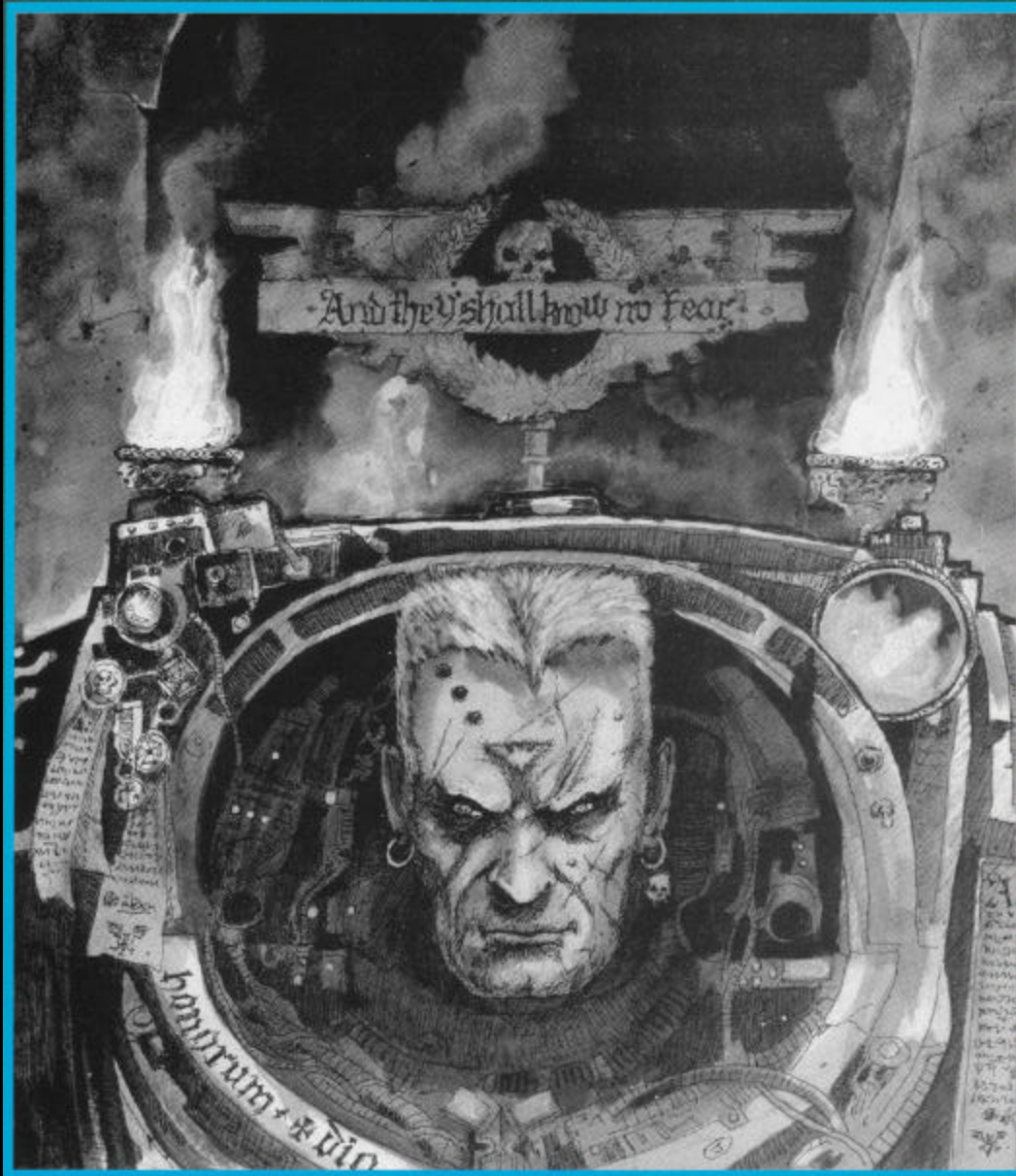


SPACE HULK

BIBLE



MOVEMENT

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File Status: Secret
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AFTER ACTION REPORT

Operation Objectives: Expand bridgehead to establish jumping-off point for final assault on command and engine sections of ship; control communications corridors to hamper alien reinforcements of areas under attack.

Force Employed: Remnants of Leigon Asartes Blood Angels Terminator Company – one-hundred Marines under the command of Brother-Captain Mentage. (Note that because of proximity to engines, no heavy weapons were issued.)

Action:

15.00.05 ▶ Assault launched. Objectives reached with little or no opposition. No casualties.

15.10.00 ▶ Perimeter secured. Purge of areas within perimeter commenced. Marines using Flamers to burn out alien concentrations. Minimal casualties.

15.13.0 ▶ Aliens reported massing on edge of perimeter. Squads diverted from purge to reinforce pickets. Purge continued at slower pace. Few additional casualties.

15.15.00 ▶ Aliens launching counterattack against corridor junction 78/54/23/11; destroying two Squads, breaking through perimeter. Enemy casualties unknown, presumed heavy.

15.17.00 ▶ Marines launch pincer attack from adjacent sectors to seal off breach.

15.19.35 ▶ Pincer attack repulsed. Aliens widen breach, infiltrating sectors 78/55/21 and 78/54/22. Marines in sector 78/55/22 encircled.

15.20.00 ▶ Marines ordered to fall back and establish new defensive line at 78/54/21-78/55/27. Heavy casualties reported during disengagement.

15.20.43 ▶ Captain Mentage killed leading break-out attempt from sector 78/55/22. Fifteen Marines lost during break-out; three survivors reach defensive line at 79/55/21.

15.22.30 ▶ Defensive line established. Heavy pressure along entire front. Operational reserve (twenty heavily wounded Marines, assorted support staff and non-essential ship's personnel) ordered to bolster defensive line.

15.25.00 ▶ Marines repulse heavy assault along entire line. Casualties heavy.

15.32.45 ▶ Reserves arrive at defensive line. Defensive line stabilized.

Marine Casualties: Two officers killed; three missing and presumed dead. Eight Marines killed; twenty-eight missing and presumed dead; fourteen support staff and non-essential ship's personnel killed.

Enemy Casualties: Seventy-two confirmed killed; one-hundred-and-fifty-three probables.

Analysis: The operation was a complete failure. While the objective was easily reached, Marines were unable to hold, and were annihilated in counterattack. If not for the prompt and courageous actions of the wounded Marines and support staff, the assault vessels could easily have been overrun.

Combat losses have been extremely heavy. Of one-hundred Marines in the initial forces, twelve remain healthy. Without substantial reinforcements, further offensive operations are impossible – in fact, I cannot guarantee to hold the ground we've got now.

If current loss ratio estimates are correct, a Marine will kill 3.8 Genestealers before dying himself. It is impossible to determine whether this ratio is high enough, as the number of reserves reinforcement rate of the aliens is unknown. Thus a war of attrition is extremely uncertain and decidedly dangerous.

The Marines have been showing their usual degree of compensation and courage in battle – if anything, they are almost *too* fanatical in their persecution of the fight, fiercely unwilling to retreat even in the face of overwhelming odds. Such an attitude is to be commended under most circumstances, but with the recent decimation of our forces and the apparent inexhaustibility of the enemy's numbers, each Marine's death brings us closer to disaster.

Tactics: Our tactics, splitting the Marines into tactical units of five men – a Sergeant, a Flamer Marine, and three storm bolter-armed Marines – seem to be working as well as might be hoped, given the overwhelming numerical superiority of the enemy, the impossibility of employing heavy weapons and the extremely difficult combat terrain.

Storm bolters are reasonably effective against the aliens, assuming that the Marines can hit his target before it reaches him – a dubious proposition at best. Marines find it useful to systematically destroy any possible cover, particularly doors, to increase the fire-corridor. Overwatch fire tactics are also effective.

Flamers have proven quite useful in the battle against the aliens, as they can wipe out a large number of the enemy before he is within attack range. However, we have only enough flamers to equip each Squad with one, and the enemy are becoming adept at outflanking the sole flamer and hitting him from the rear. If more flamers were available – approximately twice as many as we have now – I believe that the balance would swing to our side.

Quite possibly, the Sensorium is the best weapon at the Marines' disposal, allowing them to determine the location of the enemy before they launch the inevitable assault. It must be noted, however, that the aliens seem to be aware of *our* location at all times.

Hand-to-hand battle against the monsters is inadvisable. The aliens are much faster than we are, and, significantly stronger; more often than not, they are more than a match even for a Marine in full Terminator armor.

Summary: We are losing. After the initial successes of the invasion, we dramatically underestimated the fighting skill and numbers of the enemy. Without reinforcements, we should either admit defeat and withdraw, or choose much more limited objectives and extend the projected timescale for the reduction of the vessel. Even that will not guarantee success.

The Blood Angels Company has been decimated, and is in real danger of being wiped out in its entirety. To a man, the surviving Marines (myself included) are extremely loath to give up the fight. Death is, of course, infinitely preferable to dishonor.

I have reported the situation to High Command, and await further orders.

May the blessing of the Eternal Emperor fall upon you.

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INTRODUCTION

BACKGROUND

The Genestealers are a race of aliens who seek to conquer the universe. They travel in huge, ancient, nearly derelict vessels, commonly known as space hulks, until they find a suitable planet to 'colonize.'

A victim of the Stealer truly suffers a fate worse than death. Injected with the Stealer's egg, the victim becomes an unknowing carrier of the Stealer's DNA pattern, and his children are born as Genestealers. These creatures, in turn, infect other humans, until the entire planet is taken over.

The Emperor of Human Space has recently become aware of the Stealers' activities and is taking immediate steps to isolate and stamp out the attack - but at a terrible price-the Emperor's Inquisitors ruthlessly sterilize tainted planets, wiping out their populations to the last man, woman, and child.

Though thus far 100% effective in stopping the spread of the Stealers beyond the infected planets, this solution is not without its drawbacks. In addition to the obvious loss of life and resources, if news of the scorched earth policy spreads, local governments may naturally become reticent about telling the Imperium that they have been infiltrated, making the job of crushing the invasion all that much more difficult. Therefore, great efforts are being made to search out the invading vessels and attack and destroy them before they have a chance to infect any more planets. Enter the Space Marines.

Space Hulk chronicles the assault upon one of the giant vessels by a Company of Space Marines from the Blood Angels Chapter of the Legiones Astartes. One player takes the part of the Space Marines, the toughest warriors of the Imperium, and the other plays the Genestealers, terrible alien invaders from another galaxy. The fight is to the death.

INTRODUCTION

This volume represents one crazed fan's attempt to gather together all of this classic GDW game's rules. Inside you will find rules for all types of weapons, game board features and alternate forces as well as a thorough examination of the game's basic rules through the addition of new diagrams. The text is drawn mainly from first edition of *Space Hulk*, its two expansion sets, *Deathwing* and *Genestealer*, and from *Space Hulk Campaigns* as well as relevant articles from *White Dwarf* and *Citadel Journal*. There is a fair amount of embellishment in the wording of the rules, but I have taken pains to preserve the spirit of the game.

This book also contains forces lists and rules to play other troops from the Warhammer 40K universe in the claustrophobic halls of the hulk. This material in particular draws from a mixture of official and unofficial sources. You'll find the Forces section of page 68.

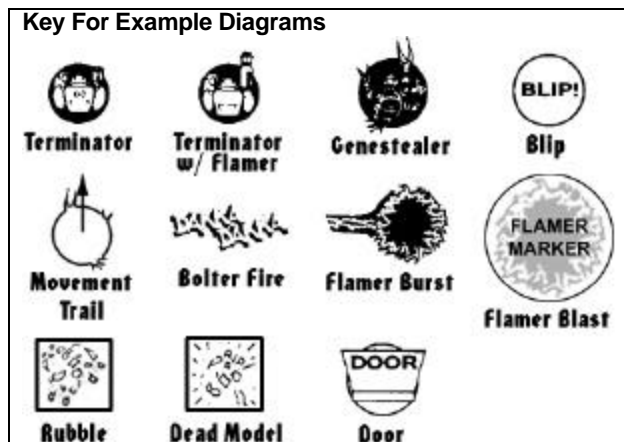
Lastly, DO NOT SELL THIS BOOK! It is intended as a free resource for fans of this long out of print game.

- editor



HOW TO READ EXAMPLES

Example diagrams appear throughout these rules. In the text, letters are used to refer you to labeled portions of the diagrams. Movement trails are used to show where models began its move, or to show spaces the model passes through, during the action displayed in the diagram. Pictures of figures show where the models end up. For example: in the sample diagram below the Genestealer started in the corner square and moved into the square below. The straight arrow indicates the direction in which model has moved. In other diagrams, curved arrows are used to show that the model turned 90° or 180°.

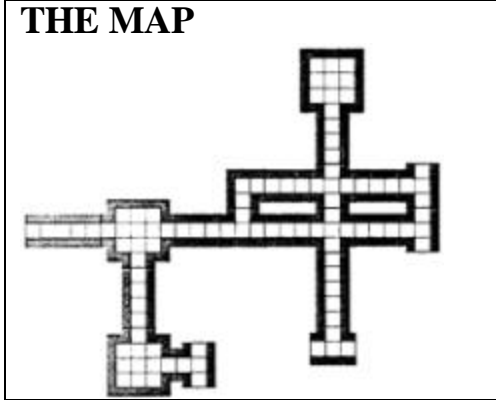


GAMEBOARD

GAME BOARD

The game takes place aboard a massive derelict vessel known as a space hulk, in which the aliens are invading Human Space. The game board of Space Hulk is variable – and is set up in different ways to represent different areas within the huge vessel. The Missions provided in Space Hulk each have a different map that is created with hallway and room puzzle-pieces. A limitless variety of different maps can be produced using the Mission Generator rules that are included in this book.

THE MAP



SECTIONS

SECTIONS

The individual pieces that make up the maps are called corridor and room *sections*. Their edges are cut so they interlock with each other and won't slip apart in the heat of the game. The sections also have a game function, in that they determine the area of effect of Marine flamer attacks (described in more detail in the Weapons and Shooting sections).

SQUARES

Each map section is divided into squares. No more than one piece may ever occupy a single square, and a piece cannot move through an occupied square. This means that they cannot pass each other in the cramped, one square-wide corridors of the space hulk - so if your Flamer Marine is at the back of the Squad, and you want him to burn out the concentration of Genestealers lurking ahead, first you've got to get everybody out of the way!

DOORS

The map for each Mission indicates where to place door counters on the game board. Door counters represent the airlocks and blast-doors dotting the huge vessel. Both sides can open or close the doors. However, since Genestealers like to lurk out of sight behind the doors and pounce upon unwary Marines, smart Marines often blow the doors right out of the walls instead of using the simple opening mechanism, thus denying their opponents a place to hide. Interestingly, the doors no longer serve their purpose as airlocks. During a hulk's ages-long voyage through hyperspace, its hull is

breached to the extent that it cannot contain an atmosphere. Somehow, the Genestealers are able to survive in the hard vacuum. Protected by their Terminator armor, Space Marines are similarly unaffected - but they die horribly if their suits are punctured.

Opening and Closing Doors

A piece may open or close a door if the door is in one of its three front squares. A Blip may open or close a door if it is adjacent to the door, including diagonally adjacent. The piece simply expends the appropriate APs (the Stealer or Marine presses the button) and the counter is moved.

- Squares that contain open doors are treated exactly as normal empty squares.
- Pieces may never enter squares that contain closed doors. In addition, LOS does not pass through squares with closed doors.
- Closed doors contain the effects of flamer shots.

Firing at Closed Doors

Many weapons can be fired at a closed door in an attempt to destroy it. A storm bolter (see Weapons section for others) needs a roll of 6 on either of two dice to destroy the door, and the Marine receives the bonus for Sustained fire. Overwatch fire is never used against doors. A Marine cannot fire at an open door.

Flamer shots have no effect on closed doors, but self destructing Flamers will destroy all open or closed doors in that corridor section.

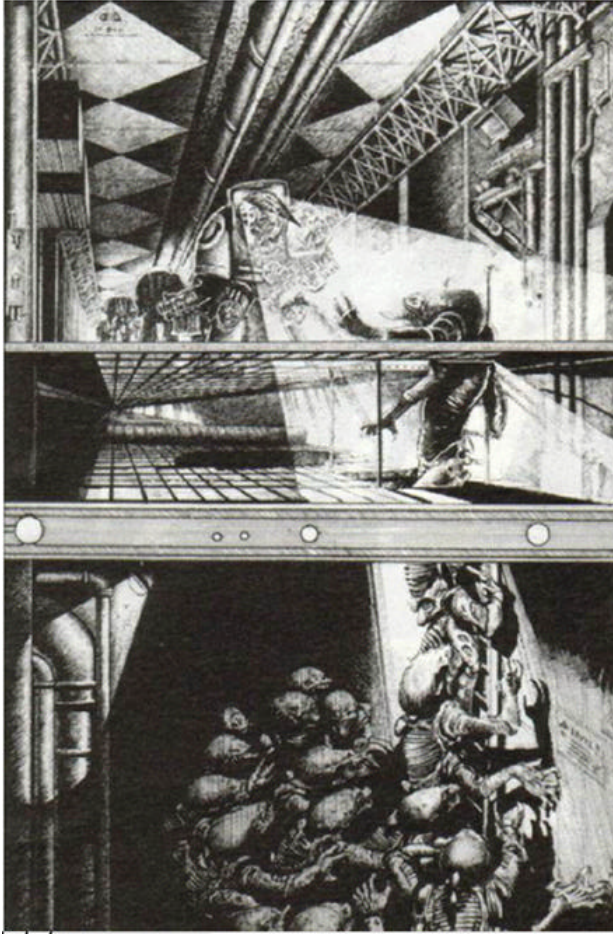
Close Assault on Closed Doors

Both Genestealers and Marines may make close assault attacks against closed doors; each side needs to roll a 6 to be successful. The Marines roll one dice as usual (the Sergeant's close assault bonus of +1 does count); the Genestealers roll three and count the highest roll.

ENTRY AREAS

You'll notice that each mission map has a number of corridors that lead off the map. In the Missions, certain of these corridors are designated *Stealer Entry Areas*, which means that the Genestealers can use them to bring reinforcements into play. In some missions Marines can seal these to prevent Genestealers from entering the board.

GAMEBOARD



LADDERS

Ladder counters lead down from one level to the next. The ladder shadow counter the square a ladder counter leads to. Ladders can be used from either level (ie from both the ladder and the ladder shadow squares). They don't block movement or LOS. Ladders can be attacked in the same way as doors, but are immune to storm bolter or assault cannon fire. All pieces can enter ladder hole spaces without risk of falling. Marines, Stealers and Blips climb up or sown ladders at a cost of 2 APs. The player may give the climbing or descending pieces any facing in the new space. Pieces can jump down ladder holes following the rules in Pitfalls.

PITFALLS

Pitfall counters represent a hole in a floor, opening onto the next lower level. The holes don't continue through to the next floor. A Marine who falls through a pitfall crashes to the floor of the next level. He doesn't fall further unless he lands on another pitfall square, which he then automatically falls into. Pitfalls do not block LOS. A flamer hit in a section with a pitfall does not affect the section above or below it.

Space Marines and Pitfalls

Terminator armor is too bulky to climb up through a pitfall. In fact, when a Marine moves into a pitfall square, there is a 1 in 6 chance that he will turnbule to the space directly below. A Marine can voluntarily jump into a pitfall by announcing that he is doing so as he enters the space. Jumping into a pitfall costs 1 AP after entering the space where the pitfall is.

Marines Jumping or Falling into a Pitfall:

- **Into a Space that's Empty:**
The Marine player rolls a dice. On a 1-4, the Marine lands badly and falls prone. Place him face-down in the space. On a 5-6, he lands upright facing any way he wishes.
- **Into a Space Occupied by a Stealer:**
The Stealer player rolls a dice. On a 3-6, the Stealer scuttles out of the way (the Stealer player moves it into any empty adjacent square, keeping the same facing) and the Marine follows the rules above for falling into an empty square. If there are no empty spaces to which the Stealer can retreat, it is killed automatically. On a 1 or 2, the Stealer is killed and the falling Marine is prone in that space.
- **Into Space Occupied by Another Marine:**
The Marine player rolls a dice. On a roll of 1-3, the Marine below is killed and the falling Marine is prone in that space. On a roll of 4-6, the Marine below is knocked prone, and the Stealer player places the falling Marine in any empty adjacent space, also prone. If none of the adjacent squares are empty, the Marine below is killed automatically.

Effects of Being Prone

It costs 2 APs for a prone Marine to get up; the Marine player faces the model as he chooses. A prone Marine has no LOS. He cannot move, fire a weapon or initiate close assault combat until he gets up. If a prone Marine is attacked in close assault, he subtracts -1 from his combat dice roll. In addition, he follows all the rules for not facing his attacker (i.e. he cannot harm the Stealer, but if he wins or ties the roll, he can get up and face his attacker).

Genestealers and Pitfalls

Stealers and Blips can enter and pass through pitfall squares without risk of falling. They can climb up through a pitfall at a cost of 3 APs. They can jump down into a pitfall at no extra cost by announcing their intention to do so when entering that space, or by paying an additional 1 AP if they decide to jump down it after they have already occupied the square. The Stealer player gives the jumping or climbing Stealer any facing he wishes.

GAMEBOARD

CRATES

Stealers usually ignore much of the cargo left upon a ship by the former inhabitants, as it often is useless for their purposes. The crates that hold this cargo cannot be moved, and they block LOS and movement while intact. They can be attacked in the same way as doors. Destroyed crates always leave a rubble marker behind, unless they are destroyed by a conversion beamer (see Weapons). A flamer hit can also destroy crates. Roll a D6 for each crate in the section; it is destroyed on a 6.

RUBBLE

Ships are often damaged during a stealer invasion or subsequently fall into disrepair. This can leave large amounts of rubble in the ship. While Rubble does not block LOS, it hinders movement through it. It cost's an additional +1 AP to enter a rubble space. For example, a Marine pays 2 APs to move forward into a rubble space. When a storm bolter or an assault cannon is fired at a target that's behind a rubble space, there's a chance the shot is deflected by the rubble. If hit, the Stealer player rolls D6. On a 5 or 6 the shot is deflected and has no effect. If the shot passes through or into more than one rubble pile, the Stealer player rolls for each. The Stealer player does not get to roll if the shot passes diagonally next to some rubble unless the other diagonal is blocked, too. Rubble has no effect upon any other types of attack. Also, rubble cannot be destroyed or cleared away.

BULKHEADS

Bulkheads are similar to closed doors, except they cannot be opened. They are fixed in place and must be broken through. A Marine armed with a chain fist can break through a bulkhead by paying 2 APs. Other Marines must make close combat assault attacks against them, succeeding if they roll a 6 or higher. Any CAB a Marine is entitled to applies, as do any psi points a Librarian spends. Genestealers also need to roll a 6 to break a bulkhead. A bulkhead can only be shot open by an assault cannon firing a burst at it (full auto fire has no effect - it's not focused enough). Roll three dice for the assault cannon as normal. The bulkhead is destroyed if any of the dice come up with a 6. A bulkhead can be destroyed by a self-destructing flamer, a thunder hammer, or a malfunctioning assault cannon. In any of these cases, the bulkhead is destroyed on a roll of 5 or better. Bulkheads are not affected by grenades or flamer fire.

