
Backward 1 square	1	2*	1	1	2	2
Sideways 1 square	1	1*	1*	1	-	-
Turn 90 degrees	Free	1*	Free	Free	1*	1
Turn 180 degrees	1	1	Free	1	-	-
Fire Lance	-	1	-	-	-	-
Fire Shurikan/Fusion Pistol	-	-	1	-	-	-
Fire Grotzukka	-	-	-	-	-	-
Rokkit Launcher	-	-	-	-	-	-
Fire Big Shoota	-	-	-	-	-	-
Fire Boomstick	-	-	-	-	1	-
Fire Burst Cannon	-	-	-	-	-	-
Fire Fusion Blaster	-	-	-	-	-	-
Fire Plasma Torch	-	-	-	-	-	-
Detonate Sonic Charges	-	-	-	-	-	-
Assign Drone	-	-	-	-	-	-
Overwatch/Guard	-	2	2	-	2	2
Charge	-	-	-	-	-	-
Clear Jam	-	-	-	-	1	-
Fire Bolt of Change	-	-	-	-	1*	-
Close Assault	1	1	1	1	1	-
Open/Close door	-	1	1	-	1	1
Dodge	-	-	1	-	-	-
Bypass Door	1	-	-	1	-	-
Rebuild Door	1***	-	-	-	-	-

*　　　　May fire the weapon as part of the same action

**　　　Only in rooms or at intersections

***　　Requires 2 Swarms one on each side of where the door is to be rebuilt.

Xenos Action Table B

Action	Grot Kan	Tau XV25	Tau Drone	Tau Engineer	Blip
Forward 1 square	1*	1*	1	1*	1
Backward 1 square	-	1	1	2	1
Sideways 1 square	-	1	1	-	1
Turn 90 degrees	1**	1*	1	1	-
Turn 180 degrees	-	1	1	-	-
Fire Lance	-	-	-	-	-
Fire Shurikan/Fusion Pistol	-	-	-	-	-
Fire Grotzukka	1	-	-	-	-
Rokkit Launcher	2	-	-	-	-
Fire Big Shoota	1	-			-
Fire Boomstick	-	-	-	-	-
Fire Burst Cannon	-	1	-	-	-
Fire Fusion Blaster	-	2	-	-	-
Fire Plasma Torch	-	-	-	1	-
Detonate Sonic Charges	-	-	-	2	-
Assign Drone	-	1	-	-	-
Overwatch/Guard	-	-	-	-	-
Charge	-	-	-	-	-
Clear Jam	1	1		1	-
Fire Bolt of Change	-	-			-
Close Assault	-	-	-	-	-
Open/Close door	1	1	-	1	1
Dodge	-				-
Bypass Door	-	-			-
Rebuild Door	-	-	-	-	-

*   May fire the weapon as part of the same action

**   Only in rooms or at intersections

***   Requires 2 Swarms one on each side of where the door is to be rebuilt.

Advanced Space Hulk

The Rogue Traders

Rogue Traders

Rogue Trader Pirates

Rogue Trader Pirates
The Rogue Trader Pirates are a unique Force type made up entirely of characters. There are more than a dozen characters to select from and each has their own unique abilities, strengths and weaknesses. A Rogue Trader Force is always limited to 5 Characters only no matter what the mission requirements are. Players must select carefully from the characters available to best achieve the mission objectives.

The Rogue Traders are categorized into three groups for descriptive purposes. These groups do not influence how you must assemble your force. Be aware that some mission scenarios will require a team to include a Mission Specialist and other will require a weapon capable of Destroying a Mission Objective.

Military

Veteran Sergeant Ethan Wallace

The Engineer (Mission Specialist)

Sister Margaret the Hospitalier (Mission Specialist)

Citizens

Citizen Corvo

Cogitator Samuels (Mission Specialist)

Citizen Enforcer Osprey

Gangers

Oscar Benson

Lucinda Benson

Careto the Blade

Xenos

Euon Vu The Tau Pathfinder

Marlarliath the Eldar Pirate

Storrmgrul the Ork Warboss

Veteran Sergeant Ethan Wallace

Military (Ex Imperial Guard)

SGT Wallace was considered a crack sniper within his company and an asset to the Imperial Guard, until the day his entire company and most of the inhabitants of the planet they were defending were betrayed and left for dead.

SGT Wallace   4AP

Carapace Armour

SGT Wallace wears Carapace Armour. Carapace confers a -2 to opponent's weapons **Kill** requirements.*

* A roll of 1 is always a fail.

Combat Training

Imperial Guardsmen are not weighed down by heavy armour, as such they can move sideways and turn 180 degrees as well as turning 90 degrees for no AP cost.

Limited Training

Imperial Guard Soldiers have only limited training in low G environments as a result guardsman do not have a melee attack, they must rely on their firearms for protection.

Loyal to a point

Wallace was the only member of his company to survive when the Commissariat ordered the orbital bombardment of the planet. While he holds complete contempt for all members of the Commissariat he is still loyal to the Imperial Guard. Wallace will not target members of the Imperial Guard, he can still achieve mission objectives and will destroy automated defences, but he will not harm his ex comrades in arms.