AIR SHAFTS

Only Unencumbered Genestealer models can use air shafts. The model must pay 2 APs to climb and 1 AP to go down w/ Front facing. Only the 1st square of the shaft is in LOS. When converting Blip in air shaft, and no free place is available then extra Models are lost. Flying models only pay 1 AP to enter an air shafts.

DISPOSAL CHUTES

A disposal chute is designed to vent garbage from a ship and out into space. A Marine who reaches one can dive in, blast through the chute's outer door and exit the craft. The door can be attacked like a normal door, but cannot be opened manually. Once through, a Marine can then make his way along the outside of the ship to a boarding torpedo and enter it through an external airlock, or alternatively, be teleported back to the ship from which he originally came.

Stealers can follow Marines into the chute one at a time and try to kill them before they destroy the outer door. Once the door is removed, however, a Stealer has no chance of catching a Marine who has entered a chute. Any Marines already in the chute escapes automatically. A Marine that exits the ship is removed from the board. He has escaped and cannot return to the game. A Genestealer that enters the chute has either become trapped at the bottom of the smooth-walled chute or, if a Marine has destroyed the chute's outer doors, fallen into the bottomless pit of space. Genestealers that die in this fashion are counted as casualties, but similarly removed Marines are not.



GAMEBOARD

LIFTS

Once the Lift door has been opened/destroyed, the Lift can be destroyed on the same roll to destroy a door. If the Lift door is destroyed, the Lift still works until itself is destroyed. Whenever a Lift door is opened, it stays open until the endphase of that player's turn - it then closes automatically. A model cannot end its turn on the door square (if it does, it is crushed to death as the door closes!). If an Area effect weapon is used against a Target in a lift, also roll to see if the Lift is destroyed.

TOXIN CANISTERS

The canisters of microbiological agent are very heavy. Space Marines carrying them cannot move more than 4 squares per turn – regardless of CPs. A Space Marine carrying a canister can't use weapons. So if attacked in a CA, he is automatically killed. A Marine can put a canister down for 1 AP. Picking up a canister costs 2 APs. A canister is indestructible. Once a Marine carrying a canister reaches the air shaft, it takes 1AP to arm the canister and 1 AP to drop it in the shaft. Tyranids ignore totally the canisters.

CRYOGENIC TANKS

Cryogenic tanks are devices in which creatures can "sleep" in stasis for years, completely untouched by the passage of time. Cryogenic tanks block LOS and movement, even if they have been destroyed. They are fixed in place and cannot be moved, but can be attacked in the same way as doors. Flip the cryogenic tanks marker face down if they are destroyed, and treat all squares beneath it as rubble.



TURN SEQUENCE

TURN SEQUENCE

Space Hulk is played in turns. Each game begins with a Marine player's turn, which is followed by a Genestealer player's turn. Play alternates between the two for the duration of the game. Below is a brief overview of the different phases in the turn and their role in the game. The pages that follow will detail each of these phases, as well as movement, combat.

MARINE PLAYER'S TURN

1. Command Phase

During this phase, the Marine player rolls one die to find out how many Command Points he has available for his turn. The Marine player uses Command Points (also called CPs) to have his Marines perform exceptional feats. CPs can be used during the Marine's action phase and, in some cases, during the Stealer player's action phase.

2. Action Phase

This is when the Marines move, fire, open and close doors, and perform other actions. A turn represents a very short period of time - five to ten seconds - and a Marine can only do so much in that time. Thus, each action the Marine might take is assigned an Action Point (AP) Cost, and each Marine has 4 Action Points (APs) per turn. In addition, the Marine player can spend some or all of the Command Points he gained during the Command Phase to have Marines perform actions totaling more than 4 APs. (see *Action Phase*). Typically, the Marines advance cautiously toward their objective, setting overwatch over long corridors to defend against the inevitable attack of the Stealers. The Marine player's turn ends when all their models have been moved.

3. Section Effects Endphase

This phase is meaningless in matches that are limited to Terminators and Genestealers, and should be ignored for those games. However, if the Genestealer player has Genestealer Hybrids (see *Forces*) there may be overwatch and weapon effect markers from the Genestealer player's last turn that should be removed from the board.

Optional rules that effect turn sequence

The turn sequence above is for basic games of Space Hulk that matches the Terminator Space Marines against the deadly Genestealers. If the psychic attack cards are used, this sequence is altered by the addition of a psychic cards phase (see *Psychic Attack Cards*). For games that consist of forces other than Terminators, the turns sequence remain virtually unchanged. Adding forces other than Terminators to the game may alter the flow of the game since only players who are entitled to Command Points may take a Command Phase (see *Forces*).

GENESTEALER PLAYER'S TURN

1. Stealer Reinforcement Phase

During this phase the Genestealer player takes the number of Blip counters that's indicated by the Mission. He looks at them to find out how many Stealers they represent, and then places them facedown in Stealer entry areas. Stealers in entry areas do not have to move onto the board immediately after entering play. They may lurk in the entry areas where the Marines cannot harm them for as long as the Stealer player wishes.

2. Stealer Action Phase

The Genestealer player moves his Genestealers and Blips in much the same way as the Marine player moves Marines. Genestealers move very fast and have 6 APs. Some actions cost different amounts of APs for Genestealers and Blips, and Blips cannot attack. Genestealers do not carry weapons and are quite vulnerable to the Marines' firepower. They often stay just out of sight of the Marines, waiting until they have enough reinforcements to attack in wave assaults. If just one Stealer manages to get close enough to use its claws, it will most likely destroy a Marine. Even these tactics are not necessarily going to be successful, especially if the Marine player has uses overwatch effectively and saves some Command Points to take actions during the Stealer's turn. The Stealer player's turn ends once he has finished moving his pieces.

3. Section Effects Endphase

Remove Marine overwatch and weapon effect markers that are left over from the Marine player's last turn.

TURN SEQUENCE - COMMAND PHASE

COMMAND PHASE

Leaders are essential in combat. They assist by urging the troops in their command on to greater efforts, pointing out advancing enemies, offering tactical suggestions, and so forth. Marine Squads are typically under the command of a Lieutenant, who monitors Terminator progress via small cameras mounted on the Squad's helmets, integrating their movement within that of the entire assault team. A Magus, Patriarch, Hive Tyrant or even a Hybrid can psychically direct Genestealer forces by tapping into the hive mind. In Space Hulk, this leadership is represented by *Command Points* (CPs). They are like extra Action Points that can be used for any member of a player's forces. Under certain circumstances Command Points can take an action during the opponent's Action Phase

ROLLING COMMAND POINTS

During the Command Phase of their turn, players with an eligible leader in their forces roll 1D6 for Command Points. Any Command Point bonuses the player receives should be applied to this roll. These CPs must be spent during your turn or the opposing player's next Action Phase. Any CPs left over after your opponent's next Action Phase are lost.

Command Point Bonuses

Some models are better leaders than other models, and a force with a better leader gets more command points. In Space Hulk, this is expressed in the Command Point Bonus. If multiple models in a force get CP bonuses, only the highest bonus is applied during Command Phase, simulating the best leader naturally taking charge. It is not possible to get negative CPs, even though some Genestealer models get a negative CP bonus. Some of the CP bonuses are:

Terminator Captain:	+2 CP
Genestealer Patriarch:	+1 CP
psyker- Hybrid:	- 1 CP
non-psyker Hybrid:	- 3 CP

(better than the - 6 Genestealers get normally)

Examples of Rolling CPs

A Marine player who has a Captain in his forces rolls a 3 during the Command Phase. Having a Captain add a +2 to the roll, so the player gets a total of 5 Command Points. A Genestealer player with a Patriarch and three non-psyker Hybrids in his forces rolls a 1 during his Command phase. Since only the highest bonus is applied, he gets a plus one to his roll for a total of 2 CPs. Later in the game, after the Patriarch is destroyed, the same player rolls a 2 during Command Phase. Since the highest CP bonus available is -3, he gets 0 CPs.



SPENDING COMMAND POINTS

Command Points are exactly like Action Points, except that you can spend them on any of your Marines, active or inactive, and you can spend them during your Action Phase and the *Stealer* player's Action Phase.

Example of Spending CPs

The Marine player rolls a 4 during Command Phase. He can spend 4 CPs any time during his or the following Stealer turn to have his pieces perform extra actions costing up to 4APs: a Marine could Move Forwards & Shoot four times, two Marines could each make Flamer shots; one Marine could Shoot and three others could Move Forwards a square, and so forth.

Keeping Track of Spent Command Points

As you spend CPs, you can keep track of the number you have spent with a couple of dice. When you haven't spent any CPs, both dice should show your total command points. When you spend one or more CPs, turn the face of one die to show the remaining Command Points. If you spend more points later on, turn the lesser of the two dice to show the new total.

A player with 5 CPs would set down two dice, each with the number 5 facing up. If he spent two CPs to have a Marine fire his flamer; he would turn one of the dice to a 3 and place it next to the die showing 5. This indicates that the player has 3 of his 5 Command Points remaining. If later in the turn he spent another point, that would be tracked by turning the 3 to a 2 and so on. Use lower of the two dice to show current CPs.

Secrecy and Command Points

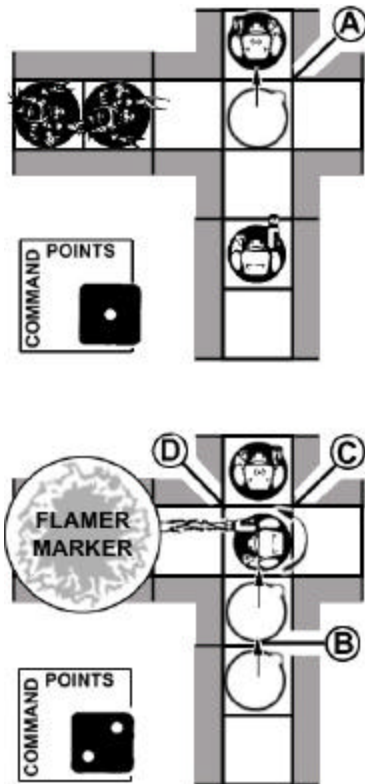
Before a game begins, players may agree to keep Command Point totals secret from each other. If they do, the die can be rolled secretly and placed under a cup. During the Command Phase, before they roll for new Command Points, players should always reveal their Command Points from the previous turn.

TURN SEQUENCE - COMMAND PHASE

USING CPs ON YOUR TURN

During the Marine Action Phase, you can spend CPs on any model in any way you wish. In fact, you can spend CPs on one model while another is active; the active model does not become inactive as a result. You can also spend CPs in combination with Action Points (thus, you can spend 1 CP and 1 AP to have an active model perform a 2 AP action). Even if the players have agreed to keep CP totals a secret, each player must still announce when they are using CPs and how many they are spending.

Example of Spending CPs During Marine Player's Action Phase



In the figures above, the Marine player has two Command Points and neither of the two Marines shown have been activated yet. He wishes to flame the two Stealers around the corner but the Marine is in the way of his Flamer Marine.

A) He spends 1 CP to move the Marine one square forward without having to activate him. Later, this Marine could be activated with a full compliment of 4 APs.

B) Activates the Flamer Marine and moves him two squares down the corridor (2 APs)

C) turns the Marine to face the Stealers (1 AP)

D) The Flamer Marine has only 1 AP remaining, and it costs 2 APs to fire a flamer; so the Marine player spends his last CP and the remaining AP to have the Marine fire his flamer at the Stealers.

OUT OF TURN USE OF CPs

If you have CPs remaining from your last turn, you can use them to move your forces during your opponent's Action Phase. Immediately after an enemy model takes **one** action in or into your model's Line of Sight, your model can use available CPs to take **one** action.

To spend CPs during an opponent's turn, wait until a your opponent performs an action in one of your model's LOS, then announce that you are spending CPs on that Model. After you have finished, the opposing player resumes his move (until you interrupt again). The out-of-turn action always takes place after that of the active player. You can spend 2 CPs to have a model perform a 2 AP action, like firing a flamer, but you cannot spend 2 CPs to have a model fire twice. The active player is always allowed to perform another action before you can spend more CPs. If the Stealer's action takes it out of your Marine's LOS (it closes a door in the Marine's face or steps around a corner), you can't spend CPs on that Marine

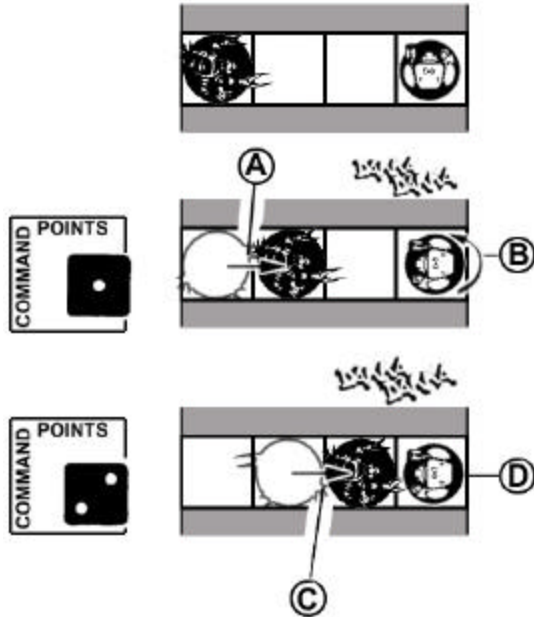
To see an enemy, your model must have a Line of Sight (LOS) to the enemy model. For a target to be in LOS, it must be in front or to the side of the model who is firing, and there can't be anything between the two models blocking a clear shot. (see *Shooting* for details)

Finally, for each action the active player takes, you may spend CPs only to have one model perform one single action at a time. This rule is in effect even if more than one model sees an enemy perform an action: you can spend CPs only to have one of them perform one action. If the enemy then performs other actions, you can spend CPs on the same model as before, or on another Marine with LOS to that enemy.



TURN SEQUENCE - COMMAND PHASE

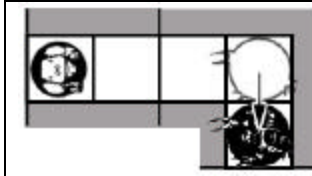
Examples of Spending CPs During Opponent's Action Phase



This example shows how the Marine player can use CP's to act during the Stealer player's Action Phase. The Marine player has 3 CPs left; caught rather stupidly facing in the wrong direction, the Marine is about to get attacked from the side by an angry Genestealer. The Stealer moves towards the Marine (A).

The Marine has a line of sight to the moving Stealer so the Marine player may spend CPs on him. The Marine player spends 1 CP to turn the Marine to face its attacker (B) (he turns because the Marine can't fire at a Stealer coming at him from the side).

Since the Marine player cannot spend any more CPs until the Stealer player performs another Action, he watches helplessly as the Stealer moves forward again (C) - now he's right next to the Marine! After the Stealer's move, the Marine player interrupts once more and spends another CP to take a shot at the advancing Stealer (D); the shot misses. The Stealer attacks the Marine in close assault; if the Marine survives (unlikely!), the Marine player can use his last CP to try to blow away the Stealer once more.



Since the Marine cannot see the Stealer after it performs its Action (scuttling down the corridor) the Marine player may not spend CPs on that Marine.



TURN SEQUENCE - ACTION PHASE

ACTION PHASE

During your Action Phase, you move and fight with your pieces. You move and fight with your pieces one at a time, using all of one model's Action Points before you start with another's. When you are moving or fighting with a piece, it is said to be the *active* piece. In your Action Phase, you may *activate* some, none, or all of your pieces. You never *have* to activate a piece: it may sit there doing nothing for as long as you want - or as long as your opponent lets it survive!

ACTIVATION

You may activate your pieces in any order you choose, but each piece may be activated only once per turn, and you may activate only one piece at a time. Once you have finished with one piece and activated another, you cannot activate the previous piece until your next turn.

ACTION POINTS (APs)

When activated, each piece receives a number of *Action Points* (APs), which you spend to have that piece move, fight, or perform other actions. The piece can do any actions it can afford; it may perform all different actions or the same action over and over. You don't have to spend all of a piece's available APs during a turn, but any leftover APs are lost when you activate another piece or your turn ends.

- Space Marines receive 4 APs
- Genestealers and Blips receive 6 APs
- Command Points (CPs) can be used to augment a model's AP for more actions

The AP costs of actions represents the amount of time it takes for a model to perform that action. AP costs are listed in the Actions Chart, with more detailed descriptions are on the pages that follow.

ACTION POINT COSTS			
Action Taken	Marine	Genestealer	Blip
Move Forward 1 square	1	1	1
Move Backwards 1 square	2	2	1
Move Sideways 1 square	-	2	1
Turn 90 degrees	1	0*	-
Turn 180 degrees	2	1	-
Fire Regular Weapon (e.g. bolter)	1	-	-
Fire Heavy Weapon (e.g. flamer)	2	2	-
Set Overwatch Fire	2	-	-
Clear Jammed Weapon	1	-	-
Move Forwards & Fire Bolter	1	-	-
Move Backwards & Fire Bolter	2	-	-
Close Assault	1	1	-
Open/Close Door	1	1	1
Climb up or down a ladder	2	2	2
Climb out of a pitfall	-	3	3

* Genestealers cannot take two Stealer cannot make two 90° turns in a row for free; it would have to pay the 1 AP cost for making a 180° turn.

TURN SEQUENCE - ACTION PHASE

LIST OF ACTIONS

MOVE FORWARD

1 AP per

square

Move to any of the three empty, adjacent squares in the forward arc of a model. Models may move diagonally or around corners providing at least one of the two surrounding squares is unoccupied (see Example on right). Model's facing does not change; turning is a separate 1 AP action.

MOVE BACKWARD

2 APs per

square

Move to any of the three empty, adjacent squares in the rear arc of a model. Backward diagonal movement is allowed, but doing so around corners is not. Model's facing does not change; turning is a separate 1 AP action.

MOVE and FIRE

1

or 2 APs

For 1 AP a model may move to any of the three empty, adjacent squares in its forward arc, then fire once. This counts as a single action, but firing must always take place after movement. For purposes of targeting, the fire takes place from the square the Marine moves into. The weapon fire is handled normally. One cannot receive a sustained fire bonus for firing whilst moving, nor does the shot count towards future sustained fire. A marine takes his full move and fire action before any overwatch fire can be taken against him. This action costs 2 APs when the model fires and moves backwards to any of the three empty, adjacent squares in its rear arc. Model's facing does not change; turning is a separate 1 AP action.

TURN 90°

1 AP

The Marine turns 90° while staying in the same square for a cost of 1 AP. A Genestealer can Stealer cannot make two 90° turns in a row for free; it would have to pay the 1 AP cost for making a 180° turn.

TURN 180°

1 AP

The Marine turns 180° while staying in the same square for a cost of 2 AP. Genestealers can do this for only 1 AP.

TURN and FIRE

1 AP

The Marine turns 90° and fires a bolter at a target. As with Move and Fire, the model doesn't get a sustained fire bonus if he is turning and firing.

OPEN or CLOSE DOOR

1 AP

Any model may open or close a door that is in one of the three squares in its forward arc.

FIRE WEAPON

1

AP

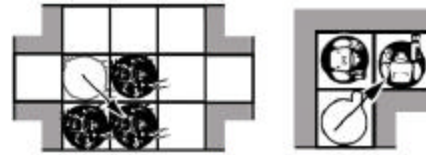
Fire once at a target in front of a model's firing arc. The Marine can't fire through other models and he can't fire if the target is to the side or behind him. This action applies to all ranged weapons that are not considered heavy weapons, though the rules for accuracy and effects of particular weapons vary (see Weapons section). Typically, when a Marine fires a storm bolter, the Marine player rolls two dice: if either of the dice turns up 6 or the Marine rolls double 6s, the target is destroyed and removed from the map. If the Marine repeatedly fires at the same target, he gets a sustained fire bonus, and his chance of hitting increases – on the second shot he needs to roll a 5 or 6 on either dice, and on the third and subsequent shots he needs to roll a 4, 5, or 6. (See Shooting section for details)

FIRE HEAVY WEAPON

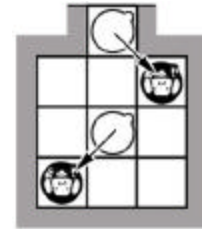
2

APs

Examples of Moving Diagonally



Both examples above show *illegal* diagonal movement.



The example on the right shows two examples of diagonal movement that are allowed.

TURN SEQUENCE - COMMAND PHASE

Heavier weapons like the Flamer cost 2 AP to fire(see Weapons Chart for s). Flamers are fired at entire board sections, not individual targets. The Marine player rolls a dice for each piece in the section - Stealers and Marines. The piece is destroyed on a roll of 2-6. On each burst from an assault cannon, roll three dice. The roll required to kill a Genestealer is 5 on one or more of the dice. Bursts receive a sustained fire bonus of +1 per turn in the same way as storm bolters. A roll of three ones is always a miss. (Other heavy weapons are detailed in the Weapons section)

TURN SEQUENCE - ACTION PHASE

CLEAR JAMMED WEAPON

1

AP

A Model with a jammed weapon can make it ready to fire once again. Jams occur only when a model with a Storm Bolter rolls doubles during *Overwatch*. They never occur during any other kind of weapons fire (though assault cannons have a chance of malfunctioning after they've been reloaded in a mission).

CLOSE ASSAULT

1 AP

Close assault is the deadly hand-to-hand combat of Space Hulk. In close assault combat, each side rolls one or more dice, and the highest individual dice-roll wins. A Space Marine or Flamer Marine rolls one dice, a Marine Sergeant rolls one dice and adds one to the roll, and a Genestealer rolls three dice and picks the highest roll. Genestealer Hybrids roll one dice and subtract 2. The lowest roll loses and is removed from play; a tie has no effect. Models with close assault weapons get various bonuses in Close Assault combat and, in some cases, get to roll additional attack dice. Certain small arms, such as bolt pistols, can also be used in close combat. (See Weapons section for details.)

SET OVERWATCH

2 APs

Overwatch is discussed in the Ranged Combat as well, but it's worth going over twice. This 2 AP action allows a model with a suitable ranged weapon to fire at anything that moves into LOS during their enemy's Action Phase. A model on Overwatch can only take a shot during their enemy's turn, immediately after the target model has taken an action within LOS. Flamers cannot be put in Overwatch, but many other weapons can – see weapons list for details. Overwatch fire does NOT get sustained fire bonuses and it doesn't cost AP beyond the 2 to go on Overwatch.

If the Marine takes any action, he loses the Overwatch. Also, if the Marine is attacked in Close Assault combat, he loses the Overwatch. The Marine can voluntarily go out of Overwatch at any time, for no CP cost. The Marine automatically goes out of Overwatch before he is activated on his next turn (though you may, of course, put him back into Overwatch again).

It is possible for models on opposing sides to be placed in overwatch at the same time. If this happens, overwatch rules remain virtually unchanged. Remember, a model on overwatch can only take a shot immediately after the target model has taken an action in the firer's LOS and fire arc.

Jammed Weapons on Overwatch

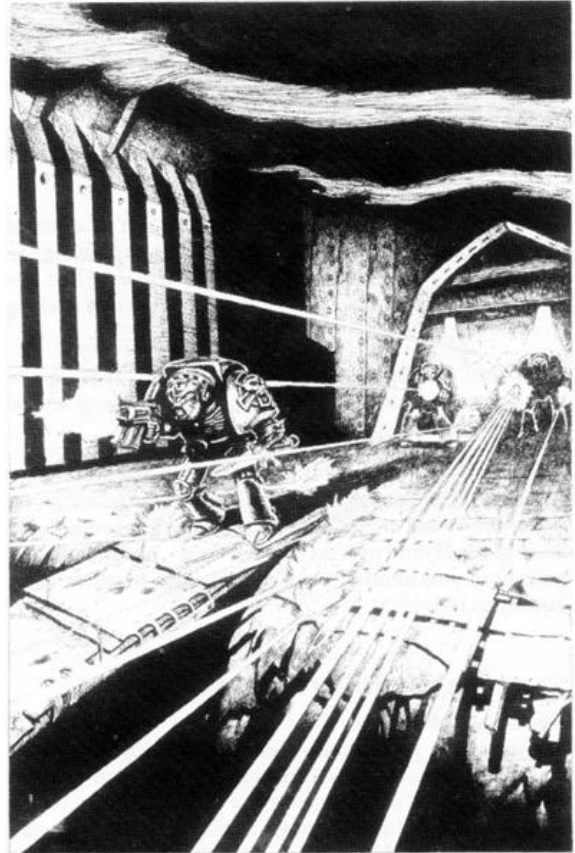
If the player who's firing on Overwatch rolls doubles, their weapon jams, leaving the Marine unable to fire until he can clear the jam. The target still dies if the doubles roll indicates a hit. Weapons that roll only 1 dice can't jam in overwatch.

Sequence of Play in Overwatch

Overwatch does not take effect until the beginning of the opposing player's turn. This means that if a Hybrid is placed in overwatch but, before the end of the Stealer turn, the Marine player spends CPs to perform an action in the Hybrid's LOS and fire arc, the Hybrid does not get to fire at the Marine.

Overwatch always takes place after the enemy action is complete — it is not simultaneous. This means that if an enemy psyker kills the model in overwatch with a psychic attack, the overwatch model cannot fire at the psyker. Similarly, a psychic attack that blocks LOS between the psyker and the overwatch model prevents overwatch fire. It is also important for move and fire actions: a model making a move and fire action always gets to fire before the model in Overwatch can fire back — again, it's possible to kill a model in overwatch before it has a chance to return fire.

Making a psychic attack counts as an action, but playing a psychic card as a force card, playing an Aura card or using a psychic card as a close assault bonus doesn't count as an action and therefore doesn't allow a model in overwatch to fire (all these terms for psychic combat are explained later).



TURN SEQUENCE – SECTION EFFECTS ENDPHASE

Mandatory Firing in Overwatch

If a model is in overwatch and a new target appears, the model is obliged to fire at the new target as usual. It must wait until the enemy model takes another action before being able to play a psychic attack card. Playing a psychic attack card counts as an action and means that it loses Overwatch (playing a force or an Aura card doesn't count as an action and doesn't take a model out of overwatch). A model in overwatch doesn't have to fire at a target which enters its LOS if the target is out of its fire arc or is more than 12 squares away (i.e. it would be impossible to hit the target due to range restrictions on weapons in overwatch). If the model in overwatch is a Marine, he can choose to drop out of overwatch immediately; he can then spend CPs as usual if any enemy models take further actions in his LOS

SECURING ENTRY AREAS

1 AP

The mission briefing will tell you if Stealer entry areas can be secured (ie made safe). Entry areas may only be secured if the briefing specifically tells you that it can be done. Being able to secure entry areas means that they do not lead to limbo-like spaces inhabited by hordes of Genestealers. In reality, they lead to things like major access corridors that a Marine can secure in such a way as to deny their use to the Stealers (by locking blast doors, for example). An entry area is secured when a Marine enters a square next to the first square a Genestealer would enter if it were to use that entry area. It costs 1 AP to secure one entry area, and the Marine must be able to see the area to be able to secure it. This means that objects (including Stealers) that block the Marine's LOS to an area must be removed for that Marine to be able to secure that area.



Represent secured entry areas by placing a space counter face down on the appropriate square. The Stealer Player cannot use secured areas to bring reinforcements on the board. In addition, any blips or Genestealers that are lurking off-board next to that area are lost and removed from play. Stealers removed in this way do not count towards the Marine player's victory conditions. A secured entry area remains so for the rest of the game, even if the Marine who secured it moves away.

SECTION EFFECTS ENDPHASE

This last phase in the turn sequence is mainly for book keeping and clearing away of counters that are not needed for the next players turn. Overwatch counters and Flamer effect markers are the types of things you'll need to remove from the board before the Marine player's turn begins. If the Genestealer player is using hybrids with weapons or is playing with psykers, then there may be such markers to remove before the Marine player's turn. For missions that end after a finite number of turns, the section effects endphase of the player who goes second is the time to advance the number of turns that have passed. If players are keeping their command point totals secret, this would be the time to reveal what you rolled on the previous turn before the new command phase begins.



MOVEMENT

MOVEMENT

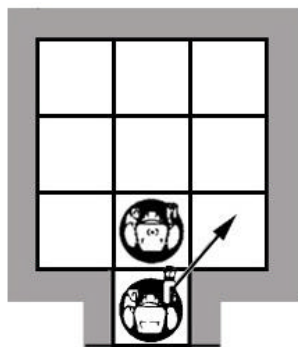
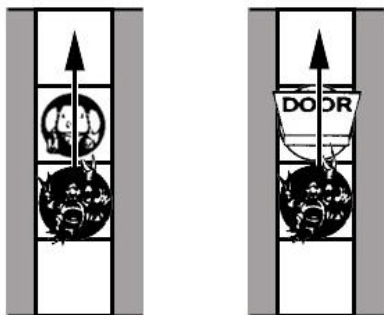
The corridor sections of the game board are divided into squares. It costs 1 Action Point to move a piece forward one square, and 2 APs to move a piece backward one square. In open rooms a piece may move into diagonally-adjacent squares, though it may not move around a corner in a single action. For example: It costs four APs to move a Marine Sergeant four squares forwards. (Strategists should note that it costs the same 4 AP to move forward and fire a bolter four times...)

ILLEGAL MOVES

During a move, a piece can move into any adjacent empty square. When a piece moves, it keeps its current facing. You may move diagonally forward, but only in open rooms; moving around a corner isn't a single action. Terminator armor isn't all that nimble, so Marines must move, turn, and then move again to navigate corners in a space hulk. This puts Genestealers at an advantage since they can make 90° turns for no AP cost. You cannot move a piece through a wall, or into a square containing another piece or a closed door. In addition, you cannot move a piece into an empty, diagonally adjacent square if other pieces and/or corners occupy both intervening squares.

Examples of Illegal Moves

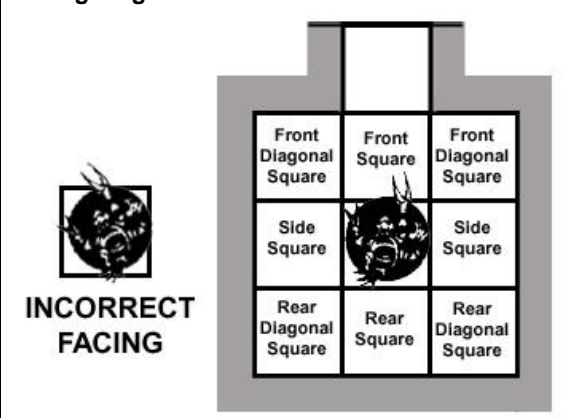
All of the moves shown are illegal. The two moves on top aren't allowed because the corridors are obstructed. The move at the bottom isn't allowed because the corridor is blocked and because moving around a corner is not a single action.



FACING

When models are on the board, each must be placed so that its front faces one of the sides of the square upon which it stands, as shown below. A model's facing has effects upon its movement, fire and close assault, and ability to open and close doors (see various sections). Blip counters need never worry about facing.

Facing Diagram



AP Costs and Facing Affects of Movement

Your models pay different amounts of APs to move different directions, depending upon their facing.

- A model pays 1 AP to move to any of its three front squares.
- A model pays 2 APs to move to any of its three rear squares.
- A Stealer model pays 2 APs to move to its side squares; a Marine model cannot move directly sideways at all (though extremely powerful, Terminator armor is somewhat clumsy - its leg articulators don't allow much lateral movement).
- A Blip has no facing. It may move in any direction at a cost of 1 AP.

Remember that models keep their current facing when moving. For Marines, turning is a 1 AP action that is separate from movement. Genestealers can make 90° turns for no AP cost.

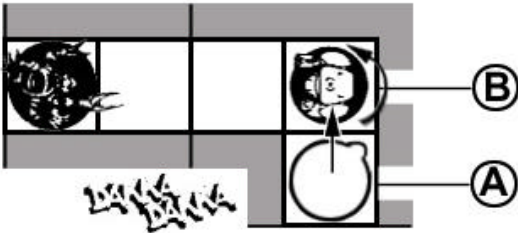
TURN SEQUENCE - COMMAND PHASE

TURNING

You may expend APs to *turn*, or change the facing by a model by 90° or 180° while staying in the same square.

- A Space Marine pays 1 AP to turn 90°; 2 APs to turn 180°.
- A Genestealer pays 0 APs to turn 90°; 1 AP to turn 180°. (Note that a Stealer cannot make two 90° turns in a row for free; it would have to pay the 1 AP cost for making a 180° turn.)
- Blips have no facing and therefore do not pay AP to turn.

Example of Marine Turning



The Space Marine pays 1 AP to move forward to the front square (A); it pays another 1 AP to turn 90° to face down the hall* (B); it may spend its remaining 2 APs to blow away the Stealer down the hall.

*The player also could've opted to turn and fire for the same cost of 1 AP, but that shot would not count toward sustained fire on the next shot.

BLIP MOVEMENT

Genestealer blips move in much the same fashion as other pieces, except that:

- Blips have no facing. They move in any direction at a cost of 1 AP per square; they never turn.
- Blips *cannot* move into a Marine's sight: if you accidentally move a Blip into a Marine's LOS, the Marine player points this out, and you must return the Blip to the last square in which it was out of the Marine's LOS. That Blip's move immediately ends: it may not do anything for the rest of the current Phase.
- Blips *cannot* move next to a Marine, even if the Marine is facing another direction and has no LOS to the Blip.

GENESTEALER HYBRIDS

Hybrid Genestealers move and turn exactly like Space Marines in Terminator Armor. Until it's revealed, however, a hybrid blip may move 6 like a normal blip.



Example of Genestealer Movement

This Space Marine has foolishly neglected to go into Overwatch mode, so the newly-activated Stealer (with 6 APs) decides to go and kill him. The Stealer's actions are to:

Fig.1: Move forward (1 AP) and turns 90° (0 AP) to face the Terminator Marine.

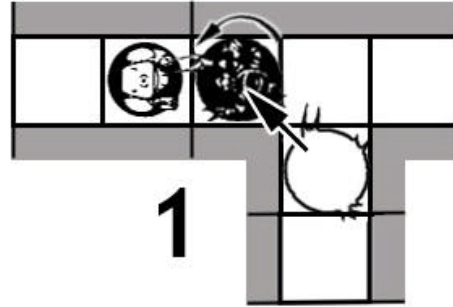
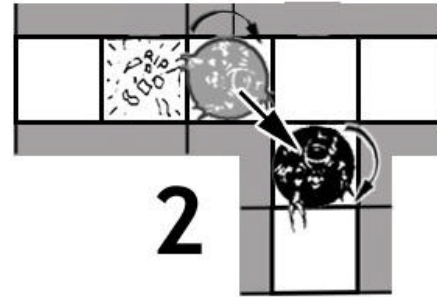


Fig. 2: The Stealer proceeds to rip the Space Marine's head off (1 AP), turn 180° (1 AP) move diagonally back down the hall one space (1 AP) and turn 90° (0 AP). The Genestealer still has 1 AP remaining!



TURN SEQUENCE - COMMAND PHASE

LADDERS

Marines, Stealers and Blips can climb up or down ladders at a cost of 2 APs. The player may give the climbing or descending pieces any facing in the new space. A model must climb the entire ladder in one action, and may stop to take other actions or end its turn on a ladder. Pieces can jump down ladder holes following the rules in Pitfalls.

PITFALLS

Pitfall counters represent a hole in a floor, opening onto the next lower level. The holes don't continue through to the next floor. Genestealers are able to climb up or down through pitfalls (see right). A Marine cannot climb up through a pitfall, as his Terminator armor is too bulky. When a Marine moves into a pitfall square, the Marine player rolls a D6. On a 1, the Marine tumbles to the space directly below. A Marine who crashes through a pitfall doesn't fall further unless he lands on another pitfall square, which he would automatically fall into. Pitfalls do not block LOS. A flamer hit in a section with a pitfall does not affect the section above or below it. A Marine can voluntarily jump into a pitfall by announcing that he is doing so as he enters the space. If the Marine decides to jump into the pitfall after entering the space, he must pay 1 AP to do so.

Jumping or Falling into a Pitfall

- **If the Space is Empty**
The Marine player rolls a dice. On a 1-4, the Marine lands badly and falls prone. Place him face-down in the space. On a 5-6, he lands upright facing any way he wishes.
- **If the Space is Occupied by a Stealer**
The Stealer player rolls a dice. On a 3-6, the Stealer scuttles out of the way (the Stealer player moves it into any empty adjacent square, keeping the same facing) and the Marine follows the rules above for falling into an empty square. If there are no empty spaces to which the Stealer can retreat, it is killed automatically. On a 1 or 2, the Stealer is killed and the falling Marine is prone in that space.
- **If the Space is Occupied by Another Marine**
The Marine player rolls a dice. On a roll of 1-3, the Marine below is killed and the falling Marine is prone in that space. On a roll of 4-6, the Marine below is knocked prone, and the Stealer player places the falling Marine in any empty adjacent space, also prone. If none of the adjacent squares are empty, the Marine below is killed automatically.

Effects of Being Prone

It costs 2 APs for a prone Marine to get up; the Marine player faces the model as he chooses. A prone Marine has no LOS. He cannot move, fire or initiate close assault combat until he gets up. If a prone Marine is attacked in close assault, he subtracts -1 from his combat dice roll. In addition, he follows all the rules for not facing his attacker (ie he cannot harm the Stealer, but if he wins or ties the roll, he can get up and face his attacker).

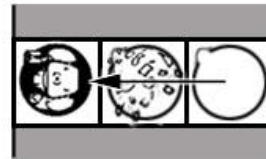
Genestealers and Pitfalls

Stealers and Blips can enter and pass through pitfall squares without risk of falling. They can climb up through a pitfall at a cost of 3 APs. They can jump down into a pitfall at no extra cost by announcing their intention to do so when entering that space, or by paying an additional 1 AP if they decide to jump down it after they have already occupied the square. The Stealer player gives the jumping or climbing Stealer any facing he wishes.

RUBBLE

Ships are often damaged during a stealer invasion or subsequently fall into disrepair. This can leave large amounts of rubble in the ship. While Rubble does not block LOS, it hinders movement through it. It cost's an additional +1 AP to enter a rubble space. For example, a Marine pays 2 APs to move forward into a rubble space. The move from rubble to an empty square has no additional AP cost.

Example of Moving Through Rubble



The Marine above would pay 2 APs to enter the square filled with rubble, and then 1 AP to move into the empty square on the other side, for a total of 3 APs to cross the rubble.

AIR SHAFTS

Only Unencumbered Genestealer models can use air shafts. The model must pay 2 APs to climb in the shaft and 1 AP to exit with front facing. Only the 1st square of the shaft is in LOS to the room or corridor that leads to. Thusly, marines can go on overwatch to cover that first square if they have LOS of it.

BLIPS

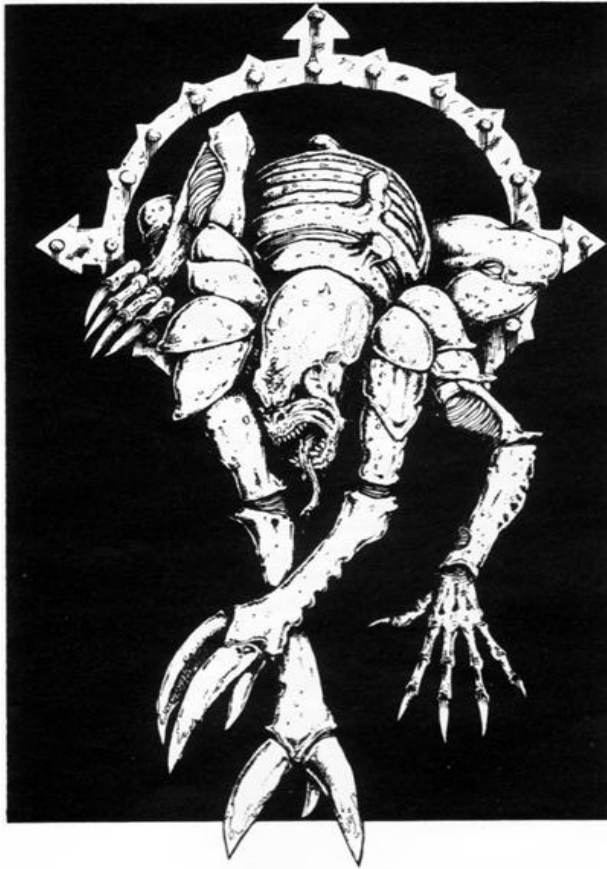
In Space Hulk, the Marines are on unfamiliar territory, facing unknown odds. The assault vessels' deep radar has given them some idea of the layout of the space hulk, but it isn't able to tell them how many Stealers are lurking within. To combat this problem, Marines are equipped with *Sensoriums*, or life-detectors. When the Marines are inside the hulk, the Sensoriums constantly scan the surrounding corridors of the vessel for alien life forms, showing concentrations of life as dots on a video display (earning the Stealers the nickname 'blips'). The machines aren't very precise, being unable to tell whether a life-form reading comes from one Stealer, or two or three moving close together. Thus, until a Marine actually sees a Blip, he won't know exactly how many Stealers are there.

Stealers are brought into play as *Blips*: counters that represent anywhere from one to six Stealers. There are special rules for Ambush Counters and Blips that represent Hybrids later in this section. The Stealer player moves Blip counters around the map, facedown, until he wishes to convert them to models, or until a Marine gains an LOS to the Blip. When Activated, a Blip counter has 6 APs, just like a Stealer. However, Blip counters expend their APs only on movement and opening and closing doors: they can never attack.

BLIP MOVEMENT

Blips move in the same fashion as other pieces, except that:

- Blips have no facing. They move in any direction at a cost of 1 AP; they never turn.
- Blips cannot move into a Marine's sight: if you accidentally move a Blip into a Marine's LOS, the Marine player points this out, and you must return the Blip to the last square in which it was out of the Marine's LOS. That Blip's move immediately ends: it may not do anything for the rest of the current Phase.
- Blips cannot move next to a Marine, even if the Marine is facing another direction and has no LOS to the Blip.



EXAMINING BLIPS

The Stealer player is free to examine his Blips - that is, pick them up and see how many Stealers they represent - at any time. The Marine player cannot examine Blip counters until they are to be converted.

BLIP CONVERSION

There are two ways in which a Blip converts into Stealers: voluntary conversion - when the Stealer player converts the Blip - and involuntary conversion - when the Marine player converts the Blip.

Voluntary Conversion

A Blip counter can be converted into Stealers during the Stealer player's Action Phase. He converts the Blip *instead of* Activating the Blip; if the Blip has performed *any* action that Action Phase, he may not convert it. Stealers can be Activated during the Action Phase of the turn they were converted with a full complement of 6 APs.

Involuntary Conversion

Marines cause involuntary conversion when they gain LOS to a Blip. In involuntary conversion, the *Marine* player converts the Blip to Stealers and places them on the board; but the Stealer player gets to choose their facing.

If a Marine gains an LOS to a Blip during the *Stealer player's* turn (if for instance, he uses CPs to blow away a model which was blocking LOS), then the Blip is involuntarily converted into models by the Marine player. If the Blip has not yet been activated that Phase; then all of the newly-placed Stealer models *can* be activated as normal. If the Blip has already been activated, then the Stealers cannot be activated.

Remember that a Blip cannot move into a Marine's LOS; however, the Stealer player can move a Stealer which was blocking a Marine's LOS, allowing the Marine to gain LOS to the Blip. This would be involuntary conversion and the Marine player would place the Stealers.

BLIPS

How To Convert Blips

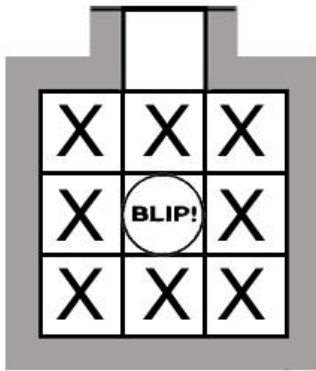
Turn the Blip counter over to reveal the number of Stealers it represents. Remove the counter from play and place the appropriate number of Stealers on the map. Place the Stealers so that one Stealer occupies the square where the Blip stood, and any remaining Stealers are placed in empty squares adjacent to that model.

In voluntary conversion, the Stealer player cannot place his Stealers in a Marine's LOS; in involuntary conversion, the Marine player can place the Stealers in or out of LOS as he wishes.

If there aren't enough available squares to place all of the Stealers, the excess Stealers are *lost*.

After the Stealers are placed on the map, the *Stealer player* gives the Stealers any facing he wishes, even if it was involuntary conversion and the Marine player placed the Stealers.

Blip Conversion Diagram

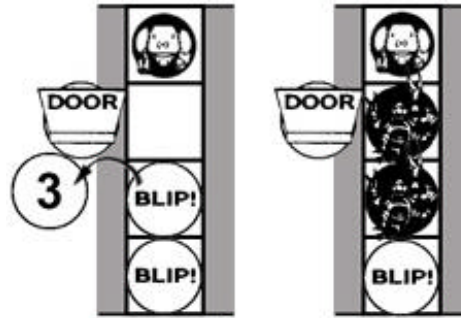


When a Blip marker is converted, one model must be placed in the square where the Blip counter stood, and the others may be placed in any of the squares that are marked with an X. Rooms like the one in the diagram above are one of the few places that a Blip with 6 Genestealers can be converted without losing any models.