The Point of Breaking

Wallace's loyalty to the Imperial Guard does not extend to members of the Commissariat; in fact Wallace will go to extreme measures to neutralize any Commissars he encounters. He receives an extra AP any turn that he has a Commissar in direct line of sight at the beginning of the turn.

Sniper Training

SGT Wallace has considerable training and many years experience as a field sniper. He is most comfortable when he is looking down the sights at his prey. Wallace has a specially designed Long Las sniper rifle that he takes great care of. His ability to target enemy's weak points is what gives him his edge.

The Patient Hunter

Wallace knows that as a sniper, patience is not just a virtue, it's a survival skill. SGT Wallace can choose to spend time aiming to improve the chance of hitting an opponent's weak spot. Once per Turn, Wallace can spend an additional 1AP to aim prior to taking a shot. If his very next action is to shoot his sniper rifle that shot is resolved with a +1 to **Kill** requirement against his target. (Wallace's sniper rifle is usually 5+ to **Kill**, with the aim bonus it becomes 4+)

Backup Weapon

The nature of Wallace's sniper rifle is that he can only take a single shot with it on **Overwatch**. After the first shot is taken on **Overwatch**, Wallace can switch to his sidearm for continued protection. Wallace has a Las Pistol as a sidearm which he is well practiced at drawing quickly. If the single shot from the sniper rifle kills his target then it is assumed Wallace draws his sidearm as required and continues **Overwatch** with his Las Pistol. If the Sniper Shot fails to kill the target, then the target moved forward two squares in the time it takes Wallace to draw his sidearm.

Sniper Rifle*	Unlimited	1D6	5+	Overwatch**, passive, aim
Las Pistol	12***	1D6	6+	Slow overwatch, passive

*Note that the Sniper Rifle's Unlimited range does extend to when used on Overwatch

**Due to the nature of this weapon it may only fire a single shot in Overwatch

*** On Overwatch this weapon is limited to a range of 8 squares

The Engineer (Mission Specialist)
Military (Origin Unknown)

No one knows the origin or the true identity of the individual referred to as The Engineer. His arrival and continued service with the Rogue Traders is seen as a blessing as both his technical abilities and ferocity in combat serve the group very well.
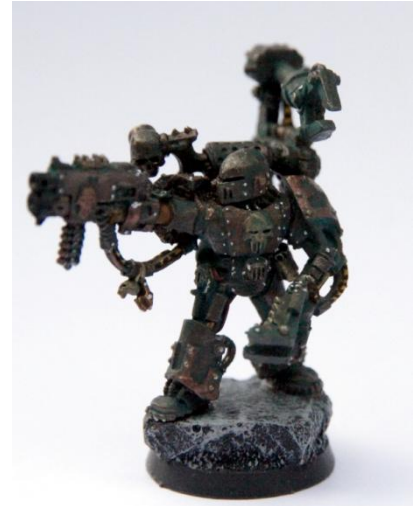
The Engineer   4AP

Power Armour

The Engineer wears an ancient set of Power Armour that is many thousands of years old. No one has seen him outside of his armour. The Engineer is capable of sideways movement and can also fire his weapons while moving sideways. He can also perform a complete 180 degree turn. Power Armour confers a -2 to opponent's weapons **Kill** requirements.*

* A roll of 1 is always a fail.

Power Claw

The Engineers artificial arm provides him with a powerful weapon in close combat. The Engineer rolls 1D6 in close combat and receives a +1 to this roll due to his increased strength

Servo Arm

The Engineers armour also has an integrated Servo arm that provides him with several benefits. Firstly it will automatically destroy doors for him as he approaches. This allows the Engineer to move through closed door ways without spending any AP to open or destroy the door. The servo arm also allows the Engineer to complete any mission objectives that require an scientist or engineer to be present. And finally the servo arm confers the Parry special rule on the Engineer in close combat.

Ancient Bolter

The Engineers Bolter is as ancient as his Power Armour. It is a powerful relic but prone to misfiring. Every time the Engineer successfully dispatches a target, roll a D6. On a roll of 6 the Ancient Bolter has jammed and must be cleared in the regular manner.

Hidden Agenda

The Engineer's enigmatic motivations can sometimes lead to unpredictable behaviour. If the Engineer is ever out of line of sight of the entirety of his team members his movements can become unpredictable. Any movement that brings him to a junction out of site of his team, the Engineer's opponent's player decides which direction the Engineer will turn in and he must then proceed in that direction for the remainder of that turn. Whether this behaviour is idle curiosity or something more sinister know one is yet to find out.

Ancient Bolter	Unlimited	1D6	6+	Overwatch*, jam

*Range is 12 squares when on Overwatch

Sister Margaret (Mission Specialist)
Military, Hospitalier

Sister Margaret pledged herself to the saving of lives and her combat training means her skills are most valuable on the battlefield. The exact circumstances behind Sister Margaret's need for penance are unclear, but until she has redeemed herself she continues to place herself where she can do the most good regardless of the danger to herself.

Sister Margaret   *4AP*

Power Armour
Sister Margaret wears Sororitas Power Armour specifically crafted to suit the needs of a Hospitalier. Her armour allows Sister Margaret to move sideways. She can also perform a complete 180 degree turn. Power Armour confers a -2 to opponent's weapons **Kill** requirements.*

* A roll of 1 is always a fail.