Converting Large Blips

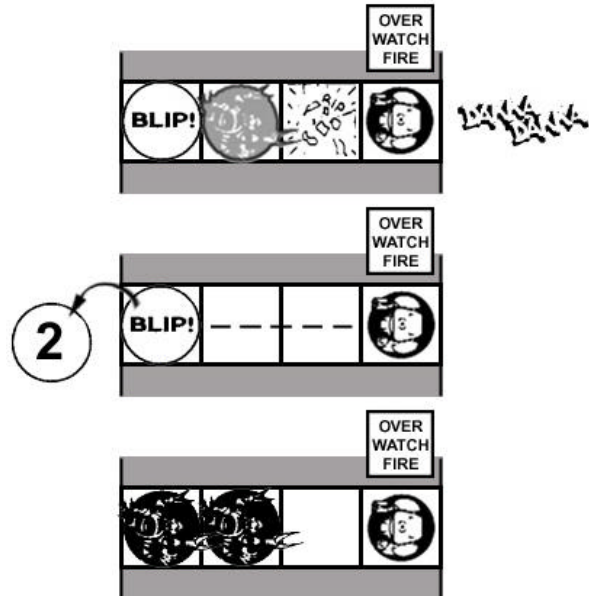
The Genestealer player must be careful to convert a Blip that represents a large number of Purestrains in a place where there's enough room to place all the models. If the Blip's converted in a narrow or dead-end corridor, you'll immediately lose several models. This can also be a problem if you place your Blips too close together. Note that models lost during conversion never count toward victory conditions in games where the Marine is trying to kill a number of Genestealers.

Example of Blip Conversion



The Marine has just opened the door, gaining LOS to the Blip counter behind it, which is a 3 counter. Since this is involuntary conversion, the Marine player places the Stealers - not that it makes much difference in this particular place. He places one Stealer in the space where the Blip counter stood, and another in the only empty adjacent space remaining-the doorway. Since there's no room for it, the third Stealer is lost. The Stealer player then faces the Stealers towards the Marine. (Note that as the newly-placed Stealers block LOS, the Blip counter down the hallway is not converted.)

Example of Blip Conversion



- **TOP:** The Stealer runs towards the Marine, who is in Overwatch mode. The Marine player rolls a 6 and a 2; the Stealer is destroyed.
- **CENTER:** The Marine now has an LOS to the Blip; it is revealed to be a 2 Stealer Blip.
- **BOTTOM:** The Marine player places the model, and the Stealer player faces them as he wishes. If the Genestealer in front moves, the Marine gets an Overwatch attack immediately afterward.

BLIPS

GENESTEALER ENTRY AREAS

Blips and converted Genestealers can only enter play at *entry areas*: off-map areas right next to corridors leading off the edge of the map. During the Stealer Reinforcement Phase, take your reinforcing Blips from the box top at random, look at them, and then place them at one or more Stealer entry areas. You can have up to three Blips in the same entry area at any one time; you must place additional Blips at other areas. A Blip pays 1 AP to move from an entry area to the adjacent corridor square.

Place the Blips so that it is obvious which entry area they are *in*; that is, place them right next to the corridor leading off of the map. If there's ever any question as to which entry area the Blips occupy, because, for instance, they are equally close to two or more corridors leading off of the map, roll dice to see which they are in. Once at an entry area, Blips may not move to different entry areas: they must either move onto the map, or lurk where they are.

Lurking

The Marines cannot attack blips or Stealers that are in entry areas. Entry areas may not be shot at by flamers (though the corridor section leading to the entry area can be fired at as normal). Blips in entry areas do not have to enter the map when they arrive; they may lurk off-board, completely safe from harm, for as long as the Stealer player wishes. LOS does not extend into entry areas; thus, Blips there are never subject to involuntary conversion.

Mandatory Lurking

If a Space Marine is six or fewer squares away from the square next to the entry area, Stealers or Blips cannot enter the map on the turn they are placed: they must lurk for at least one turn. On the next turn, however, they may enter as normal. Count by the shortest possible route, ignoring facing, doors, flames, intervening models or Blips.

If a Blip or Stealer was already lurking in the entry area when the Marine moved to within six spaces, it can enter play immediately. It does not have to lurk an additional turn because the Marine showed up - he'll just have to take his chances.

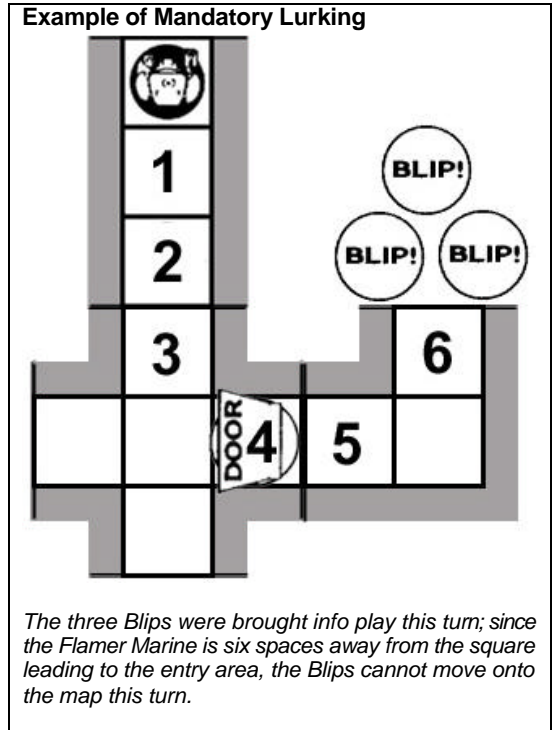
Important: Blips are never forced to lurk for more than *one* turn! They can *always* move on the second and subsequent turns (though they don't have to move if they don't want to).



Stealers in Entry Areas

The Stealer player can convert Blips to Stealer models in entry areas. The Stealer models may also lurk, and must do so if their Blip arrived this turn and a Space Marine is six or fewer squares away. A maximum of three Stealer models may lurk at any one-entry area, in addition to the three Blips.

If a Marine occupies the square directly adjacent to the entry area, Stealers who are not forced to lurk can attack him from the entry area in close assault combat, at the standard AP cost.



MOVING OFF BOARD

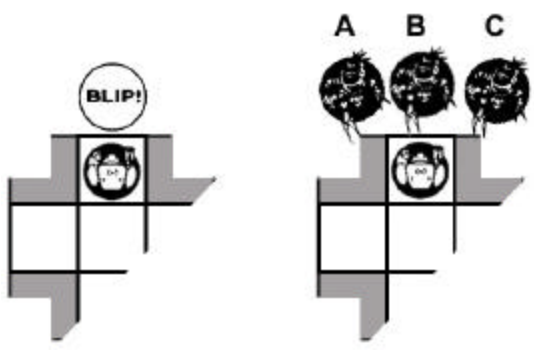
Once they have entered the map, Stealers or Blips may not move off board. Lurking Blips cannot relocate to different entry points.

FLAMER HITS ON BLIPS

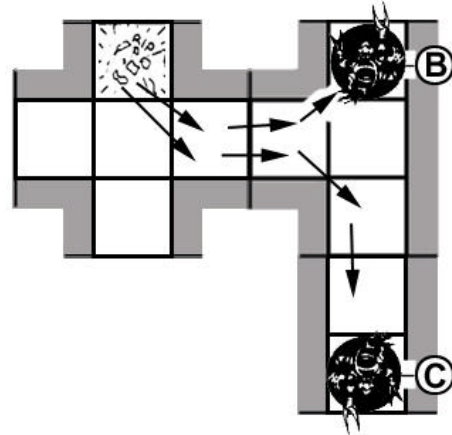
Like Stealers, Blip counters in corridor or room sections hit by flamers are destroyed on a roll of 2 + -. The Marine player rolls only once for the Blip counter, regardless of the number of Stealers it represents..

BLIPS

Example of Stealers in Entry Areas



The Marine moved adjacent to the entry area last turn. During his Deployment Phase, the Stealer player placed a Blip at the entry area; since the Marine was well within six squares from the space (zero squares away, to be precise), the Blip was forced to lurk. This turn, the Marine somewhat unwisely stayed where it was. The Blip was free to lurk or not, as the Stealer player pleased.



This turn, the Stealer player converts the Blip, into 3 Stealers Blip. Stealer A attacks the Marine, losing miserably. Stealer B then attacks, tying the first round of close assault combat, but winning the second. Chittering in triumph, it uses its remaining 4 APs to move four squares as shown. The Stealer player then activates Stealer C, which has its full 6 APs; it gingerly steps over the smoldering pile of wet metal and moves six squares.

HYBRID BLIPS

Each of the 10 Hybrid Blips are marked with a letter of the alphabet, allowing each Blip to represent different models in different missions. In every mission that included Hybrids, there will be a list showing what each Blip represents. For example, it might state that Blip A is a Hybrid psyker armed with an autocannon, Blip B is a non-psyker Hybrid armed with a beamer, Blip C is a Hybrid psyker armed with a close assault weapon and so forth. These can also be used to represent special models like a Patriarch or a Hive Tyrant if such forces are called for in a mission you design. See Forces section for a standard Hybrids Blip list and some suggestions on how to adapt it to other missions.

A Hybrid Blip follows all the normal rules for Purestrain Blips. This means that a Blip can't move into or across a Marine's LOS and can't convert into a model during its move. Like a Purestrain Blip, it has 6 APs and is attacked as if it was a single Purestrain Stealer. A Blip has no psychic powers, even if it represents a Hybrid psyker — this is important when a Blip is attacked by a psychic section effect that doesn't convert it.

AMBUSH COUNTERS

Ambush Counters are used by the Genestealer player to represent two things: Stealers who have remained hidden while the Marines have passed them by, and things that are picked up by the Marines' movement sensors that might be Stealers. Ambush counters can only be used if both players agree upon it before the game starts.

Place the ambush result counters in a cup at the start of the game if you decide to use them, and put the ambush counters themselves to one side. The Stealer player can take an ambush counter instead of one of his reinforcement Blips for the turn. He may never use more than one ambush counter per turn and must place it at the end of his turn. It can be placed in any empty square on the board, as long as the square is at least six squares away from the nearest Marine, and not in a Marine's LOS. In addition, the Stealer player is never allowed to have more than two ambush counters in play at any time.

Ambush counters have 6 APs, and move in the same way as Blips. An unconverted ambush counter can enter the LOS of a Marine, in which case, the Genestealer player must immediately draw an ambush result counter from the mug at random. Ambush counters can only be converted when they enter a Marine's LOS or a square that is adjacent to a Marine (even if no Marine is able to see them).

If an ambush result counter is revealed to be a Genestealer, replace the ambush counter with a Genestealer model. It may carry on moving, using any APs that were not used prior to its conversion. If the ambush result counter turns out to be anything else, the ambush counter is removed from play immediately, unless it is in the LOS and arc of fire of any Marine(s) on overwatch. Return any ambush result counters to their mug after they have been revealed. Attacks on revealed Genestealers are handled normally. Those on anything else must be rolled for anyway, as the Marine's gun will jam if he rolls a double. The fired upon ambush counter is then removed from play.

RANGED COMBAT

RANGED COMBAT

This section of the rules deals with ranged combat. Line of Sight (LOS) and Firing Arc make up the targeting rules that ensure models only shoot at things they can see. Also in this section are rules for Sustained Fire and Overwatch (see Weapons section for detailed information on specific guns).

TARGETING

The term targeting refers to a Marine's ability first to see a target, and then to bring his weapon to bear on it. If the Marine can do both, he can fire at the target. Basically, a Marine can see to the front and sides; he may bring his weapon to bear only on targets in front of him.

In most cases, a Marine will be firing a storm bolter at an individual Stealer or door, in which case he must be able to target the Stealer or door. When a Flamer Marine fires a flamer however, he is shooting at an entire corridor or room section. To hit it, he must be able to target any one of the squares in that section. In game terms, in order for a Marine to be able to see a target, he must have a line of sight (LOS) to the target; in order for him to be able to bring his weapon to bear, the target must be within his fire arc.

In games that include Genestealer Hybrids, the Marine player will also have to worry about avoiding enemy fire arcs and LOS. The rules for using Hybrids with weapons are the same as those for Marines.

LINE OF SIGHT

Marines don't have eyes (or camera mounts) in the back of their heads. They can see only targets that are in front or to the side of them. However, as they are equipped with sophisticated vision-enhancement equipment built into their Terminator armor, they can see for unlimited distance (provided there's nothing in the way).

Blocking LOS

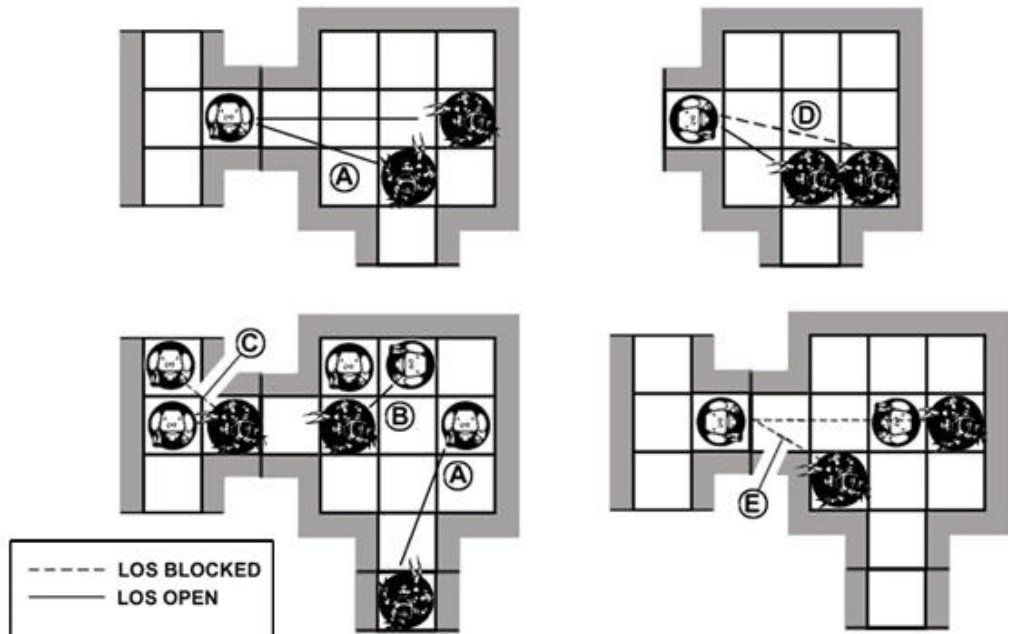
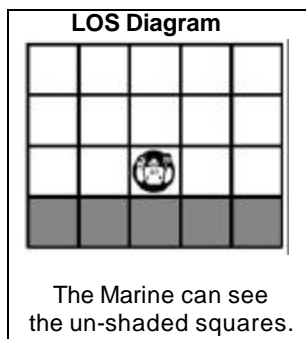
If there is a model, wall, corner, door, or burning square (see diagram below) between the Marine and his target, the LOS is blocked.

Judging Diagonal LOS

It's simple enough to judge LOS if the target is directly down a line of squares from the Marine - if something occupies a square between the Marine and the target, the LOS is blocked. However, if the target is on a diagonal from the Marine, it's a little more work. Lay a piece of string or a ruler from the center of the Marine's square to the center of the target's square: if the line passes over a square containing something which blocks, the LOS is blocked. If the line passes directly between two squares, LOS is blocked only if both squares are blocked.

Examples of Line of Sight

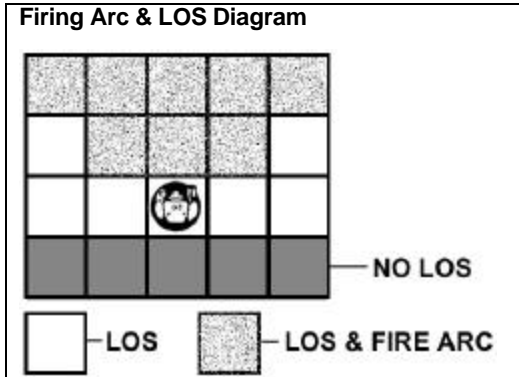
(A), (B), (C), (D) and (E) are examples of diagonal LOS. (A) and (B) are not blocked because only one of the squares is blocked where they pass directly between two squares. (C) is blocked because both squares are blocked; one by the corner and one by the Marine. (D) and (E) are blocked because the LOS passes directly through a blocked square.



RANGED COMBAT

FIRE ARC

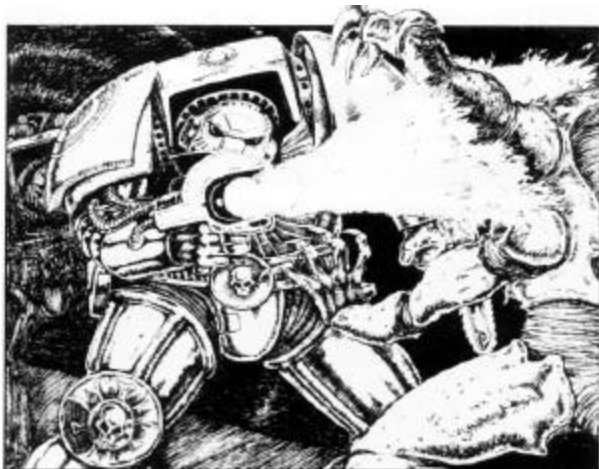
Space Marines can fire only at targets in front of them—that is, that are in their *fire arcs*. If a target is outside the Marine's fire arc, he must turn before he can fire at it. The following diagram shows the Marines' fire arc.



Playing Note for the Genestealer Player: When attacking the Space Marines, you'll have to pay close attention to the Marines' fire arcs and LOS. The best way to attack a Space Marine is to hit him from the rear (the dark shaded spaces in the diagram above), because the Marine can't see you there, and thus the Marine player can't spend any CPs on the Marine under attack.

The next best way to get at the Marine is to hit him from the side (the lighter-shaded squares). Though he can see you, you aren't in his fire arc, and at least the Marine player will have to spend CPs to turn the Marine to face you before he spends them to blow you away - and he might run out. If you've got to come at him from the front (the white squares), chances are, you'll lose a couple of Stealers in the assault. You'd better have two or three (or more!) Stealers within attack range when you make your move.

Playing Note for the Marine Player: Keep your back to the wall! Put vulnerable Marines into Overwatch, and whenever possible save a CP or two for the Genestealer player's turn, just in case.



SUSTAINED FIRE

In sustained fire, a Marine remains in place, firing repeatedly at a single target. Thanks to the sophisticated targeting computer used in Terminator armor, the score required to destroy the target goes down by one on the second and subsequent shots (see chart). The sustained fire bonus is only awarded if the Marine stays still and concentrates upon hitting the target; if he moves or ceases firing to take another action the targeting computer loses the target and he must rely on his own skill.

If a stationary Marine misses his first shot, the score required to destroy the target goes down on the second and subsequent shots (if he doesn't move). On each round of sustained fire, the score required to hit a target goes down by one:

Sustained Fire Bonus for Storm Bolter

First Shot:	6
Second Shot	5
Third Shot	4
Fourth and subsequent shots	3

A Marine who's firing a storm bolter receives the sustained fire bonus only if he continuously fires at the target. If he moves, moves and fires (see below), opens a door, fights a round of Close Assault combat, switches targets, another Marine is activated or the Action Phase ends, or does anything else he loses any sustained fire bonus. Remember that the Marine must pay 1 AP for *each* shot.

Marines *do* get the sustained fire bonus during the Stealer player's Action Phase, if the Marine player expends CPs to have the Marine fire at a Stealer more than once as it moves within his fire arc. Note that any sustained fire bonus that Marine built up during the previous Marine player's Action Phase is lost; he starts again from scratch (that is, he needs to roll a 6 to hit the Stealer on the first shot, a 5 or 6 on the second, etc). Marines *do not* get the sustained fire bonus for Overwatch fire (see below).

Example of Sustained Fire

During the Marine player's turn, the Marine spends his last AP to fire at a Stealer. He needs to roll a 6 on either die to hit: he rolls a 1 and 5 and the shot misses. He expends a CP and fires again, this time rolling a 4 and 5. As he receives a sustained fire bonus for firing on the same target for two shots in a row, this time the 5 roll is good enough to hit and kill the Stealer.



RANGED COMBAT

OVERWATCH

In Overwatch mode, the Marine is firing off rapid bursts at anything that moves. He isn't taking the time to carefully aim his weapon; he's just shooting as quickly as he can.

A Marine armed with a storm bolter or auto cannon may go into Overwatch mode at a cost of 2 APs. Place an Overwatch counter next to his model.

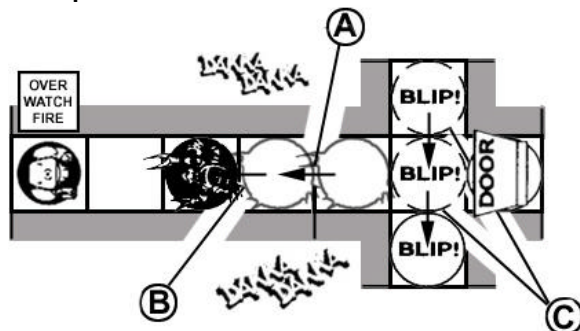
How Overwatch Works

At no AP cost, the Marine automatically fires at any action in his fire arc (assuming he has an LOS to the target, of course) within 12 squares. Overwatch fire takes place only during the Stealer player's turn,

Since the Marine is not concentrating his fire on a specific target, but attempting to cover an entire area, he never gets a sustained fire bonus during Overwatch: he must always roll a 6 on either of his two dice to hit the target. If the Marine is Overwatch firing at a Stealer who is advancing down a corridor at him, he'll get to shoot at it for no AP cost each time the Stealer moves, which more than makes up for the lack of Sustained fire bonus.

If the Marine takes any action, he loses the Overwatch. Also, if the Marine is attacked in Close Assault combat, he loses the Overwatch. The Marine can voluntarily go out of Overwatch at any time, for no CP cost. The Marine automatically goes out of Overwatch at the Endphase (though you may, of course, put him back into Overwatch during your next turn).

Example of Overwatch



The Space Marine has Overwatch fire down the corridor. The Genestealer moves forward a space, drawing fire from the Marine (A). The Marine player rolls a 3 and 5; the shot misses. The Stealer moves forward once more (B); this shot also misses. Deciding not to press his luck any further the Stealer player stops moving the Stealer under fire, and instead moves the Blip across the corridor (C). Since the Stealer blocks the Marine's LOS, the Marine does not get an Overwatch shot at the Blip. This is an important strategic move for Genestealer players everywhere.

Overwatch Range

Marines in Overwatch can only fire at targets within 12 spaces. When counting the range, count from the space in front of the Marine to the space the target enters.

Overlapping Overwatch

If two or more Marines have Overwatch on the same space(s), they all fire at any Stealer who takes an action in the space. Note that even if the first shot you roll kills the target you still must roll for the other Marines, as there's always a chance a Marine's bolter will jam.

Jammed Weapons

In Overwatch, a Marine fires his Storm Bolter faster than it's designed for and there's a chance his weapon will jam. If a Marine in Overwatch rolls doubles when firing at a target, his bolter is jammed. (If the Marine rolls double 6, he kills his target, but the bolter jams after the killing shot.) Flip the Overwatch fire counter to its Jammed side.

Effects of Jams

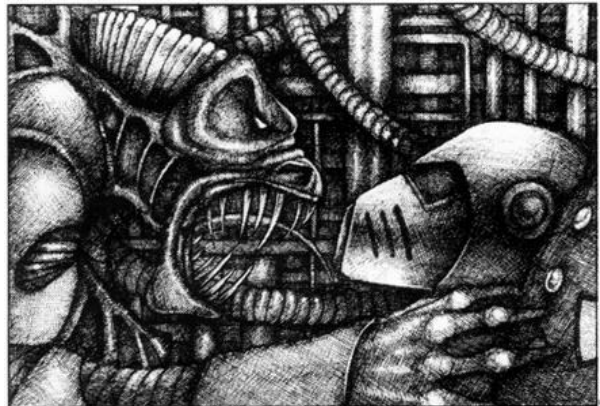
A Marine with a jammed bolter loses his Overwatch. In addition, he may not fire his weapon until he clears the jam.

Clearing Jammed Bolters

To clear his weapon, the Marine must pay 1 AP (you can use CPs to do this, following the normal rules for expending CPs). The Marine may then fire as normal.

Example of Jammed Weapons

Both Marines are in Overwatch mode. The Stealer moves forward a space (A); since this is in both Marines' fire arc and LOS, and is within 12 squares of them, both fire at the approaching alien. The first Marine's shot is 6 and 6 - killing the Stealer, and unfortunately, jamming his weapon as well. The second Marine's shot is 3 and 3 - his weapon is also jammed! If there are more Stealers down the corridor, the Marines is in for a bad day...



RANGED COMBAT

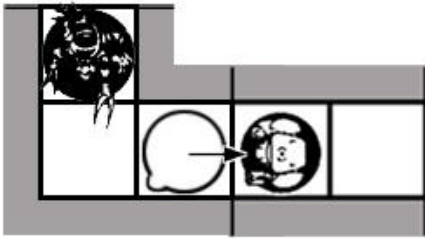
MOVE AND FIRE

The Marines can move and fire their bolters simultaneously, paying either one or two APs to do so (depending upon the direction they are moving; see AP Chart). The fire is handled exactly like standard fire combat, except that the Marines receive no sustained fire bonus for firing whilst moving; any previous bonuses are lost.

For purposes of targeting, the fire takes place from the square the Marine moves to; if he moves to a square where he cannot see the target or the target isn't in his fire arc, he cannot fire at that target.

Examples of Move and Fire

A Marine pays 1 AP to move forward and fire action. The shot misses, so the Marine pays another AP and fires once more, this time, while standing still. Since the Marine's first fire was part of a move and fire action, he gets no sustained fire bonus: he still needs a 6 to hit the Stealer. If he misses again and fires another shot without moving, he would get the sustained fire bonus for firing twice in a row at the same target without moving.



This Marine's backwards move takes the Stealer out of his LOS; therefore he cannot move and fire at the monster.

COMBAT BETWEEN LEVELS

Close Assault

Marines cannot initiate close assault between adjacent levels, although a Stealer can. Its target must be in the space directly above or below it. When attacked through a pitfall or ladder hole, a Marine cannot harm his attacker. If he wins or ties the first round of combat, he can retreat to any front or rear square without AP cost, keeping his original facing.

Blip Conversion

When converting a Blip in or below a ladder or pitfall space, Stealers can be placed in the space directly above or below.

Weapon Fire

Storm bolter, flamers and assault cannons can be fired up or down through a ladder or pitfall space. Overwatch fire also occurs through pitfalls and ladders. Flamer shots affect only the sector they are targeted at, not the sector above or below. Grenades can be fired down a pitfall or ladder hole within range and in his LOS and arc of fire. A grenade fired onto a square with a pitfall or ladder hole in it falls through to the square below on a 1 or 2 on a D6.

LOS and Fire Arcs

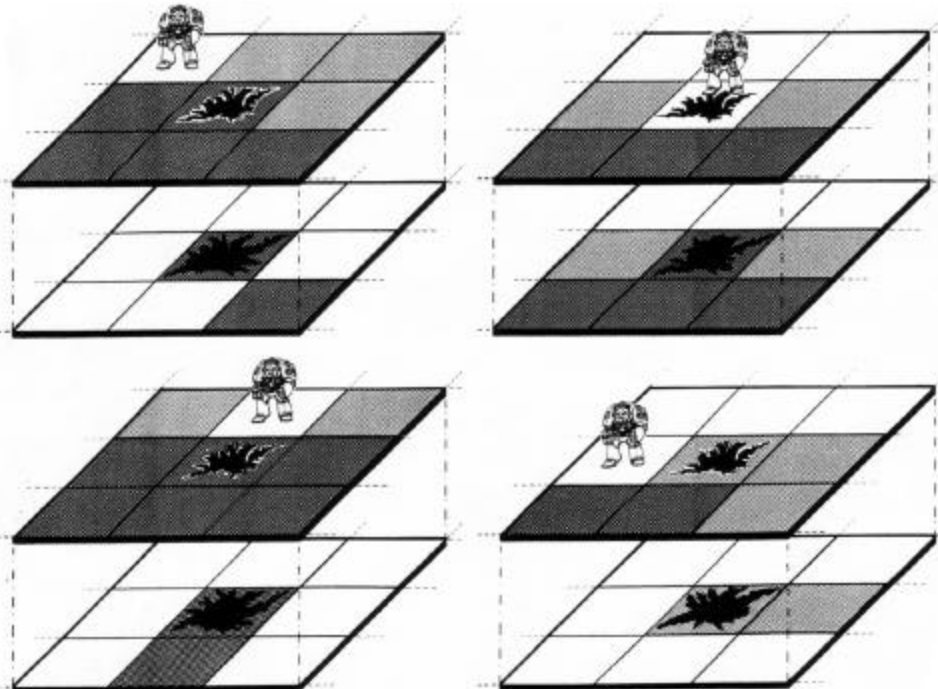
Models can trace LOS through pitfalls or ladder holes if they occupy or are adjacent to them. The view is limited: at best the Marine can see the square directly above or below and possibly some adjacent spaces. A model occupying the upper level of a pitfall or ladder space blocks LOS through the hole. A model below the pitfall or ladder hole does not block LOS.

Examples of LOS Between Levels

■ Firing Arc ■ LOS

The diagrams show line of sight and fire arc through pitfalls & ladder holes. LOS and fire arcs up are the same as down.

For Example: A Marine below and diagonally adjacent to a pitfall has LOS and fire arc to the pitfall space and the space diagonally opposite to him.



CLOSE ASSAULT

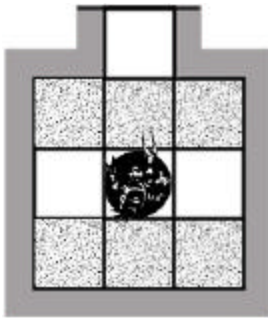
CLOSE ASSAULT

Close assault is hand-to-hand combat between Stealer and Marine. Since Purestrain Genestealers have no weapons, this is the only way that they may damage the Space Marines. Despite the Space Marines' fantastic Terminator armor and mighty power glove, the Stealers are faster and stronger than their opponents. A Stealer is more than a match for a Marine in close assault.

WHO MAY ENGAGE IN CLOSE ASSAULT

Any Space Marine or Genestealer may attack in close assault; Blips never close assault. Marines with jammed bolters can close assault without penalty. A piece can close assault if its target is in its front square. Pieces may not assault targets in their front diagonal squares, side squares, or rear squares. You never *have* to close assault. You can completely ignore a model in an adjacent square if you wish and a Marine can fire at a Stealer in an adjacent square without penalty.

DIGRAM OF CLOSE ASSAULT SQUARE



From this position, the Stealer could initiate close assault in any of the shaded squares.

HOW TO CONDUCT CLOSE ASSAULTS

The attacker pays the APs; the target does not have to pay any APs to defend against the assault. The attacker and defender each roll one or more dice and apply any Close Assault Bonus they have; the highest individual dice-roll wins. The loser of a close assault is destroyed. Stealers roll 3 dice in close assault and pick the highest. Marines and Flamer Marines roll 1 die.

Close Assault Bonus

The weapons and skill of some troops may earn them special abilities or a Close Assault Bonus (CAB). Marine Sergeants roll one die and add +1 to their roll. Terminators with Lightning Claws roll 2 dice and get a +2 to the highest one. Power swords can parry, requiring the enemy to re-roll their highest die. Hybrids have a -2 penalty in Close Assault, though they can receive bonuses from weapons to partially offset this; a Hybrid using a weapon with a +1 CAB would get as overall -1 modifier (See Weapons section for more details)

Examples of Close Assault

A Genestealer close assaults a Space Marine: the Stealer rolls 2, 3, and another 3; the Space Marine rolls a 4. Since the Marine's roll is higher than any of the Stealer's rolls, the Marine wins and the Stealer is destroyed.

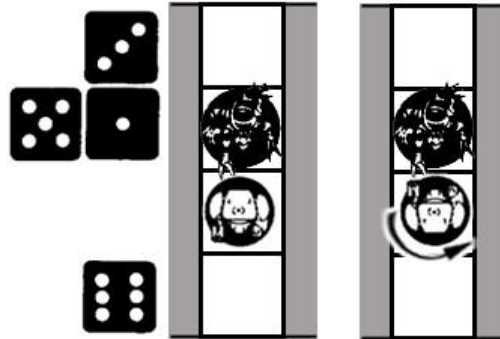
A Stealer attacks a Marine Sergeant. The Stealer's highest roll is a 6; luckily, the Sergeant also rolls a 6. Since he adds +1 CAB to his roll, he wins.

Results of a Draw or Tie

If the assault rolls are tied, the combat has no effect. The attacker may, of course, initiate another round of close assault, if he pays the AP cost. In the event of a tied close assault, a model who was attacked from behind may turn to face its attacker. Facing in Close Assault

If a model is attacked from the side or rear, it cannot actually damage its attacker: all it can hope to do is fend off the attacker until it has a chance to turn around and face him. If a defender who is not facing his attacker loses the attack, he is removed as usual. If the result is a tie or the defender wins the dice-roll, he may turn to face his attacker at no AP cost.

Example: How Facing Effects Close Assault



The Genestealer close assaults the Marine Sergeant from the rear. The Space Marine wins the combat, so he turns to face his attacker. (Since the Marine wasn't facing his attacker the Stealer is unharmed.) The Genestealer pays another AP to attack again; this time, if the Marine Sergeant wins, the Stealer is destroyed.

CLOSE ASSAULT

CLOSE ASSAULT

Parrying

A human equipped with a sword of any type may parry. A Genestealer hybrid equipped with a sword may not parry. Storm shields are made better at parrying. A human equipped with a storm shield may force the opponent to re-roll up to two dice after both sides have rolled, or force the opponent to re-roll one die up to two times. The result of the last roll stands - even if better than the original roll. The storm shield is only better in the hands of a human, Genestealer Hybrids are still only allowed to make the opponent re-roll one die.

Example of Parrying

A Captain attacks a stealer with his power sword. He rolls a 3 and adds his +2 close assault bonus for a final score of 5. The Stealer rolls 2, 3 and 5, which ties the close assault round. The Marine player decides to parry, forcing the Stealer player to re-roll his highest die, which is the 5.

Example of Ganging Up in Close Assault.

An unlucky Marine is pinned in a room between two corridors that crawl with menacing Genestealers. When the first one attacks, he survives with a roll of a 4, which ties the Stealer's roll. In the same turn a second Stealer attacks this Marine from behind; it rolls 3 dice and receives a +1 CAB bonus to the highest one. The Marine rolls higher this time, but he does not destroy his opponent because of the rear attack. He turns to face this second Stealer, who oddly does not initiate another close assault this turn. The plan becomes clear when a third Stealer attacks the marine from his right side, this time rolling 3 dice with a +2 to the highest! Once again the Marine can only fight to survive because of a side attack. Horror dawns on the Marine Player as he sees more Stealers pouring through the corridor to his mode's left. Grimly, he prepares to spend CPs to self destruct the Marine's thunder hammer.

Ganging up in Close Assault

A model that is attacked from all sides is in a worse situation than a model facing a single opponent. In game terms, this amounts to the side with superior numbers getting a close assault bonus. Models on the side with superior numbers will gain a +1 CAB per surviving friendly model that has attacked the same target in the same turn.



FREQUENT QUESTIONS ABOUT COMBAT

Can you fire on your own Space Marines to gain an advantage?

No, a Space Marine would never even consider firing at a Genestealer if it meant destroying another Brother Marine. However, it's worth pointing out that this rule does not apply to Genestealers. They'll sacrifice themselves without hesitation, for the survival of the brood.

Does the 'move and fire' rule also apply to turning ninety degrees and firing?

The answer is yes. Turning ninety degrees and firing can be done as one action and costs 1 AP.

This question brings to mind another interesting rules query...

Can a move and fire action be used to shoot a target that wasn't in line of sight at the beginning of the action?

The answer to this is also yes. If moving forward one square would bring a target into LOS, you could use a move and fire action to shoot it. Remember: firing occurs after moving so you can't use a move and fire action to shoot and then move out of Line of Sight of the target.

In the Genestealer's turn, a Space Marine has just survived an attack by a Genestealer. Can the Space Marine player now spend a command point to have the Space Marine shoot his storm bolter at the Genestealer?

Yes. What's happened is that the Space Marine has managed to fend off the Genestealer's attack. He holds the Genestealer with his power glove and tries to pump several rounds into it at point black range.

If the same thing happened after the next round of close assault, would the Space Marine get a sustained fire bonus, even though he'd fought in between the two shots?

Yes. At this range he could hardly fail to improve his chances from round to round!

A Genestealer on the edge of a board section has just attacked a Flamer Space Marine. The Space Marine survived - can he now spend 2 CPs to shoot the flamer?

Yes, the Space Marine can shoot at him - provided the Genestealer and Marine aren't in the same board section.

When a Space Marine in overwatch jams, how many command points does it cost to go back into overwatch?

It costs 3 command points: 1 command point to un-jam the storm bolter and 2 command points to place the Space Marine back into overwatch. Because these are separate actions, a Genestealer could take 3 actions before the Space Marine can shoot again:

Genestealer	Terminator
1 st Action	Pays 1 CP to clear jam
2 nd Action	Pays 2 CPs to return to overwatch
3 rd Action	Takes an overwatch shot

If a Space Marine survives close assault with a Genestealer, do nearby Space Marines on overwatch shoot at the Genestealer?

Yes. In fact they must. Of course, the Space Marines must be able to draw a clear line of sight to the Genestealer and it must be in their fire arc and 12-square overwatch range. Note that there's no chance of them hitting their fellow Space Marine even if they miss the Genestealer.

If a Space Marine forces a Blip to convert into the line of sight of another Space Marine, one who's on overwatch, does the model on overwatch get a shot?

No - the newly converted Genestealer hasn't taken an action in the Space Marine's line of sight, so there's no chance to shoot.

Does a Space Marine in overwatch really get a shot at a Genestealer that turns 90° - after all, this is a free action for Genestealers?

Yes. Even though turning 90° costs no APs for a Genestealer, it's still an action so the Space Marine must take a shot. This makes doorways and corners good defensive positions for Space Marines in overwatch as Genestealers will often have to turn to make a close assault. Of course, a Genestealer can partially offset this by moving sideways. This is more expensive in APs but it means the Space Marine gets one less shot - see the diagram for more details.

Can a Space Marine cover a Pitfall by being on overwatch?

The answer is yes. He can cover a pitfall whilst on overwatch whether he's on the ground or on the floor above. Remember that a Space Marine on overwatch *must* fire as soon as he sees a target in any square in his fire arc, whether the target is above or below.

COMBAT FAQ

A Genestealer opens a door. On the other side there's a Space Marine in overwatch. Does the Space Marine shoot at the Genestealer?

Yes, the Space Marine must shoot at the Genestealer. The Genestealer has taken an action in his line of sight and is still in his line of sight at the end of the action so the Space Marine must take an overwatch shot. It doesn't matter that the Space Marine sees the door move rather than the Genestealer - he still sees the results of the action.

Remember that Space Marines in overwatch always have to shoot at Genestealers that take an action and are still in their line of sight and fire arc at the end of the action. They don't get the choice to hold their fire - they're too tensed up ready to shoot and have no time to make decisions about firing.

The Genestealer player can sometimes use this to his own advantage, especially where he's got overwhelming numbers to throw at Space Marines in overwatch. Because the Space Marines have to fire, the Genestealer player can hurl wave after wave at the Space Marines, hoping to jam their bolters. See the diagram for an example of using wave attacks against Space Marines in overwatch.

Can a Space Marine spend command points to do anything other than fire in this situation?

Yes. For example, if he wanted, the Space Marine player could spend command points to step backward, step back and fire, even to close assault (if, say, he had lightning claws). When command points are used, the Space Marine can do any one action normally allowed by the rules.

Can you spend command points to have a Space Marine take an action immediately after the same Space Marine has fired from overwatch?

Yes. The important thing to remember is that spending the CPs means the Space Marine automatically loses overwatch. Sometimes you might want to do this to get an extra shot in. For example, if a Genestealer is about to attack a Space Marine in close combat, the Space Marine's got nothing to lose - he'll come out of overwatch as soon as the Genestealer attacks anyway. This can also be useful when you want to do something other than shoot. Common examples are stepping out of line of sight when facing a Genestealer Hybrid armed with a ranged weapon, closing a door between the Space Marine and the Genestealers or stepping back to prevent a close assault.

A Genestealer closes a door between itself and a Space Marine in overwatch. Can the Space Marine shoot the Genestealer or door?

No, the Space Marine can't shoot at either the Genestealer or the door. He can't shoot the Genestealer because the overwatch shot comes after the Genestealer has completed its action. Closing the door takes the Genestealer out of the Space Marine's line of sight so it can't be shot. He can't shoot the door because a Space Marine in overwatch is only allowed to fire at a Genestealer that's just taken an action. Overwatch represents the Space Marine's split second response to a moving target. He's waiting tensely for a Genestealer to show itself and ignores all other targets, such as doors or features like crates.

On the other hand, if the Space Marine player wanted to spend a command point, he could shoot at the door. Command points represent specific orders to perform extra actions rather than instant snap-shot responses. Spending command points allows him to perform any action provided he has just seen a Genestealer take an action. With command points the Space Marine could turn, step forward or backward, clear a jam or shoot at a door (any door - it needn't be the one that's just closed). The penalty for doing this, of course, is that the Space Marine loses overwatch.

If there are two models one behind the other and line of sight to the first is blocked, does the first model block line of sight to the second model, even though the firer can't see the first model?

This tricky situation has come up a few times in our recent games. By the letter of the rules, neither target can be shot - a model always blocks line of sight to any model behind it. However, this seems patently absurd - it means that the second model is taking cover behind someone the firer can't actually see. We've had a long hard think about this one and decided to go with the common sense view - the second model can be shot. So the ruling is that a model you can't see doesn't block line of sight to anything beyond. See the diagram to check how this works. Note that this only applies when the front model is hidden - if you've got line of sight to the front model, then it doesn't hide the rear model. It also only applies to models, not to features such as crates or rubble. If you look at the diagram you'll see why this is the case.

WEAPONS

WEAPONS

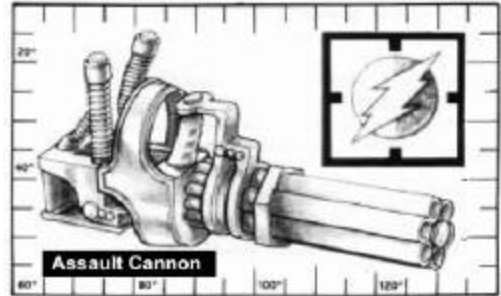
This section details the rules for all ranged and close assault weapons in Space Hulk. All your old favorites are here and arranged in alphabetical order, as well as rules for weapons of other types of forces like the Eldar and Imperial Guard (see Forces section). Note that the "To Hit" values in this section's charts only apply to Blips and Genestealers. Consult the Weapons Chart to view to-hit values for other models.

ASSAULT CANNON

Used by:	Terminator Space Marines, Traitor Terminators		
Type:	Heavy Ranged Weapon		
Cost to Fire:	1 AP for a burst 2 APs for full auto	Hit Dice: 3	To Hit: 5
			Ammo: 10

Assault cannon can be fired in two modes: burst or full auto. The Marine player must declare which type of fire is being used before he makes the attack.

Bursts are fired under the same circumstances, and for the same AP cost, as storm bolters. On each burst from an assault cannon, roll three dice. The roll required on any one of the dice is 5. Bursts receive a sustained fire bonus of +1 per turn in the same way as storm bolters. A roll of three ones is always a miss.



Full Auto Fire

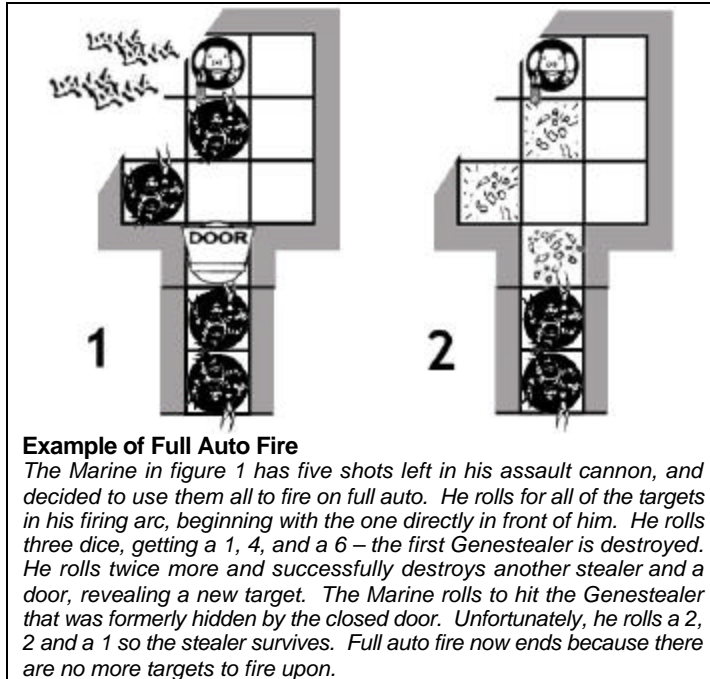
Assault cannon can be set to fire on full auto, releasing a deadly hail of fire in one continuous burst. It costs 2 APs to do so. When firing on full auto, roll three dice for each damageable target (Stealer, Marine or door) in the Marine's LOS and arc of fire. If any of the dice score 4 or more, the target is destroyed. The marine may fire upon targets that are revealed when doors or models are destroyed during the same full auto fire. Full auto-fire continues until a blocking object or model survives. Firing on full auto uses up the equivalent of 5 bursts of ammunition. An assault cannon cannot be fired on full auto if it has less than 5 bursts left.

Ammunition and Reloading

The Assault Cannon Marine begins the game with one magazine of ammunition in his weapon and one reload. An assault cannon magazine carries five hundred rounds, enough for 10 bursts. If you are using the Terminator Force List, you may purchase additional 10 burst magazines when building your forces. The Marine player must keep track of his ammunition using spare flamer counters, a piece of paper, a roster sheet, or any other way that the players agree upon. Once an assault cannon has fired all 10 bursts from one magazine, it may not be used again until it has been reloaded.

Reloading an assault cannon on the battlefield is an awkward and time-consuming process that costs 4 APs. Part or all of this may be paid for with CPs, and the weapon can be reloaded during the Genestealers' turn. Reloading must be done in a single turn; the Marine player cannot partially reload an assault cannon and then complete the action later. The Assault Cannon Marine can reload his weapon before it is completely empty, but doing so wastes any unused rounds.