Hospitalier
Hospitaliers are trained in the use of scientific analysis as well as combat medicine. Hospitaliers are vital for achieving mission objectives that require capture and analysis of data or artefacts. If a mission requires objectives other than straight forward destruction then it is crucial a Hospitalier is alive to fulfil the mission objectives.

Combat Medic
A Hospitalier's medical training can also save the lives of her fellow sisters. When a Sister of Silence model is "killed", place it on its side. If a Hospitalier can get within base to base contact in her next turn she can treat the downed model and restore it to active status.

Unarmed
Sister Margaret's vows to her profession means that she will not engage in combat in any way. She is not armed or capable of engaging in either ranged or close combat and as such must be protected by the rest of her unit.

Citizen Corvus
Civilian Citizen

Corvus spent many years loyally working within an Imperial Factorum until the day an accident left him close to death and stripped him of both his arms. His loyalty was "repaid" when he was provided with artificial limbs that would allow him to continue being a useful member of society. Up until his escape from a doomed world Corvus spent his life cleansing chemical vats with his new appendages.

Citizen Corvus   4AP

Industrial Protective Wear
Corvus's clothes are designed for working in industrial zones and as such provide him with a limited level of protection in a combat environment. Corvus has a -2 to **Kill** requirements in combat.*

* A roll of 1 is always a fail.

The Cleansing Flames
While impractical for daily life, Corvus' new limbs are particularly useful in a combat environment. Because these are effectively his limbs Corvus can wield his duel flamers with far more agility than even the most highly trainer combat units. He quite literally is never without his weapons.

Corvus can focus the fire from both of his arms to produce the effect of a Heavy Flamer with the same weapon stats as this weapon. He can also choose to fire just one limb individually as a regular flamer.

Purge and Burn
Corvus is so comfortable working his new limbs that he can also fire them simultaneously at different targets. At a corner or junction Corvus can fire in two directions up to 180 degrees apart at the same time.

Into the Flames
Do not be so foolish as to believe that Corvus' long arms leave him vulnerable to close combat; it will only get you burnt. Corvus gets 1D6 in close combat with a +1 bonus simply for the sheer effectiveness of flaming arms.

Eternal Flames

Corvus does not carry unlimited fuel for his limbs, but his fuel source is integrated into his backpack and as such all his fuel is accessible to his limbs without the need to refuel. As such he get the equivalent number of shots as a normal flamer unit without having the disadvantage to have to stop and refuel.

Fuel allocation

Corvus carries enough fuel for a total of 18 "shots" with his limbs. A shot from a standard flamer consumes 1 shot's worth of fuel. A Heavy Flamer Shot uses 2. Obviously firing both limbs simultaneously also uses 2 shots of fuel. It also costs 1 shot worth of fuel every time Covus successfully hits an enemy in close combat.

Unstable

Corvus is a living walking source of combustion. This makes him an inherently unstable individual to deal with. If Corvus is killed roll a D6 on a 5 or 6 he explodes following the **Unstable** guidelines. Remove the Entire board section that Covus is on when he dies.
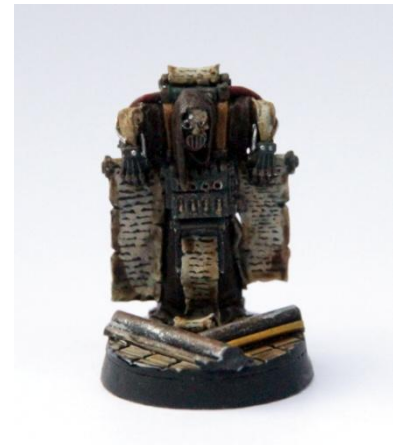
Heavy Flamer	12	1D6	2+	Area effect, persistent
Flamer	12	1D6	3+	Area effect

Cogitator Samuels (Mission Specialist)
Civilian Citizen

Cogitator Samuels could barely be classified as a human being anymore. He is essentially a walking biological computer. He is also an invaluable tactical resource for the Rogue Traders in the field.

Cogitator Samuels   4AP

Barely Human

Cogitator Samuels has very few human parts left and certainly little or no awareness of his human "self" This detachment has a benefit in that he will usually not even notice wounds that would incapacitate other beings. Samuels has a -1 to **Kill** requirements.*

* A roll of 1 is always a fail.

Tactical Assessment

While in the field Samuels will constantly relay tactical information and battlefield conditions to his allies. This provides them with a distinct tactical advantage during combat. While Cogitator Samuels is alive his force receives +2 CP every Turn.

I'm a thinker not a fighter

As a human computer Samuels has no combat ability at all. He must be protected by those that rely on his tactical analysis.

Analysing

As a walking human computer Samuels is perfectly suited for missions that require data retrieval and analysis. Samuels is capable of achieving mission objectives that require the analysis of a scenario are of object.

Citizen Enforcer Osprey

Civilian Citizen

On many imperial worlds the official governments are often extremely stretched for resources of both money and manpower. Often citizens are deputized and recruited to help keep the peace. Osprey's experience with dealing with critical situation belies his young age.

Citizen Osprey 4AP

Basic Equipment

Osprey's clothing provides him with a basic level of protection for working in urban zones and as such provides him with a limited level of protection in a combat environment. Osprey has a -2 to **Kill** requirements in combat.*

* A roll of 1 is always a fail.