WEAPONS



Assault Cannon and Overwatch

An assault cannon can be put into overwatch mode for the same AP cost as a storm bolter, entitling the assault cannon to fire a burst (not full auto) at any eligible targets. As usual, the Marine player must remember to keep track of any ammunition he uses. Assault cannon cannot jam during overwatch because they're built for rapid fire. However, after long periods of sustained use they are subject to catastrophic malfunction.

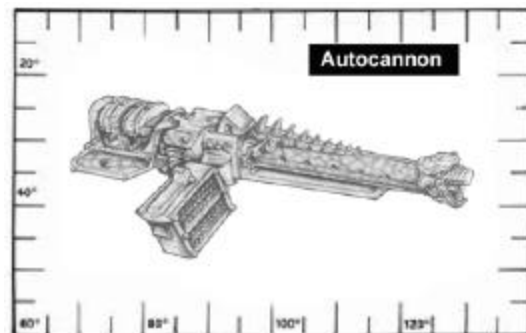
Assault Cannon Malfunction

Although made of a special alloy, the weapon's barrels still reach temperatures of over 300 C. Because of their high rate of wear, assault cannon barrels are regarded as disposable and are usually discarded after each battle. If an assault cannon is used to fire more than 10 bursts (or the equivalent on full auto), there's a chance the weapon will violently malfunction. Assault cannon malfunction occurs when the Marine player rolls a triple all three dice come up the same number - the s. The Marine firing the cannon is killed automatically. In addition, the Marine player rolls a dice for each adjacent model, bulkhead and door: a Genestealer or door is removed on a roll of 4 or higher, a bulkhead (see New Features) or Marine on a 5 or better. The assault cannon can malfunction in overwatch or normal fire and when firing bursts or on full auto.

AUTOCANNON

Used by:	Genestealer Hybrids, Chaos Marines		
Type:	Ranged Heavy Weapon (must stand still to fire)		
Cost to Fire:	1 AP	Hit Dice: 1	To Hit: 4

The autocannon has such hefty recoil that the firer must brace himself firmly to take the shock. Thus, the autocannon can't be used for overwatch or for move and fire actions. Within the confines of a space hulk, the autocannon has an unlimited range, but is particularly effective at closer range. It costs 1 AP to fire an autocannon, and it has one hit die. At a range of 12 or less, a roll of 4 or better is needed to kill a Terminator, and a roll of a 3 to kill a Genestealer or Blip. At greater ranges, a 5 is needed to kill a Terminator. Sustained fire bonuses apply, but a roll of 1 is always a miss.



WEAPONS

BOLT WEAPONS

Refers to a range of guns that fire large bolts or shells with explosive or armor-piercing tips including bolt pistols, bolt guns, heavy bolters and the storm bolters that Terminators favor. They are also popular among races such as the Orks, who appreciate their violent noise as much as their deadly effect, and are widely used by Stealer Hybrids. Used on automatic fire, bolt guns lay down sweeping curtains of death, able to cut down a line of enemy troops with a single sustained burst. Storm bolter, which is standard issue for Terminator Marines; the bolter, which is the standard issue weapon for most Marines; the bolt pistol, which is more compact and is favored, often in pairs, by assault troops; and the heavy bolter, which is a shoulder-mounted heavy support weapon.

BOLT PISTOL

Used by:	Space Marines, Imperial Guardsmen, Orks, Chaos Marines,		
Type:	Ranged Weapon and Close Assault Weapon		
Cost to Fire:	1 AP	Hit Dice: 1	To Hit: 6

Bolt pistols have a shorter range than bolters but their compact size allows them to be fired against close combat opponents, so models with bolt pistols gain a +1 close assault modifier against opponents in their front or side squares. Bolt pistols get no sustained fire bonuses.

BOLTER (or BOLT GUN)

Used by:	Space Marines, Chaos Marines		
Type:	Ranged Weapon		
Cost to Fire:	1 AP	Hit Dice: 1	To Hit: 6

Like storm bolters, bolters are capable of sustained fire but their maximum bonus is lower. Stealer Hybrids with bolters can be placed in overwatch but this reduces their range from unlimited to 12 squares.

Sustained Fire Hit On

First shot	6
Second shot	5
Subsequent shots	4

Bolters and Overwatch

Bolters in overwatch roll one dice per shot, and kill on a score of six. They have a much lower rate of fire than storm bolters, so they do not jam in overwatch. The only way the Marine can lose overwatch during the Stealer turn is if the Marine suffers a close combat attack, or moves or turns by spending command points.

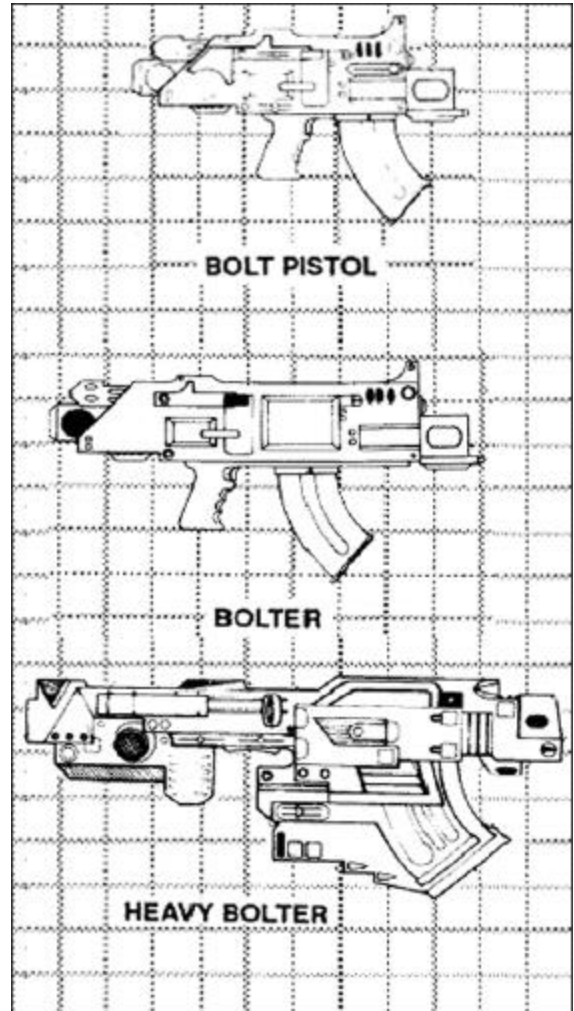
HEAVY BOLTER

Used by:	Space Marines, Chaos Marines		
Type:	Heavy Ranged Weapon		
Cost to Fire:	2 APs	Hit Dice: 2	To Hit: 6

As this is a much larger weapon than the standard bolter, models with heavy bolters roll two dice and get improved bonuses for sustained fire. Move and fire actions are not possible with heavy bolters but they can be put into overwatch.

Sustained Fire Hit On

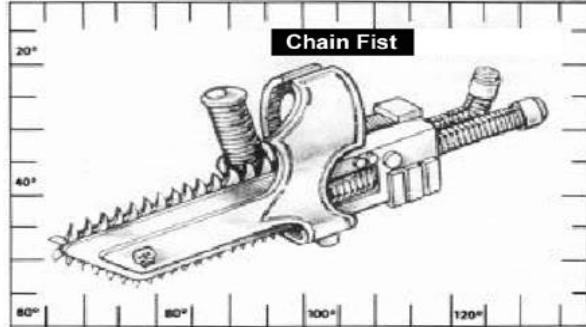
First shot	6
Second shot	5
Third shot	4
Subsequent shots	3



WEAPONS

CHAIN FIST

Used by:	Terminator Marines, Traitor Terminators		
Type:	Close Assault Weapon		
Cost to Fire:	1 AP	CA Dice: 1	CAB: none



Chain fists are used for slicing through bulkheads and closed doors. Though they do more damage in battle than a power glove, they are somewhat more unwieldy so Marines with chain fists receive no close assault bonus or penalty.

Example of Parrying

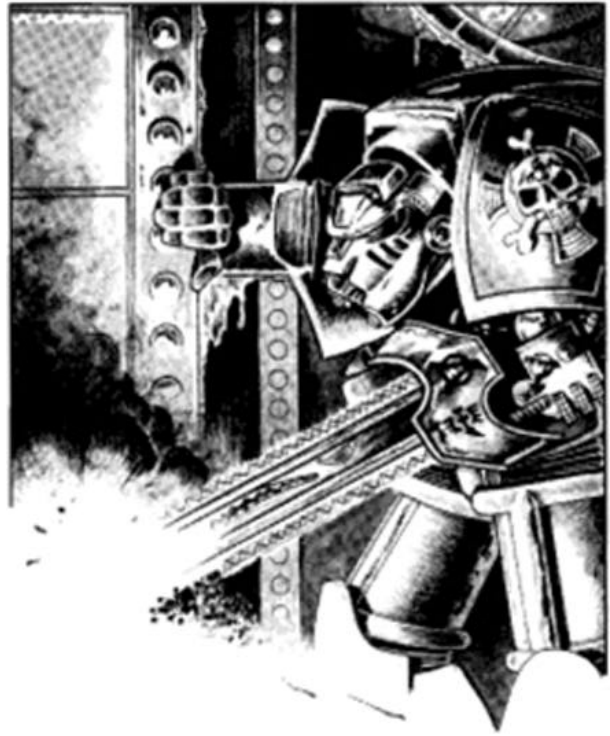
A Captain attacks a Stealer. He rolls a 3; this, with his +2 close assault skill, gives him a final score of 5. The Stealer rolls 2, 3 and 5. At this moment, the combat is tied. The Marine player decides to parry, forcing the Genestealer player to reroll his highest dice - the 5. Unfortunately, the Stealer rolls a 6, killing the Captain.

Chain Fists and Bulkheads

Marine armed with a chain fist can cut through bulkhead (see New Features) for a cost of 2 APs. The bulkhead must be in the Marine's front square. A destroyed bulkhead is removed from play, and the square is treated as a clear square from then on.

Chain Fists and Doors

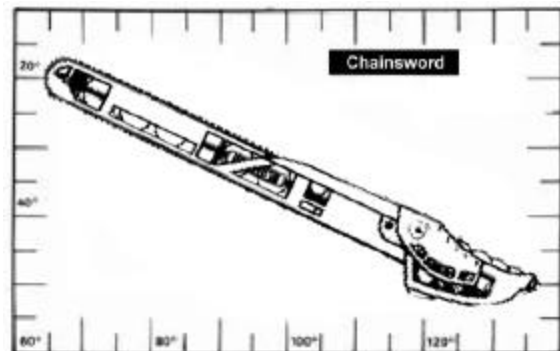
A Marine armed with a chain fist cuts through a door for a cost of 1 AP. The door must be in the Marine's front square. As usual, a destroyed door is removed from play, and the square is treated as a clear square from then on.



CHAINSWORD

Used by:	Eldar, Harlequins		
Type:	Close Assault Weapon (can Parry)		
Cost to Fire:	1 AP	CA Dice: 1	CAB: +1

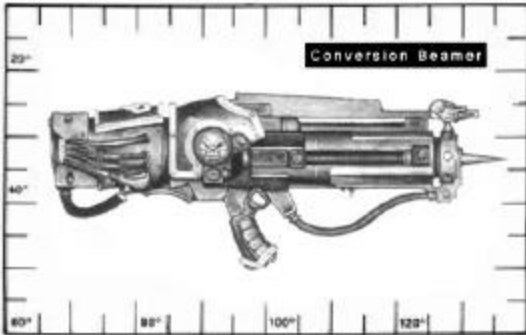
The chainsword is a cross between a chainsaw and the power sword that's commonly used by Terminator Captains. Both swords give the user the chance to parry by making the opponent re-roll one die used in the attack. Because a Harlequin will always be facing the opponent the Harlequin will always be able to parry an attack. Both players roll dice as normal for the attack, but then the Harlequin player can ask the Genestealer player to re-roll one of the three dice. This roll then counts even if it is higher than the first roll. A Harlequin armed with a chainsword gains a +1 bonus in close assault.



WEAPONS

CONVERSION BEAMER

Used by:	Space Marines, Chaos Marines		
Type:	Heavy Weapon		
Cost to Fire:	2 APs	Hit Dice: 2	To Hit: 6



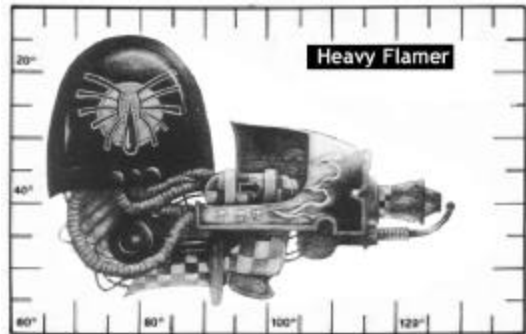
The conversion beam projector, or beamer, works by converting matter into pure energy, creating an energy field or beam which builds up slowly, increasing in intensity as it extends further from the projector. The matter-energy conversion at the beam's focus point becomes so powerful that a violent explosion is triggered. Because of this, beamers are incredibly effective against massively armored targets, such as Terminators, and instantly eradicate large static objects like bulkheads and doors.

Because of the required stability, it costs 2 APs to fire a conversion beam projector and the firer cannot perform a move and fire action or go on overwatch. The firer must remain stationary otherwise the energy field becomes unfocused and the effects are negligible — firers often wear boots adapted with special claws to provide a stable firing position. Sustained fire bonuses do not apply, as it's impossible to maintain an accurate beam focus over several shots. The beamer's range and ammunition are unlimited.

FLAMER (HEAVY)

Used by:	Terminator Space Marines, Traitor Terminators			
Type:	Heavy Ranged Weapon (w/ Area Effect)			
Cost to Fire:	2 APs	Hit Dice: 1	To Hit: 2	Ammo: 6

The heavy flamer fires jets of volatile chemicals that explode violently when ignited, filling the target area with burning flames and smoke. Flamers have a maximum range of 12 squares, and a full flamer carries six shots, any one of which can fill and entire map section into a deadly chemical blaze.



Flamer Hits

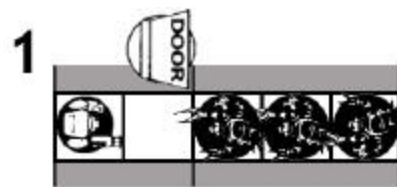
A burst from a flamer turns an entire hall or room into a blazing inferno, effecting entire map sections. When a flamer hits a section, place a Flame marker in the middle of the section, burning side up. Roll a die for each model or Blip within that section; the piece is destroyed on a roll of 2 or higher. A burst uses up three small markers of flamer ammo, but the large flame marker is placed on the board. A Marine must have LOS of at least one square of the section he is targeting with a flamer blast. Also, at least one square of the section must be within 12 squares.

Damage from Heavy Flamers

Flamer shots automatically hit the section or square they are aimed at. The Marine player rolls to hit each model in a square with a flame marker in it. Genestealers that are hit with a flamer are killed on a roll of 2 or more on one die. A roll of 3 or better is needed to kill a Terminator. Surviving pieces within the section can move about freely, but no others may enter.

In addition to killing lots of Stealers, flamer hits make the flaming sections impassable; pieces cannot enter a square or section that has a Flame marker in it. Marines may not trace LOS through a room or corridor section that has a Flamer Marker because the area is filled with smoke and flames. A Marine *may* target the square on the edge of a burning section, as long as there are no burning squares between him and the target.

Example of Heavy Flamer Blast



The Marine in the figure above opened the door to reveal a blip that yielded 3 Genestealers. He blasts the entire section with his heavy flamer, neatly hitting all three stealers. Each one will perish unless the Marine player rolls a 1 on one die.



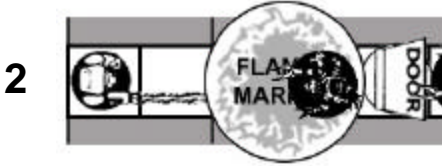
WEAPONS

Example of Flamer Hits and Doors

If the Marine in the figure 1 fires a flamer blast at the adjacent corridor section, the shot might kill two Stealers, but the fire cannot damage the Stealer behind the closed door. At best he would kill 2 enemies, but the threat to the squad's heavy weapon warrants it so the Marine flames the corridor section.



The Marine player rolls a die for each target, getting a 1 and 6, missing one Stealer and killing the other. The survivor may move in the burning corridor freely; if the door in the corridor is opened, the flames fill that section of the corridor and the Marine player rolls to see if the new victim is destroyed.



Flamers and Doors

Flamers do not destroy or shoot through closed doors, nor can they fire into spaces that contain closed doors. Thus, if the only square of a section a Flamer Marine can see contains a closed door, he cannot shoot a blast at that section. When a section that contains closed doors is hit by a flamer blast, the squares beyond the closed doors are unaffected. If a piece foolishly opens a door into a burning corridor while occupying a non-burning square in the same corridor, the flames immediately fill the newly revealed squares of that board section. The Marine player rolls to see whether the new victims are destroyed. Pieces in *different* corridor sections may open or close doors leading to burning corridor sections freely; however, they may never enter burning corridor sections.

Multiple Flamer Hits in a Corridor Section

You can fire a flamer at a square or corridor section a maximum of twice during a turn (if, say, one or more Stealers survive the first hit). Pay the additional APs, place the additional marker, and roll to see if the Stealers survive. This will block the square or corridor section for two turns instead of one.

Removing Flamer Markers

Flamer markers last one turn and should be removed during the appropriate player's Section Effects Endphase. For instance; if the Marine Player fires a flamer during his turn, that Flame marker should be removed during the Stealer Player's next Section Effects Endphase. In another example: if the Marine players spends CPs to fire his flamer during the Stealer's turn, that Flame Marker should be removed during the Marine Player's next Section Endphase. In the case of corridors that have been flamed twice in the same turn, remove one flame marker per turn.

Flamer Ammunition

A flamer begins the game loaded with enough fuel for 6 shots. During a long game, a flamer may run out of ammunition. Reloading a heavy flamer while wearing Terminator armor is awkward and time consuming, but the extra ammunition can give the Marines that slight edge they need to complete their mission. Unfortunately, Flamer Marines do not carry backup weapons. Once they've run out of flamer juice, they've got to use their bare hands... If the Force List rules are used, you may buy 1 extra canister of fuel for a flamer when purchasing squads from the army list. This allows the flamer another 6 shots.

Flamer Reload Actions

Reload actions cost 4 APs. Reloading must be completed as a single action, so all the APs must be spent in one go. Marines cannot partially reload, perform some other action and then complete reloading. The points cost may, of course, be defrayed by expending command points. Reload actions can be performed during the enemy turn.



WEAPONS

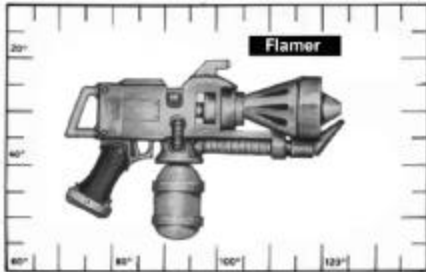
When you reload a flamer, it is restored to its full complement of 12 shots. Keep track of flamer ammunition and reloads with counters, on a piece of scrap paper, or use the roster sheet provided. You can reload a flamer at any time; you don't have to wait until it's completely empty. A flamer can never have more than 12 shots. Any extra shots are lost and cannot be saved for future reloads.

Flamer Self-Destruction

A Flamer Marine may, at a cost of 1 AP, deliberately cause his flamer to self-destruct violently, destroying all pieces and doors in the section. The Marine must have at least one round of flamer ammunition left in order to self-destruct. - After the Marine self-destructs, remove all models and doors in the corridor section, and place a Flame marker as usual. This is the only way a Flamer Marine may flame the corridor section he is in.

FLAMER (STANDARD)

Used by: Space Marines, Chaos Marines			
Type: Ranged Weapon (w/ Area Effect)			
Cost to Fire: 2 APs	Hit Dice: 1	To Hit: 4	Ammo: 6



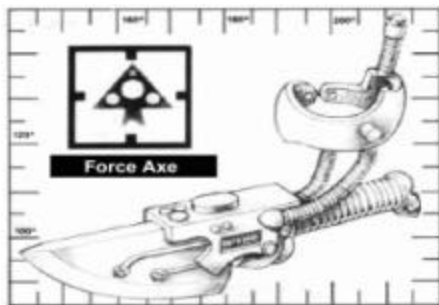
The ordinary flamer carried by Space Marines is a small, light weapon. It is fired using either one or both hands and works in much the same way as the heavy flamers carried by the Terminators in Space Hulk. Almost all the rules given for the heavy flamer apply: the flamer has six shots, a range each hit affects an entire board section and blocks movement and LOS.

The main difference between the two sorts of flamer is that a standard flamer is far less powerful: flamer hits kill Genestealers and Blips on a score of 4 or more. However,

Marines in Powered Armor who're accidentally hit by the blast are removed on a score of 2 or more, And Marines in Terminator armor are killed on a score of 5. Flamer Marines carry one reload for their weapon. This reloading action costs 4 APs and can be paid for either by the Marine's own APs, CPs, or a combination of the two. The Marine player loses any remaining shots in the flamer, and gets a new stack of flamer markers.

FORCE WEAPONS

Used by: Terminator Librarians only		
Type: Close Assault Weapon (can Parry)		
Cost to Fire: 1 AP	CA Dice: 1	CAB: +1 (and psi bonus)



Marine Librarians are invariably armed with a force sword or force axe. The carbon steel blades of these weapons house a meticulously engineered psi-matrix formed into a precise serpentine shape that concentrates and directs the psychic energy of the wielder. In the hands of a non-psyker, these weapons behave like any other sword or axe. A psyker, however, can channel his psychic energy through the psimatrix to increase the strength of a blow. Every attack benefits from the psyker's reserves of power and he can choose to actively send a psychic blast through the blade to crush his enemy in a single mighty blow.

Librarians with force weapons receive a +1 close assault modifier.

Librarians may also use their psychic abilities to further augment their skills in hand-to-hand combat. Rules for this vary depending on which rules you're using for psychic combat:

If playing with Psychic Attack Cards: The player controlling a Librarian may use the close assault bonuses of these cards when attacking with a Force weapons. Before dice are rolled in a round of close assault he may play as many of his psychic attack cards as he likes, adding each card's CAB to the +1 that the force axe gets automatically. A Librarian facing away from his attacker cannot enhance his roll by playing cards, but still receives his normal +1 bonus. If he survives the initial round of combat, he may then turn to face his attacker.

If playing with Psi Points

Before dice are rolled in a round of close assault, a Librarian can spend remaining psi points to increase his CAB. Each psi point adds another +1 on top of the +1 that a force axe gets automatically. A Librarian facing away from his attacker cannot enhance his roll with psi points, but still receives his normal +1 bonus. As usual, he may turn to face his attacker if he survives the initial round of combat.

WEAPONS

GRENADES (THROWN)

One of the main advantages of Marine Armor is that it is less restrictive than Terminator Armor, and thus enables the Marine to throw grenades. These rules cover the different types of grenade, each with different effects in combat. Grenades are particularly useful because they allow ordinary Marines to engage Genestealers that aren't in LOS.

Throwing Grenades

A grenade can be thrown by a stationary Marine for a cost of 2 APs. They cannot be thrown on the move. The fire arc is the same as any other weapon.

Some grenades hit entire pieces of the board in the same way as a flamer, while others only hit one square. To avoid confusion the two different types are called section effect or target effect grenades.

Section Effect Grenades

Targeting rules for section effect grenades are the same as for flamers: the Marine must have the range of a section effect grenade is measured in board sections, not squares. A section effect grenade can be thrown into any adjacent board section provided there is LOS to at least one square on the target section.

This rule gives section effect grenades a variable range. From certain vantage points, like a long corridor, the Marine will be able to hit Genestealers at quite a distance, while on and around junctions and corners maximum ranges get much shorter. Marine players should be on the look out for good squares from which to use these grenades.

Target Effect Grenades

Target effect grenades hit only one square. To use one, the Marine must be able to trace a clear LOS to the target.

Target effect grenades have a minimum range of 2 squares and a maximum range of 3 squares. Target effect grenades can never be thrown into an adjacent square because the Marine would be too close.

Grenade Types

There are four types of grenade that are standard issue for Imperial Marines; blind grenades, crack grenades, frag grenades, plasma grenades and melta bombs. Between them they offer a wide range of tactical options that may be used against the enemy.

BLIND GRENADE

Used by:	Space Marines, Imperial Guard, Chaos Marines				
Type:	Ranged Weapon				
Cost to Throw:	2 APs	Hit Dice:	1	To Hit:	3

Some Terminators are equipped with a grenade harness that can fire a practically unlimited supply of blind grenades. A blind grenade has no effect other than to block LOS in exactly the same way and for the same duration as a flamer hit. Models on the edge of the section can both fire out of and be targeted from outside the section. These are very rarely used when fighting 'stealers, as blocking LOS only hampers the Marines. In games where both sides are armed, the blind grenade comes into its own as both an offensive and defensive weapon. Firing a blind grenade costs 1 AP and cannot be combined with movement. Blind grenades can only be targeted at adjacent board sections. The harness' design prohibits grenades from being fired at the firing model's sections.

CRAK GRENADE

Used by:	Space Marines, Imperial Guard, Chaos Marines				
Type:	Ranged Weapon				
Cost to Throw:	2 APs	Hit Dice:	1	To Hit:	3

Crack is a target effect grenade. It is a sticky, shaped charge that is used against armored targets. Against a static target like a door, the grenade is so powerful that a kill is more or less assured. Against a smaller, moving target, there is a chance that the grenade won't hit properly, making it far less effective. Marines equipped with crack grenades have an effectively unlimited supply. Roll one dice per shot: crack grenades automatically destroy doors, and kill Genestealers on a score of 3 or more.

Crack grenades do not block LOS or movement; there is no need to place a marker on the board.

FRAG GRENADE

Used by:	Space Marines, Imperial Guard, Chaos Marines				
Type:	Ranged Weapon (w/ Area Effect)				
Cost to Throw:	2 APs	Hit Dice:	1	To Hit:	6

Frag grenades are small, high explosive section effect grenades. A Marine armed with frag has an effectively unlimited supply. For each model in the target section, roll one dice. Frag grenades will leave doors unharmed, but kill Genestealers and Blips on a score of 6, while Marines in Marine Armor on a 4.

Once fired, a frag marker should be placed on the target board section, to show that LOS is blocked. Marines can carry on throwing frag grenades into this sector, but there is no need to place extra markers. The frag marker is removed in the Genestealers' end phase.

WEAPONS

MELTA-BOMB

Used by:	Space Marines, Imperial Guard, Chaos Marines		
Type:	Ranged Weapon (that creates a pitfall)		
Cost to Throw:	2 APs	Hit Dice: 1	To Hit: 3

Melta-bombs are target effect grenades that superheat the area and melt-down anything in contact with it. Melta-bombs are devastating weapons, giving a guaranteed kill against Stealers and doors.

Only Sergeants may carry melta-bombs. Furthermore, they are much larger than other grenades, and ammunition is limited to eight shots.

When a Melta-bomb is thrown the Marine player selects the target square and removes anything in it. A pitfall marker is then placed facedown in the square. The marker represents a mass of hot gases and molten metals and completely blocks LOS and movement.

In the Stealer's end phase, the pitfall markers are turned over. A Marine moving onto a pitfall rolls a dice; if the dice scores a 1, the Marine falls through. Genestealers are not in danger of falling through - they ignore the markers. Melta-bombs cannot be targeted into a square that already contains a pitfall. Other grenades fall through on a score of 1-2. Marine players must be careful to only use melta-bombs against targets on their flanks or to the rear. If a Sergeant throws a lot of melta-bombs across the line of advance, the player will lose Marines when they are forced to move forwards across the pitfalls. As melta-bombs cannot be targeted into squares which already contain pitfalls, a Sergeant using melta-bombs can only keep Genestealers at bay for a limited number of turns.

PLASMA GRENADE

Used by:	Space Marines, Imperial Guard, Chaos Marines		
Type:	Ranged Weapon		
Cost to Throw:	2 APs	Hit Dice: 1	To Hit: 5

Plasma grenades are section effect grenades that explode in a split-second burst super-heated plasma. The detonation is over in a flash, so plasma grenades do not block LOS. Plasma kills Genestealers and Blips on a score of 4 or more, destroys doors on a 5 or more, and kills Marines in Marine Armor on a 4.

Example of Throwing Section Effect Grenades

The Space Marine is wearing power armor and is armed with frag grenades. These are section effect grenades so the Marine can throw them into an adjacent section.



Diagram 1: he throws the first grenade into the corridor section next to the junction section he's standing on. The grenade kills the Genestealer.

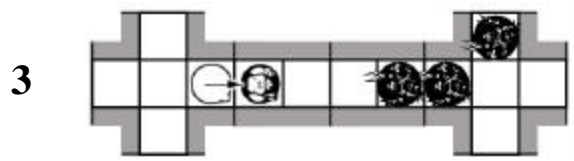


Diagram 3: If the corridor had been made up of two board sections, say a pair of 2-square pieces, the Marine couldn't have made these attacks because the range of frag grenades is based on board sections not squares. Instead he would need to step forward 1 square onto the left-hand 2-square section. The Genestealer's 2-square section is now the next section and the Marine can throw the first frag grenade.

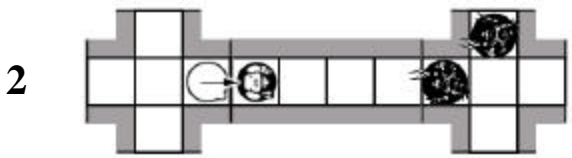


Diagram 2: although he's got clear line of sight to the Genestealer on the right-hand junction, he can't throw a grenade because the junction isn't next to his section. The Marine takes a step forward and fires, missing the Genestealer, and then uses his final AP and one CP to throw a frag grenade onto the Genestealer's junction section. Although the Genestealers are only one square closer, the junction is now adjacent to the Marine and so can be targeted by the Space Marine's grenade.



Diagram 4: To attack the Genestealers on the junction he would have to step forward another 2 squares until he was on the right-hand 2-square corridor section. This means the whole operation costs an extra 2 APs so the Space Marine would have to spend all four of this model's APs plus 3 CPs.

Target Effect Grenades: If target effect crack grenades were used rather than section effect frag grenades, he would have had to step forward 2 squares before being able to attack the first Genestealer and another square to attack the second Genestealer. This is because the range of a target effect grenade is 3 squares and is unaffected by the number of board sections.

WEAPONS

LAS WEAPONS

Refers collectively to weapons that employ advanced laser technology, including the las-cannons, lasguns and laspistols. Such weapons are common to all races throughout the galaxy. Easily-maintained, highly-reliable laser weaponry is widely available to Genestealer Hybrids. Laser weapons come in a variety of sizes: las-rifles or lasguns are the standard armament for the Imperial Guard and for many Planetary Defense Forces; the laspistol is a short-ranged weapon often carried as a side-arm, being openly worn on many planets; and las-cannon are powerful shoulder-mounted weapons, capable of cutting through even Terminator armour. It takes several seconds to build up the energy for a laser bolt and none of these weapons are capable of automatic or sustained fire — their energy is released as individual bolts that punch holes through their targets.

LASPISTOL

Used by:	Space Marines , Imperial Guardsmen, Orks, Chaos Marines,				
Type:	Ranged and Close Assault Weapon				
Cost to Fire:	1 AP	Hit Dice:	1	To Hit:	6

Because the laspistol is a light, hand-held gun, it only has a range of 12 squares but it can be used even when the enemy attacks at close quarters. This gives a model armed with a laspistol a +1 close assault modifier against opponents in its front or side squares (this means a Stealer Hybrid with a laspistol has an overall -1 modifier in close assault). Stealer Hybrids with laspistols can be placed in overwatch.

LASGUN

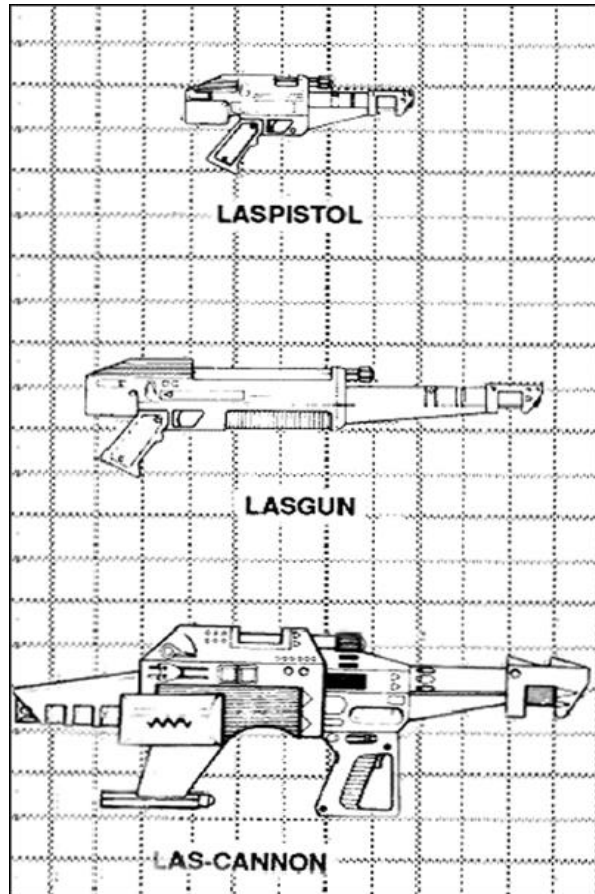
Used by:	Hybrids, Imperials, Eldar				
Type:	Heavy Ranged Weapon (w/ Area Effect)				
Cost to Fire:	2 APs	Hit Dice:	1	To Hit:	2

Hybrids with lasguns can be placed in overwatch, but this reduces their range from unlimited to 12 squares.

LAS-CANNON

Used by:	Hybrids, Imperials, Eldar				
Type:	Heavy Ranged Weapon (w/ Area Effect)				
Cost to Fire:	2 APs	Hit Dice:	1	To Hit:	2

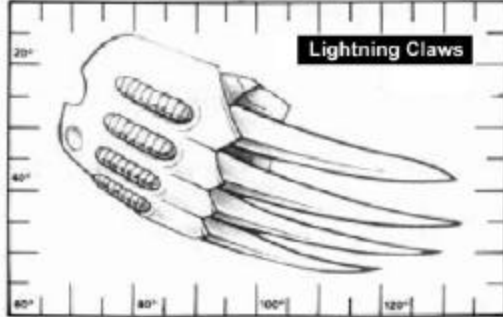
Because of the size of a las-cannon, it costs 2 APs to fire, and a model armed with a las-cannon cannot make a move and fire action or be put into overwatch. These penalties are offset by the devastating power of the weapon — Terminators, for example, are killed on a 2 or better.



WEAPONS

LIGHTNING CLAWS

Used by: Terminator Captains, Traitor Terminators		
Type: Close Assault Weapon (replaces other weapons)		
Cost to Attack: 1 AP	CA Dice: 2	CAB: +2



Lightning claws are bladed gloves surging with lethal energy. These energy weapons allow Terminators to adopt the ruthless fighting style of a primeval cat. The claws can hook into a Genestealer's carapace and rip it away, exposing the flesh beneath. Lightning claws are extremely difficult to use; it takes many years of study to become proficient with them.

Lightning claws are always worn in pairs, as the Marine's sole armament. Marine rolls two dice in close assault instead of just one, adding their +2 close assault bonus to the highest die. Lightning claws can only be used when a Marine is facing his opponent. The Marine rolls only one dice against opponents to his side or rear but still gets his close assault bonus.

MELTA GUN

Used by: Space Marines, Chaos Marines, Imperials, Eldar		
Type: Heavy Ranged Weapon (-1 AP to model)		
Cost to Fire: 1 APs	Hit Dice: 1	To Hit: 2

Because this gun is quite cumbersome, any model using it only has 1 less AP than they would normally. It has two shooting dice. The lack of both recoil and recharging time allow the Melta Gun to get sustained fire bonuses while moving and firing. A melta-gun destroys Genestealers, Terminators and Doors on a roll of 2 or better. A roll of 4 or better is needed to destroy a bulkhead.



MISSILE LAUNCHER

Used by: Space Marines, Chaos Marines		
Type: Heavy Ranged Weapon (w/ 2 types of Ammo)		
Cost to Fire: 2 APs	Hit Dice: 1	To Hit: varies



These are bulky shoulder-mounted weapons that fire small missiles armed with powerful warheads. All missile launchers are equipped with an unlimited supply of armor-piercing crack missiles and area-effect plasma missiles, either of which can be selected before firing. It costs 2 APs to fire a missile launcher. Because of the weapon's bulk, move and fire actions are impossible. The same model can fire different types of missile in the same turn, but the player who's firing must select the type of missile before rolling to hit. As each missile is a separate shot, missile launchers receive no sustained fire bonus.

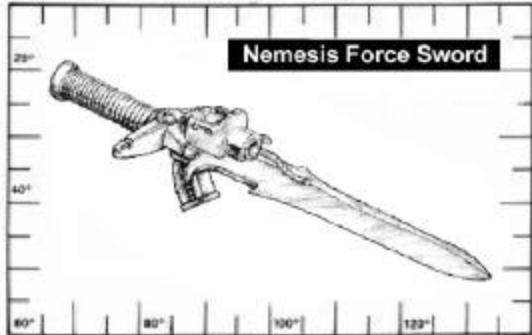
Crack missiles are armed with a double-charged hollow-case warhead designed to rupture armor. When firing crack missiles, the launcher is treated like a bolter: the player simply checks LOS and rolls one dice for each shot. Crack missiles automatically destroy doors, and they kill Genestealers on a score of 2 or more. As they don't block LOS, the launcher can continue to fire at anything behind the first target.

Plasma missiles detonate in a split-second burst of flesh-boiling super-heated plasma. Plasma missiles effect an entire section with a split-second burst super-heated plasma. The detonation is over in a flash, so plasma grenades do not block LOS and no marker remains on the affected board section. Plasma missiles kill Genestealers and Blips on a score of 4 or more, destroys doors on a 5 or more, Marines in Marine Armor on a 4, and Terminators on a 6.

WEAPONS

NEMESIS FORCE WEAPONS

Used by:	Grey Knight Terminators		
Type:	Close Assault Weapon & Ranged Weapon		
Cost to Attack:	1 AP	CA Dice: 2	CAB: +2



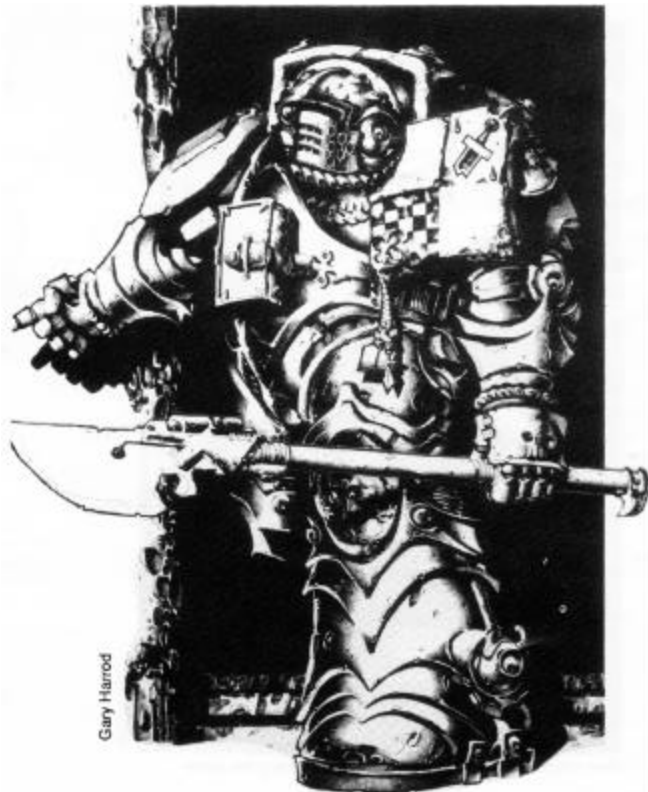
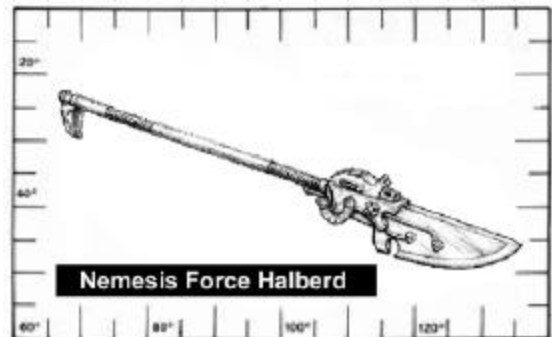
Nemesis force weapons are the standard class of armament used by Grey Knight Terminators. The Nemesis is a double-handed weapon and comes in several forms, often as a halberd or two-handed sword. Whatever their shape, all Nemesis weapons have the same basic design and function: the blade is a powerful force weapon housing a psi-matrix attuned to the unique psychic field of its owner; and the haft or handle contains a modified storm bolter which can be used in both ranged combat and close assault.

Ranged Storm Bolter Fire

In ranged combat, the bolter built into the haft or handle of a Nemesis weapon operates exactly like a standard storm bolter.

Close Assault

The blade of a Nemesis weapon acts as a normal force weapon. In addition, a Grey Knight who is facing his opponent and forces a draw in a round of close assault can then reverse his Nemesis weapon and fire the bolter at his opponent. A Purestrain is removed on a result of 3 or better, and a Hybrid is killed automatically. It costs 0 APs to make this additional attack.



Psychic Blast

A Nemesis weapon can also be used by a Grey Knight to focus a psychic blast at any model in his LOS and arc of fire and within 12 squares. To do so, the Marine player lays down as many psychic attack bonuses as he likes, adding their close assault bonuses to a D6 roll. He must always play at least one card. The enemy model rolls as if it was facing a close assault attack from its front square. If the Grey Knight wins the confrontation, the enemy model's brain is burnt out by a psychic overload and it dies instantaneously. If the target survives, it can immediately perform any one action for free. If the Grey Knight loses, he suffers no ill effects other than those described below. Firing a psychic blast is an extremely draining procedure. A Grey Knight who does so immediately ends his move and cannot perform any further actions costing APs or CPs until the Marine player's next turn. The Grey Knight can still defend himself in close assault and play force and Aura cards because these things don't count as taking an action.

WEAPONS

PLASMA WEAPONS

Refers collectively to weapons that fire a hail of super-heated gas plasma with awesome destructive capabilities. It takes a vast amount of energy to heat the plasma to this lethal level and all plasma weapons take some time to recharge after firing a bolt while the power packs energize the plasma under great pressure. Like bolt guns and laser weapons, there are three types of plasma weapon: the basic plasma gun; the smaller and slightly less powerful plasma pistol; and the heavy plasma gun. The heavy plasma gun carries huge power packs, far larger than the standard power packs of other plasma weapons, which means it is able to fire in two modes: rapid fire or maximal fire — rapid fire uses only a small amount of the weapon's energy so that it can fire without recharging, whereas maximal fire releases the entire pent-up energy in a single cataclysmic burst. Use marks on paper, death dice or whatever means you deem suitable for to track when a plasma weapon cannot fire due to recharging.

PLASMA GUNS and PISTOLS

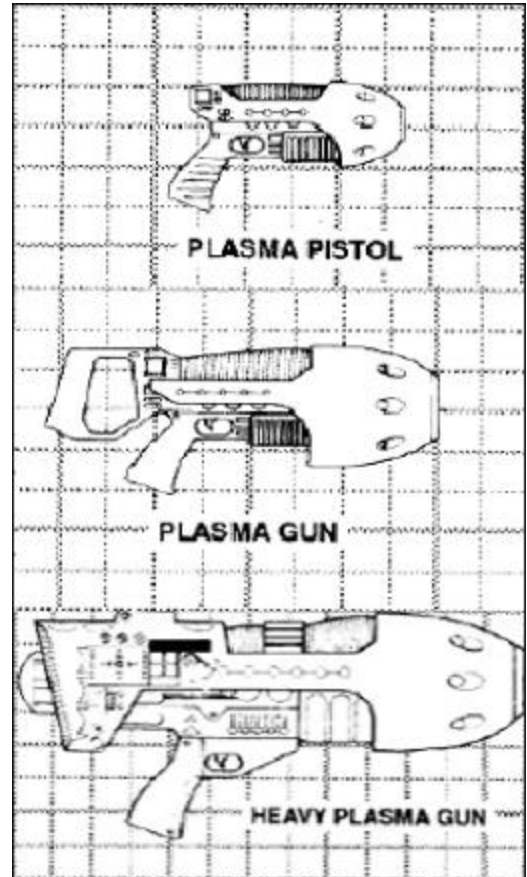
Used by: Hybrids, Imperials, Eldar		
Type: Heavy Ranged Weapon (w/ Area Effect)		
Cost to Fire: 2 APs	Hit Dice: 1	To Hit: 2

As soon as a plasma gun or plasma pistol has been fired, place a plasma weapon counter beside the model, with the fired side face up. At the start of that model's next turn, flip the counter over so that the recharging side is now face up. Then, at the start of that model's next turn (ie the second turn after the gun was fired), the counter should be removed. While a model has a counter beside it, on either the fired or recharging side, it cannot fire its plasma weapon — this means plasma guns and pistols can only be fired once every two turns. Models with plasma guns and plasma pistols can't be placed in overwatch.

HEAVY PLASMA GUN

Before a heavy plasma gun is fired, the player must declare whether rapid fire or maximal fire is being used.

Rapid Fire: because this option only uses a small amount of the heavy plasma gun's vast energy reserves, no plasma weapon counter is placed beside the model when it fires. It can fire again in the same turn in either mode. **Maximal Fire:** this option releases the weapon's energy in a single all-out burst affecting all the models and features in one section. The heavy plasma gun has unlimited range but at least one square in the target section must be within the firer's LOS. Once the heavy plasma gun has been fired on maximal fire, place a plasma weapon counter beside the model as described above. Models with heavy plasma guns cannot be placed in overwatch and cannot move and fire.