Restrain and Report

Osprey has not been extensively trained in close combat as he has had neither the experience nor resources provided to him. He has however been equipped with a means of restraining individuals to allow his companions to subdue them.

Osprey's Mancatcher is a giant pole arm with a restraining collar at the end. In close combat Osprey can nullify 1D6 of his opponents close combat attack. If his opponent only has 1D6 in close combat he can effectively tie up his opponent indefinitely until help arrives. When used in combination with an ally Osprey can quickly shift the balance in a melee fight.

Short Range But Deadly

Osprey is armed with a simple, primitive and yet effective projectile weapon. His Hand Cannon is extremely short range but capable of doing significant damage even to heavily armoured targets.

The age of his sidearm does affect its reliability however. Every time Osprey dispatches a target roll a D6, on a roll of 6 his Hand Cannon has jammed and must be cleared as normal.

| Hand Cannon	10	1D6	4+	Overwatch*, jam

*On Overwatch this weapon has a range of 6 squares

Oscar Benson

Ganger

Oscar was force to flee both his gang and his home world Necromunda when he realized he was in love. Marrying someone from an opposing gang was never going to go well for either of them, but Lucinda and Benson found they had more loyalty to each other that they ever would for their respective gangs.
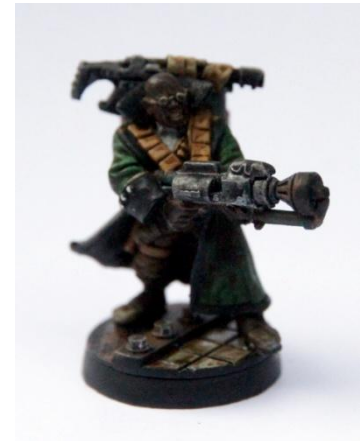
Oscar Benson   4AP

Ganger's Gear

Oscars clothing provides him with a basic level of protection for working and fighting in the hives of Necromunda and as such provides him with a limited level of protection in a combat environment. Oscar has a -2 to **Kill** requirements in combat.*

* A roll of 1 is always a fail.

Ready for anything

Oscar's preference is to wield his Flamer in combat as its sheer presence intimidates his enemies, but he is practical enough to understand not every problem can be fixed with a burst of flammable liquid. Oscar also carries an Imperial Guard issue Lasgun that he "acquired" in his travels. Oscar can spend 1AP to switch between weapons to select the tool most suitable for the job at hand.

I've got your back

Any turn where Oscar and Lucinda finish their turn back to back to each other they automatically enter Overwatch without having to pay the AP cost. This makes them a formidable defensive pair.

I'm not leaving her

If Lucinda falls in combat Oscar will defend her to his dying breath. Oscar will enter Overwatch adjacent to Lucinda's body and will not move until she is either revived, the mission ends or he is killed. Allies can move past Oscar and a Hospitalier that reaches base to base with Oscar is considered close enough to Lucinda to attempt to revive her.

Lucinda Benson
Ganger

It's a good thing for Oscar that Lucinda fell for him almost the minute she saw him, because otherwise she would have torn his arms off. It was a bad day for her gang when they lost Lucinda as she was one of their most capable fighters, but they would not have tolerated the relationship between the couple any more than Oscar's gang.

Lucinda Benson   4AP

Ganger's Gear
Lucinda's clothing provides her with a basic level of protection for working and fighting in the hives of Necromunda. Lucinda has a -2 to **Kill** requirements in combat.*

* A roll of 1 is always a fail.

Where did you get that?
Lucinda's firearm is often the subject of wonder and inquiry. The "Artefact" as she calls it, is a Necron Gauss Flayer. Discovered on a deserted planet Lucinda has been lucky enough that none of the original owners have tracked her down to ask for it back.

The Gauss Flayer is an incredible weapon that appears to recharge itself over time from solar radiation. In combat it is very effective against all types of enemies, but particularly useful against heavily armoured targets. Non organic units that have the **Hard to Kill** rule lose that ability when fired at with the Gauss Flayer. It also has the side effect of removing that rule from Scarab Swarms.

I've got your back
Any turn where Oscar and Lucinda finish their turn back to back to each other they automatically enter Overwatch without having to pay the AP cost. This makes them a formidable defensive pair.

You will not touch him
If Oscar falls is combat Lucinda will do anything to protect him. For the rest of the game she gains 2AP and will hunt down their enemies, but she will not leave direct line of sight to Oscar at any time.

Careto the Blade

Ganger

The Life of a ganger on Necromunda is a harsh life and only the very strong survive, or those that get off Necromunda. Careto realized very young that his chances of getting old were directly proportional to him getting off that world. Now he fights for gain rather than just for survival.

Careto the Blade   4AP

Ganger's Gear

Careto's clothing provides him with a basic level of protection for working and fighting in the hives of Necromunda and as such provides him with a limited level of protection in a combat environment. Careto has a -2 to **Kill** requirements in combat.*

* A roll of 1 is always a fail.

Say hello to both my little friends

Killing an Imperial Officer with his bare hands was a dangerous risk for Careto to take, but it allowed him not only to get off-world but also provided him with a Bolt Pistol and Combat knife that would serve him very well for the future. The short range nature of the Bolt Pistol does limit its effectiveness for ranged combat but it gives him aan edge in close combat to make up for it

Careto rolls 2D6 in close combat

Friends and enemies

Careto has learnt to leave his old allegiances behind, but people's pasts can still influence how others treat them. Careto and SGT Wallace hold an uneasy peace between them. Careto's attitude towards the Imperial Guard means that Wallace will not trust him in the field. As such you cannot have both Careto and SGT Wallace in the same unit.

Neither Oscar nor Lucinda will work with Careto either, not because of their feeling towards his gang, but rather Careto's feeling towards them.

Euon Vu The Tau Pathfinder

Xenos

Some within Tau society have accused Euon Vu of being a traitor to his people and to the Greater Good, but those that know him best know that he works for the Greater Good now more than ever before. By integrating himself with the Rogue trader group and fighting against a wide range of enemies he is learning must faster that ways of those that would oppose the Tau Empire.

Euon Va   5AP

Scout Armour

Tau Pathfinder armour is designed to be light weight and manoeuvrability to allow the scouts to move quickly and efficiently. The trade off of course is that they offer less protection than heavier armours. Euon Vu has a -2 to **Kill** requirements in combat.*

* A roll of 1 is always a fail.

Engage at range

Tau in general prefer ranged combat to melee, but Pathfinders are even less suited to fighting up close. Euon Vu has no close combat ability and must try to keep his enemies at a distance.

Pulse Carbine

The Pulse Carbine is the standard weapon of Tau Pathfinders. It provides good general defence for the Pathfinder whose principle role is that of recognisance and support for his unit. The Pulse carbine's ability to launch defensive grenades or activate its marker Light is equally as useful from a tactical point of view as its ability to wound a target.

It costs 1AP to switch between the Pulse carbines regular fire mode and the Grenade Launcher and takes the equivalent of 1 square of movement from an enemy during **Overwatch**. There is no cost to switch between the marker Light and the regular fire mode.

Marker Light

The Tau Pulse carbine has an inbuilt Marker Light that Euon Va can use to assist his allies with targeting enemy units. Euon Va can spend 2AP to Mark a target with the Marker Light. Once Marked all allies receive a +1 to ranged dice rolls against that target.

Defensive Grenades

Euon Vu's Pulse Carbine is capable of launching defensive Photon grenades to allow him pull back if enemies get too close. Twice per game Euon Vu can launch a Photon Grenade. If they successfully hit they will stun their target and allow Euon and his allies to pull back.

Photon Grenades have a maximum range of 6 squares and require a 5+ to **Hit** on a roll of 1D6. If the hit is successful the target is **Stunned**. It loses its remaining AP* for that turn and in most cases will obstruct a corridor and prevent its allies from moving past it. **

*The target of a Photon Grenade loses its current AP, so Photon Grenades only really work when fired on **Overwatch**.

Some Units can **Push Past or **Fire Past** their allies so **Stunned** Allies may not stop other units from acting.

Scan

Euon Va's scanning equipment allows him to gain specific information of nearby enemies. Euon Va can spend 1AP to scan his immediate environment. This will reveal all Blips within a range of 12 squares. Even out of sight, around corners or behind doors, Blips within 12 squares must be revealed.

Pulse Carbine	Unlimited*	1D6	6+	Slow overwatch,
Grenade Launcher	6	1D6	5+	Stun**, explosive
Marker Light	12	Auto	2AP	Mark

*Range is 12 squares when on Overwatch

**Non lethal

Moraliath The Eldar Pirate
Xenos

Of all the races of the galaxy the Eldar most closely guard their motivations and reasons for becoming evolved in the lives of the other races. Moraliath embodies this enigmatic behaviour as well as any Eldar. For now he travels with the Rogue Traders.

Moraliath   5AP

Scout Armour

The Eldar have always preferred agility over the burden of heavy armour and Moraliath is no different. His armour is adorned with the symbols of an ancient Eldar Craftworld, non know if it even still exists, and he will neither confirm nor deny it. In combat Moraliath has a -2 to **Kill** requirements.*
* A roll of 1 is always a fail.

Psychic Defence

Moraliath has demonstrated a unique resistance to any form of Psychic control or attack; he simply is not vulnerable to those that control the powers of the Warp in this manner. Any Psychic power aimed at Moraliath has no effect.

The Enigma Unfolds

There is little chance that those outside the Eldar will ever understand their motivations. In missions where the Moreliath's Unit are the opposing force on the Hulk they will deploy at the mission objective and advance from that point. It is assumed they have some reason to prevent the successful completion of the boarding force.*

*This Ability is the same as the Harlequin ability of the same name. When playing against Harlequin roll a dice to determine which is the occupying force and which are the assaulting force.

Hail of fire

The Eldar Shrunken Catapult is an advanced weapon designed to mow down enemies at close range. Moraliath's Shrunken Catapult is capable of Overwatch at a high rate of fire without the risk of Jamming. The trade off is that it is a short range weapon when compared with many other long-arms.

Jokoero Digital Weapon

Moraliath will not engage in close combat, but he has a unique way of defending himself against those that would come too close. Moraliath can enter **Guard** mode.

Once in **Guard** mode any enemy that enters the square immediately adjacent to Moraliath to his front will trigger his special **Guard** ability.

On **Guard** Moraliath can fire his Jokeoro Digital Weapon at any enemy that enters the square directly in front of him. This is a special form of **Overwatch*** to prevent a close assault on Moraliath, but he can only use it when he is on **Guard**. If he kills the attacking enemy then we will resume being on Guard, if he fails then he will have to try and survive the enemies melee attacks against him.

*Morleliath cannot use the Jokeor Digital Weapon when he is on Overwatch

The Souls of my people

Moraliath is prepared to embark on missions against other Eldar and he will support his unit loyally, but he will never directly fire on Eldar or Eldar Harlequins. His attitude towards his darker cousins is uncertain. In any mission against any Dark Eldar roll a D6 on a 4, 5 or 6 he will engage them as normal.

Shuriken Catapult	12*	2D6	6+	Overwatch, passive
Jokoero Digital Weapon	1	1D6	5+	Guard weapon only

*On Overwatch this weapon has a range of 8 squares

Stormgrul The Ork Warboss

Xenos

Stormgrul was the leader of a massive horde of Orks, until the day his second in command betrayed him and left him stranded. Stormgrul has no problem with that, that's how Orks work. Now he works with a mix of misfits and pirates, but that's also ok because they let him keep all the teeth.

Stormgrul   5AP

Tough as Nails

You don't get to be an Ork Warboss by being soft. Stormgrul is big, nasty and tough as nails. The little armour he does wear only enhances his naturally toughened Ork hide. In combat Stormgrul has a -1 to **Kill** requirements.*

* A roll of 1 is always a fail.

Gig Gunz

Stormgruls Kombi Shoota is as loud as it is dangerous and that's the way Orks like it. It goes bang very loudly, very quickly except when it doesn't, then he has to bash it against a wall or something similar to make it go bang again.

Big Klaw

Stormgrul is armed with a massive Power Klaw that will quite literally rip the arms off opponents'. Storrmgrul rolls 1D6 in close combat and receives a +1 for Veteran status and a further +1 simply for the power the Klaw can unleash.

Simple motivations

Stormgrul likes to fight; he does not care much about missions and motivations. As long as there is blood and teeth to be had he is happy. Stormgrul is only happy to be on **Overwatch** if there are things to shoot at. If Stormgrul spends an entire opponent's turn on **Overwatch** and does not get to shoot anything he cannot go onto **Overwatch** the very next turn as he will get bored and want to go and look for some action.

I'll shoot anything

Storrmgrul is just as happy shooting other Orks and Grots as any other race. As long as they go splat and fall down Stormgrul is happy to point is gun at them.

Kombi Shoota	Unlimited*	2D6	6+	Overwatch, sustained fire, jam

Rogue Trader Action Table A.

Action	SGT Wallace	The Engineer	Sister Margaret	Citizen Corvus	Citizen Osprey	Cogitator Samuels
Forward 1 square	1*	1*	1	1	1*	1
Backward 1 square	1*	2*	1	1	1*	1
Sideways 1 square	1*	-	1	-	1*	-
Turn 90 degrees	Free	1*	Free	Free	Free	Free
Turn 180 degrees	1	-	1	1	1	1
Fire Sniper Rifle	1	-	-	-	-	-
Fire Las Pistol, Hand Cannon	1	-	-	-	1	-
Fire Burst Flamer	-	-	-	1	-	-
Fire Heavy Flamer	-	-	-	2	-	-
Fire Bolter	-	1	-	-	-	-
Restrain Opponent	-	-	-	-	1	-
Aim	1	-	-	-	-	-
Overwatch/Guard	2/-	2	-	-	2/-	-
Charge	-	-	-	-	-	-
Clear Jam	2	2	-	-	2	-
Scan	-	-	-	-	-	-
Close Assault	-	1	-	-	1	-
Open/Close door	1	1	1	-	1	-
Heal	-	-	1	-	-	-
Analyse	1	1	1	-	-	1

* May fire the weapon as part of the same action

Rogue Trader Action Table B.

Action	Ork Warlord	Tau Pathfinder	Eldar Pirate	Oscar Benson	Lucinda Benson	Careto The Blade
Forward 1 square	1*	1*	1*	1*	1*	1*
Backward 1 square	2*	1*	1*	1*	1*	1*
Sideways 1 square	-	1*	1*	1*	1*	1*
Turn 90 degrees	1*	Fre	Fre	Free	Free	Free
Turn 180 degrees	-	1	1	1	1	1
Fire Shoota, Shurikan Catapult, Pulse Carbine, Flamer, Gauss Flayer, Bolt Pistol, Lasgun	1	1	1	1	1	1
Overwatch/Guard	2	2/-	2	2/-	2/-	2
Charge	-	-	-	-	-	-
Clear Jam	2	2	1	-	-	-
Scan	-	1	-	-	-	-
Close Assault	1	-	1	-	-	1
Open/Close door	1	1	1	1	1	1

* May fire the weapon as part of the same action

Shooting Table

Weapon	Range	Dice	Kill	Notes
Storm Bolter	Unlimited*	2D6	6+	Overwatch, sustained fire, jam
Heavy Flamer	12	1D6	2+	Area effect, persistent, 6 shots
Assault Canon	Unlimited*	3D6	5+	Overwatch, 10 shots, reload, sustained fire
Cyclone Launcher	Unlimited	3D6	5+	Bunker Buster, 6 shots, slow, explosive
Bolter	Unlimited*	1D6	6+	Slow overwatch, sustained fire, jam
Bolt Pistol	6	1D6	6+	Slow overwatch, sustained fire,
Plasma Pistol	6	2D6	4+	Overwatch**, immolation, jam
Plasma Gun	12	2D6	3+	Overwatch**, immolation, jam
Reaper Autocanon	Unlimited*	3D6	5+	Overwatch, 10 shots, reload, sustained fire
Lasgun	Unlimited*	1D6	6+	Slow overwatch, passive
Grenade Launcher	12	2D6	6+	Slow overwatch, jam, explosive
Flamer	12	1D6	3+	Area Effect, 6 shots
Sentry Heavy Bolter	Unlimited*	2D6	4+	Overwatch, sustained fire, 10 shots, tracking
Sentry Quad Launcher	Unlimited*	4D6	6+	Overwatch, sustained fire, 10 shots, tracking, explosive
Sentry Flamer	6	1D6	3+	Overwatch, area effect, persistent, 6 shots, unstable, tracking
SoS Storm Bolter	Unlimited*	2D6	6+	Overwatch, sustained fire, jam
SoS Bolt Pistol	6	1D6	5+	Slow overwatch, sustained fire, jam
Sos Flamer	12	1D6	3+	Area Effect, 6 shots, reload x2
Inferno Pistol	6	2D6	4+	Immolation, Guard
Neural Shredder	6	2D6	4+	Slow
Burst Canon	Unlimited*	3D6	6+	Overwatch, Jam
Fusion Blaster	12	2D6	4+	Immolation
Drone Carbines	Unlimited*	2D6	6+	Overwatch
Plasma Torch	6	2D6	3+	Immolation
Shuriken Pistol	Unlimited*	1D6	6+	Overwatch, passive, sustained fire
Fusion Pistol	6	2D6	5+	Overwatch** immolation, jam
Shrieker Canon	Unlimited*	3D6	5+	Overwatch, 10 shots, reload, sustained fire

*Range is 12 squares when on Overwatch

** Only a single shot may be taken on Overwatch due to limitations of the weapon

*** Range is 6 squares when on Overwatch

Weapon	Range	Dice	Kill	Notes
Improvised Weapon	6	1D6	6+	
Eldritch Lance	12	2D6	4+	Immolation, slow
Grotzuka	12***	2D6	4+	Slow overwatch, explosive, jam
Rokkit Launcher	12***	3D6	5+	Overwatch**, explosive, jam, Bunker Busta
Big Shoota	12	2D6	5+	Overwatch, jam
Burna	12	1D6	2+	6 shots , reload, area effect, persistent,
Scrap Gun	12	2D6	5+	Overwatch, explosive, jam
Bolt of Change	Unlimited	1D6	6+	
Sniper Rifle******	Unlimited	1D6	5+	Overwatch**, passive, aim
Las Pistol	12****	1D6	6+	Slow overwatch, passive
Ancient Bolter	Unlimited	1D6	6+	Overwatch*, jam
Heavy Flamer	12	1D6	2+	Area effect, persistent
Flamer	12	1D6	3+	Area effect
Hand Cannon	10	1D6	4+	Overwatch*, jam
Pulse Carbine	Unlimited*	1D6	6+	Slow overwatch,
Grenade Launcher	6	1D6	5+	Stun*****, explosive
Marker Light	12	Auto	2AP	Mark
Bolt Pistol	6	1D6	6+	Slow overwatch, sustained fire,
Gauss Flayer	Unlimited*	1D6	5+	Slow overwatch, easy to kill
Shuriken Catapult	12****	2D6	6+	Overwatch, passive
Jokoero Digital Weapon	1	1D6	5+	Guard weapon only
Kombi Shoota	Unlimited*	2D6	6+	Overwatch, sustained fire, jam

*Range is 12 squares when on Overwatch

** Only a single shot may be taken on Overwatch due to limitations of the weapon

*** Range is 6 squares when on Overwatch

****Range is 8 squares when on Overwatch

*****Non lethal

******Note that the Sniper Rifle's unlimited range does extend to when used on Overwatch

Ranged Weapon Special Rules

Area Effect

The weapon shots will affect an entire map section

Bunker Buster

When shot at a door the damage will destroy the door and transfer to the entire map section beyond the door.

Explosive

An explosive round will destroy swarms in a single shot if the dice roll is sufficient to wound. (Swarms normally take 2 shots to kill)

Jam

Whether it is a mechanical failure, overheating or venting the result is the same. The weapon ceases firing until it is serviced appropriately.

Immolation

A super heated round that will affect the targeted model and any model directly behind it.

Overwatch

This weapon may be fired by a unit on Overwatch.

Passive

A weapon made to use safely onboard spaceships. Passive weapons will not destroy doors.

Persistent

The Effect from this weapon will persist until the Mission Status phase at the end of the turn.

Reload

A Weapon with the Reload rule may be reloaded once when its shots run out. Once the second set of shots run out the weapon is empty and cannot shoot.

Slow

Whether the weapon needs to recharge, cool off or cycle fresh ammunition the effect is the same, the weapon can only be fired every second turn.

Sustained Fire

The Sustained fire bonus applies after the firer MISSES its target. Subsequent shots gain a +1 bonus to kill.

Tracking

Sentry Gun Weapon Systems can track units within range in any direction and turn to face them. A Sentry Gun can turn one 90 degree facing for each movement action within its sensor range.

Unstable

Unstable weapons must roll a D6 every time the circumstances that make them unstable occur. On a roll of 6 on a D6 an Unstable weapon will explode.

X shots

This weapon has a limited number of shots. X denotes how many shots the weapon can fire. Keep track of the weapons ammunition each time it fires.
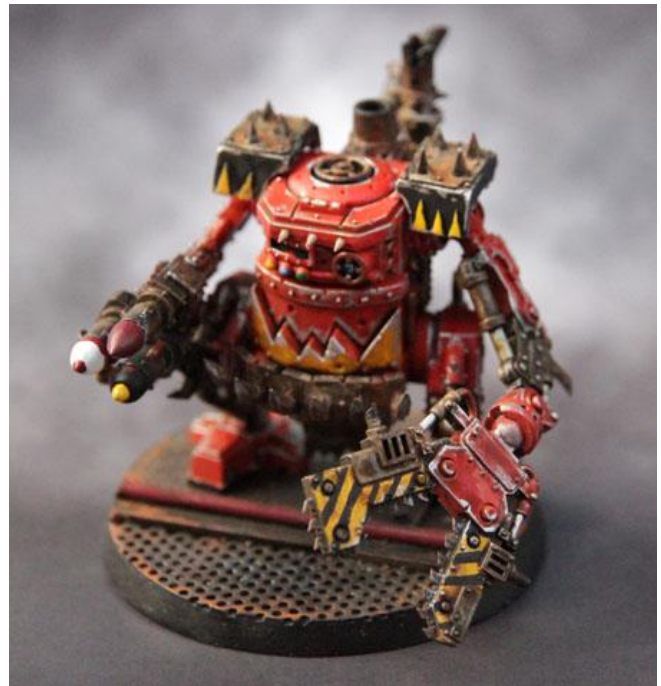
Advanced Space Hulk

Gallery

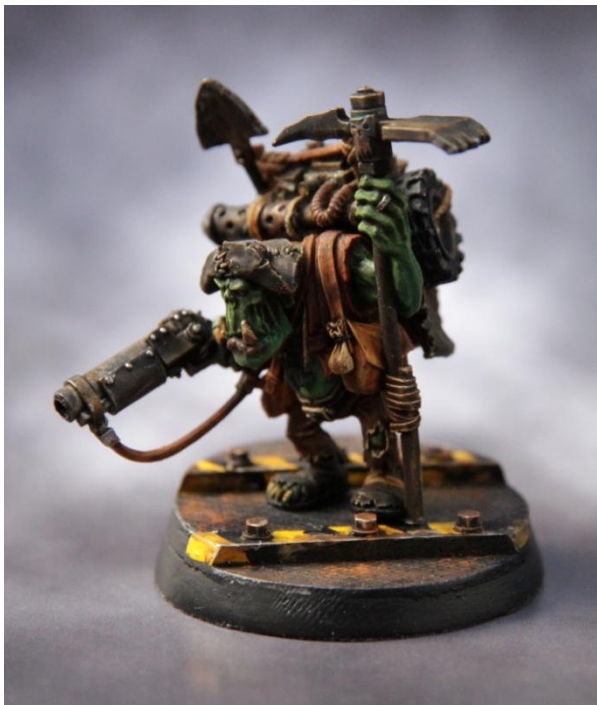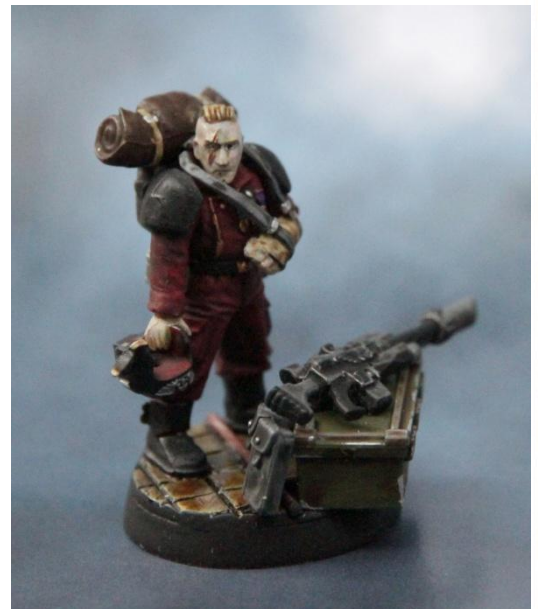Figures painted by Stephan Schütze

Death Jester

Grot Kan

Sister Hospitalier

Ork Scrap Collector

Veteran Sergeant
Ethan Wallace

Imperial Guard
Sentry Gun

Rogue Trader Xenos Members

The False Bride
of Slaanesh

Tau Earth Caste
Engineer