POWER AXE

Used by: Eldar, Harlequins		
Type: Close Assault Weapon (can break doors for 2 APs)		
Cost to Attack: 1 AP	CA Dice: 1	CAB: +1

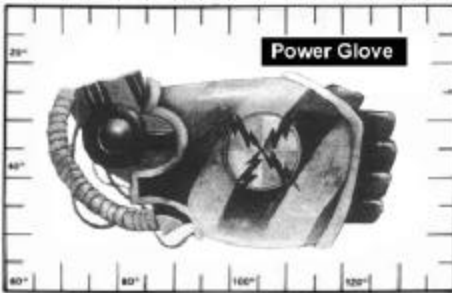
The power axe is a large bladed weapon with a powered edge. It is used in close combat with similar effect to a power sword, although its heavier bulk prevents the user from parrying. It can be used to break through doors and bulkheads. The Harlequin armed with a power axe gains a +1 bonus in close assault. The power axe can also be employed using heavy chops to literally break the door down. This costs 1 AP for a door, and 2 AP for a bulkhead. No roll is needed, to destroy doors with a power axe.



WEAPONS

POWER GLOVE

Used by: Terminator Marines, Chaos Terminators		
Type: Default Close Assault Weapon for Terminators		
Cost to Attack: 1 AP	CA Dice: 1	CAB: none



This is the massive gauntlet that most terminators are equipped with to aid in close assault combat. Though the power glove is a powerful weapon against normal foes, or even armored space marines, it is slow and unwieldy against Genestealers.

A marine using a power glove in close assault rolls one die, gains no CAB and cannot parry attacks.

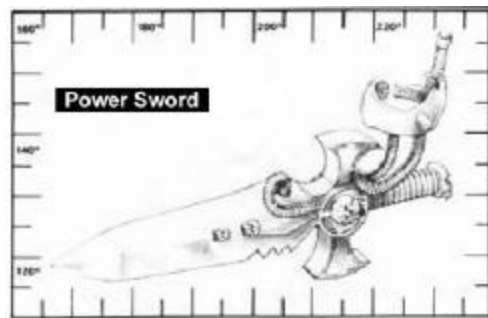
POWER SWORD

Used by: Terminator Captains, Traitor Terminators, Imperials, Eldar		
Type: Close Assault Weapon (can parry)		
Cost to Attack: 1 AP	CA Dice: 1	CAB: none

Power swords are extremely effective weapons awarded to only the battle-proven best. Usually only Marine Captains possess them, although Marine Sergeants who have shown extreme bravery are sometimes awarded one.

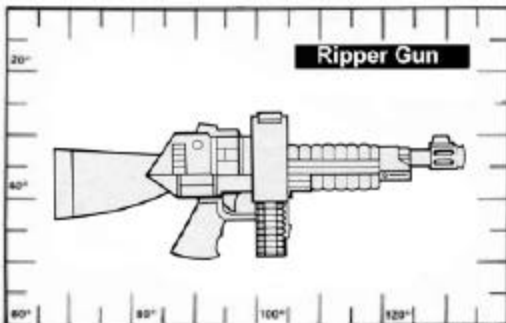
They give no pluses to the Marine's close assault roll. However, the Marine is able to parry one of the Genestealer's attacks. After both sides roll, the Marine player can force the Genestealer player to re-roll one of the three dice he rolled. The new roll stands - even if better than the original roll.

The Marine can parry only when he is facing his opponent. He cannot parry attacks from the side or rear. The Marine is never forced to parry - in fact if he wins the initial roll, he would be wise to let it stand



RIPPER GUN

Used by: Ogryn only		
Type: Ranged Weapon		
Cost to Attack: 1 AP	Hit Dice: 1	To Hit: 6



This massive machine gun is the ranged weapon of choice among Ogryn who serve with the Imperial Guard. In a couple of seconds it can release a deadly hail of large caliber rounds.

The Ripper Gun needs a 6 on a single die to penetrate the thick hide of a Genestealer. Rippers can be placed on overwatch, and have no chance of jamming.

Sustained Fire Hit On

1 st shot	6
2 nd shot	5
3 rd and subsequent	4

WEAPONS

SHURIKEN PISTOL

Used by: Eldar Harlequins		
Type: Ranged Weapon		
Cost to Attack: 1 AP	Hit Dice: 1	To Hit: 6

The shuriken pistol is another favored weapon of the Eldar Harlequins. The shuriken pistol works by using a gravitic reaction to propel mono-molecular discs that slice through armor or bone. Each burst of fire catapults a hail of the discs at the enemy.

A Harlequin armed with a Shuriken Pistol (or any other pistol) has a +1 bonus in close assault. This bonus counts per pistol, therefore a Harlequin armed with two pistols receives a +2 bonus.

The shuriken pistol costs the same number of APs to fire as a storm bolter, and may also be used while performing a move and fire action. It kills Genestealers on a 6, cannot destroy doors, has a 12 square range, may be used on overwatch, and gains the following sustained fire modifiers:

Sustained Fire Hit On

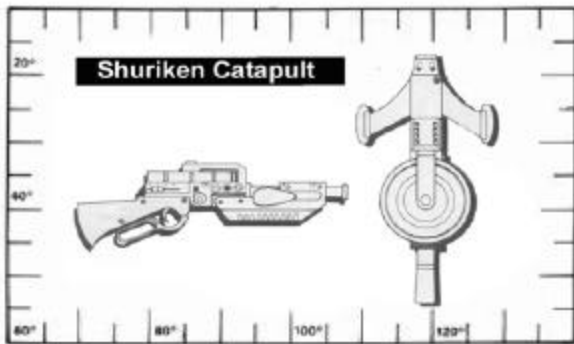
First shot:	6
Second shot:	5
Third and subsequent shots:	4



SHURIKEN CANNON

Used by: Eldar Death Jesters		
Type: Heavy Weapon		
Cost to Attack: 1 AP*	Hit Dice: 2	To Hit: 5

* models other than Death Jesters pay 2 APs to fire

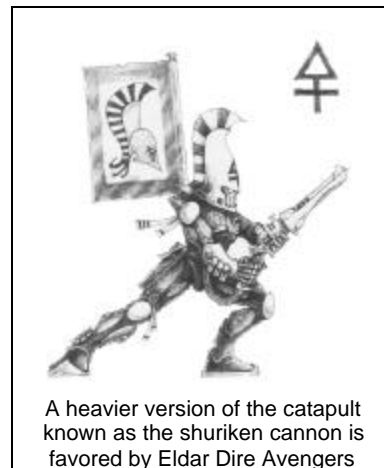


When handled by a Death Jester it costs only 1 AP to fire a Shuriken Cannon. They may be used to move and fire and to go on overwatch. On Overwatch, the cannon jams if doubles are rolled on overwatch. Jams costs 1 AP to clear. The Shuriken cannon rolls two dice, killing Genestealers on a 5+, has unlimited range and an unlimited supply of ammunition and gains the following sustained fire modifiers:

Sustained Fire Hit On

First shot:	5
Second shot:	4
Third and subsequent shots:	3

A much heavier version of the Shuriken weapon is the favored armament of the Death Jester. On the battlefield Death Jesters have earned a fearsome reputation for leaving destruction and death in their wake. They provide vital long-range support during an assault on a Space Hulk, covering the Harlequins' advance and checking flank attacks by the Genestealers. The great agility of the Death Jester combined with the use of Flip-Belts enables them to make every move look effortless.



WEAPONS

STORM BOLTER

Used by: Terminator Marines			
Type: Ranged Weapon (can Overwatch)			
Cost to Fire: 1 APs	Hit Dice: 2	To Hit: 6	

Terminator Space Marines are armed with the very best weaponry in the Imperium. Their standard issue firearm is the Storm Bolter, which fires small, high-velocity bolts with explosive tips that are capable of blasting through eight inches of plasteel as though it were tissue paper.

When a Marine fires a storm bolter at a target, such as an enemy or closed door, roll two dice: if a 6 is rolled on either or both dice, the target is destroyed and removed from the board.



Range

Storm bolters have unlimited range. During normal fire they may fire at any target that is within the Marine's fire arc and LOS. Due to the uncontrolled nature of Overwatch fire, it only works on targets within a range of 12 squares.

Storm Bolters on Overwatch

A Marine armed with a storm bolter may go into Overwatch mode at a cost of 2 APs. If a Marine in Overwatch rolls doubles when firing at a target, his bolter is jammed. A Marine with a jammed bolter loses his Overwatch. In addition, he may not fire his weapon until he clears the jam. (If the Marine rolls double 6, he kills his target, but the bolter jams after the killing shot.)

Sustained Fire Hit On

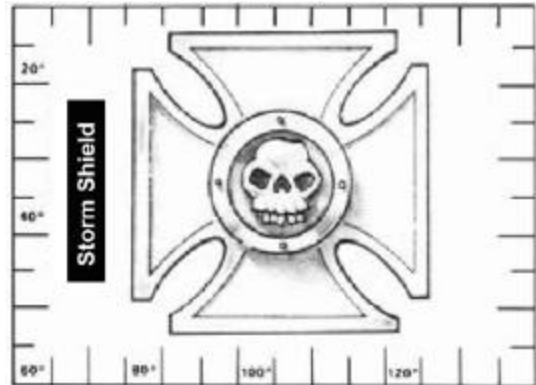
First Shot:	6
Second Shot:	5
Third Shot:	4
Fourth or More:	3

STORM SHIELD

Used by: Terminator Marines, Traitor Terminators	
Type: Defensive Shield (can Parry in Close Assault)	

The storm shield is a defensive energy shield that can be worn on a Terminator Marine's left arm. Shaped like a cross, it draws its energy from the generators inside of the Terminator suit. It always glows a startling azure from the electrical energy that snakes across its surface. It glows even more violently when a Genestealer's claws rake across it and disturb the energy pattern. Usually the front of the shield bears a facsimile of the Marine's chapter or company battle banner.

A storm shield can be used to parry a close assault attack, but only when he is facing his opponent. After both sides roll, the Marine player can force the Genestealer player to re-roll one of the three dice he rolled. The new roll stands - even if better than the original roll. The Marine is never forced to parry - in fact if he wins the initial roll, he would be wise to let it stand.



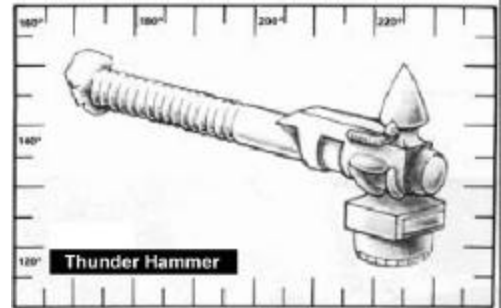
WEAPONS

THUNDER HAMMER

Used by:	Terminator Marines, Traitor Terminators		
Type:	Close Assault Weapon (can break doors for 2 APs)		
Cost to Attack:	1 AP	CA Dice: 1	CAB: +1

The thunder hammer is an energy weapon constructed around a generator. It produces a blindingly bright explosive energy field capable of blowing apart a Genestealer's carapace. The thunder hammer's generator can be set to overload in the most dire of circumstances. This causes a gigantic explosion that vaporizes everything in the vicinity. A thunder hammer is usually carried in conjunction with a storm shield.

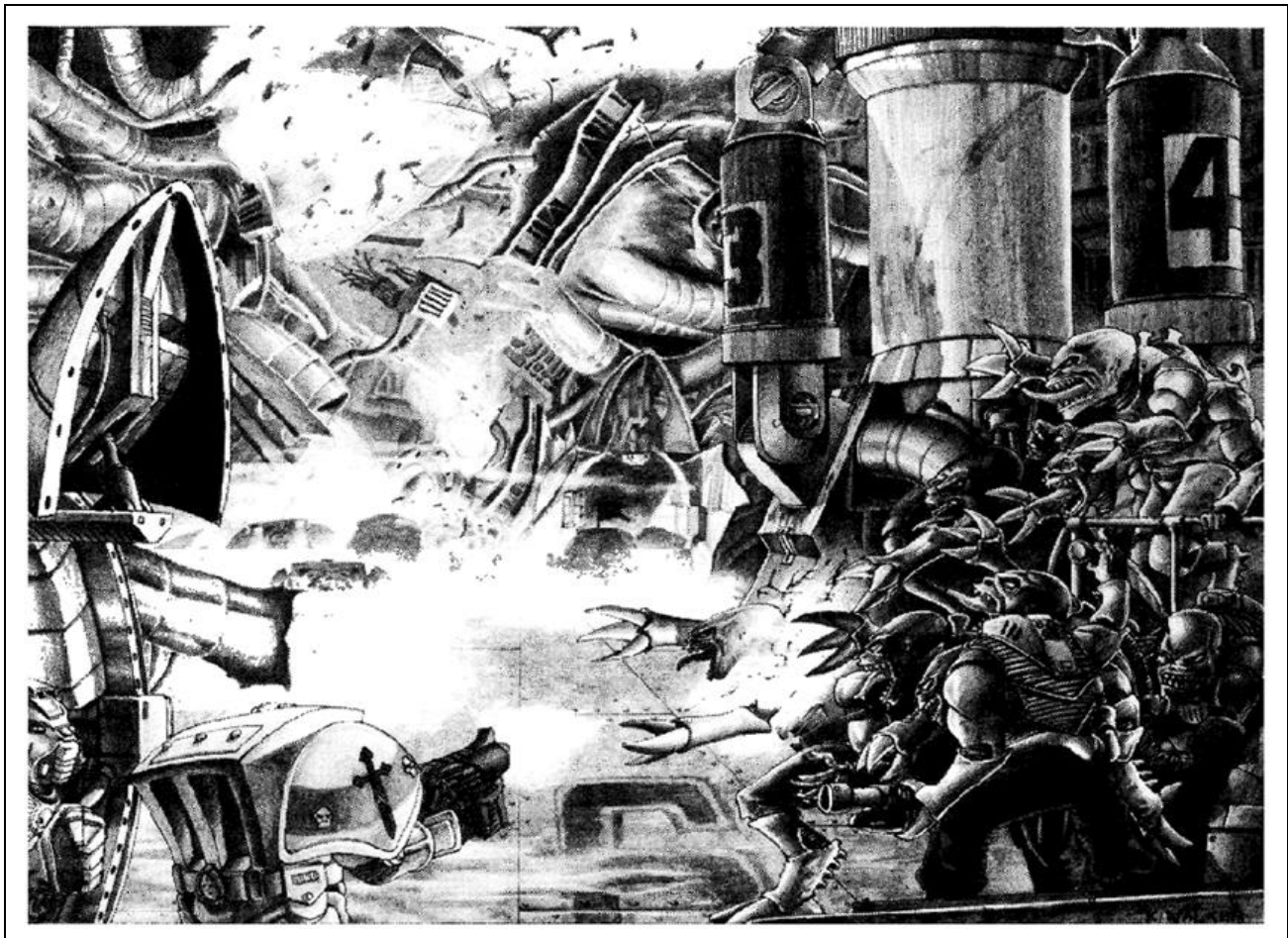
Any Marine equipped with a thunder hammer has his close assault modifier increased by +2 when he is facing his opponent. The Marine's assault modifier is not increased when defending against attacks made from the side or rear.



Detonating a Thunder Hammer

In desperate situations, the Marine may cause the hammer to self-destruct destroying all models, Blips and doors in his section, at a cost of 1 AP. The Marine player can detonate his hammer at any point during the Marines' action phase or the Stealers' action phase by using the model's own APs or spending a CP as appropriate.

The Marine may detonate his hammer instead of defending when a Genestealer delivers a close assault attack. This doesn't require any CPs, but it must be done before and instead of the Marine rolling for the close assault. To detonate his hammer, the Marine must also have LOS to a Stealer that has just performed an action. After the hammer self-destructs, remove all models, Blips and doors in the section, including the Marine himself.



A = Automatic Kill UL = Unlimited Range CAB = Close Assault Bonus/Penalty Ranges listed as Normal range/Overwatch range				Roll Needed To Kill						Over- watch	Sustain Fire	A P Cost			Notes
Ranged Weapon	Range	Area of Effect	Hit Dice	Stealer/ Blip	Hybrid	Power Armor	Terminator	Door	Bulkhead			Fire	Move & Fire		
													Forward	Back-ward	
Assault Cannon - Burst	UL/12	Target	3	5	3	4	5	5	6	Yes	No	1	1	2	After Reloading: Doubles Jam on overwatch. Jam triggers Malfunction
- Full Auto	UL	Fire Arc	3	4	A	2	3	3	-	No	No	2	-	-	
- Malfunction	0	Section	1	A	A	A	A	A	5	-	-	-	-	-	
Autocannon - Range 1-12	12	Target	1	3	A	3	4	3	-	No	Yes	1	-	-	
- Range 13 +	UL	Target	1	3	A	4	5	3	1	No	Yes	1	-	-	
B Bolter Gun	UL/12	Target	1	6	4	5	6	6	6	Yes	Yes	1	1	2	
O Bolt Pistol	12/12	Target	1	6	5	6	6	6	-	Yes	No	1	1	2	+1 CAB per pistol
L Heavy Bolter	UL/12	Target	2	6	4	5	6	6	-	Yes	Yes	1	-	-	-1 CAB, Heavy Weapon
T Storm Bolter	UL/12	Target	2	6	4	5	6	6	-	Yes	Yes	1	1	2	Terminators only!
Conversion Beamer	UL	Target	1	4	5	3	2	A	A	No	No	2	-	-	Best vs. armored targets & doors
Cyclone ML	12	Section	1	4	A	3	6	6	-	No	No	2	-	-	-1 CAB, Heavy Weapon
F Flamer	12	Section	1	4	2	3	4	-	-	No	No	1	1	2	6 Ammo per reload
L Hand Flamer	12	Section	1	-	-	-	-	-	-	-	-	-	-	-	4 AP to reload
A Heavy Flamer	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Up to 3 squares
M - Burst	12	Special	1	2	A	2	3	-	-	No	No	2	-	-	Section Effect
E - Blast	12	Section	1	2	2	2	3	-	-	No	No	2	-	-	Section Effect
R - Self Destruct	0	Section	1	A	A	A	A	A	-	-	-	1	-	-	Section Effect
Grenade Harness	8	-	-	-	-	-	-	-	-	-	-	1	1	2	Blind Grenades Only, No Scatter
Grenade Launcher	8	Section	1	4	2	5	6	5	-	No	No	1	1	2	Terminator Captains only!
Grenades	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
- Crack	-	Target	1	3	2	-	4	A	6	No	No	2	-	-	
- Frag	-	Section	1	6	2	-	6	6	-	No	No	2	-	-	
- Plasma	-	-	1	4	3	-	4	5	-	No	No	2	-	-	
- Melta	-	Target	1	A	A	-	A	A	A	No	No	2	-	-	
- Blind	-	Section	-	-	-	-	-	-	-	No	No	2	-	-	Blocks LOS
Las Cannon	UL	Target	1	2	A	2	2	A	2	No	No	2	-	-	
Lasgun	UL/12	Target	1	6	4	5	6	-	-	Yes	No	1	1	2	
Laspistol	12	Target	1	6	4	5	6	-	-	Yes	No	1	1	2	+1 CAB per pistol
Melta Gun	8	Target	1	4	2	3	4	A	3	No	No	2	-	-	
Missile Launcher	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-1 CAB, Heavy Weapon
- Frag	UL	Section	1	6	-	-	6	-	-	No	No	2	-	-	-
- Crack	UL	Target	1	2	-	-	4	A	5	No	No	2	-	-	-
- Plasma	UL	Section	1	4	-	-	6	6	-	No	No	2	-	-	-
Nemesis Weapon	UL/12	Target	2	6	5	-	6	6	-	Yes	Yes	1	1	2	Force Weapon, +1 CAB
- in Close Assault	1	Target	2	4	-	-	4	-	-	-	No	0	-	-	Use after tie in CA
Plasma Gun	UL	Target	1	4	2	2	3	5	-	No	No	1	1	2	Must recharge
Plasma Pistol	12	Target	1	5	2	3	4	5	-	Yes	No	1	1	2	Must recharge
Heavy Plasma Gun	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
- Rapid Fire	UL	Target	1	4	2	3	4	4	5	No	No	1	-	-	
- Maximal Fire	UL	Section	1	2	A	2	2	2	4	No	No	3	-	-	Must recharge
Ripper Gun	8	Target	1	6	4	5	6	-	-	Yes	Yes	1	1	2	Ogryn only!
Shuriken Cannon	UL/12	Target	2	5	3	4	5	-	-	Yes	Yes	1	-	-	Deathjesters only!
Shuriken Catapult	UL/12	Target	1	6	4	5	6	6	-	Yes	Yes	1	1	2	Eldar only!
Shuriken Pistol	12	Target	1	6	4	5	6	-	-	Yes	Yes	1	1	2	Eldar only! +1

WARPSPACE AND PSYKERS

The material universe is but one aspect of reality. There is a quite separate and co-existing immaterial universe. This is commonly known as the warp or warpspace, although it is also known as Chaos, the otherworld, the ether, the empyrean, the void and the immaterium. Warpspace may be explained in terms of an endlessly broad and deep sea of raw energy. This energy carries within it the random thoughts, unfettered emotions, memory fragments and unshakeable beliefs of those who live in the material universe — it is the collective mind of the universe itself.

All living creatures exist in warpspace as well as in the material universe, although most are not conscious of the fact. Just as a man's body inhabits the material universe, his soul inhabits that of the warp. The body is part of the universe and made of matter: the soul is part of the warp and is made from the stuff of raw Chaos. Human sensitivity to the warp is not generally well developed. The soul itself is not aware: it is simply a coherent lump of Chaos energy maintained whole by its anchor to the material body. However, in a minority of people this sensitivity is far more finely tuned. These people are psykers and they are able to consciously control and use the energy of the warp to affect the material universe. There are many kinds of psykers, not all of them Human, some of whom are tolerated or encouraged within Human society while others are regarded as dangerous and are actively persecuted and destroyed.

PSYCHIC POWERS

As power from the warp flows into realspace, it splits into eight parts, each perceived by those with psychic awareness (often called the second sight) as a separate color. Just as the warp comprises tides and currents of emotion that over the millennia have melded together to form the great Powers of Chaos, so in realspace each of the colors of psychic power draws on a certain type of emotion or energy from warpspace. This gives each color its own distinctive effects when used by a psyker. A small amount of raw energy from the warp leaks through into realspace all the time. Those with psychic powers see this energy as layered mists of color, building into boiling, turbulent clouds and multihued storms where the barrier between the warp and realspace is particularly tenuous.

To cast a psychic attack, the psyker pulls energy of one color into himself, draining the surrounding area as he concentrates and focuses the color. When he uses his powers, he further weakens the distinction between warpspace and realspace, allowing more power to flow through, providing additional impetus to his attack and replenishing the mist of color that surrounds him. To those with psychic second sight, it appears that the psyker is the center of a maelstrom as fragments of color whip and twist around him. As he gathers all the energy of one color, the storm dies for a brief moment and he stands at the calm center of the boiling clouds

— he moulds the power into his chosen form, turning it with his mind from raw energy into potent weapon of attack or a shield of defense. Then he releases the pent-up energy, hurling it at his enemy or pushing it out to form an impenetrable shell around him.

Those with the second sight see psychic attacks in many ways. Each psyker interprets what he sees according to his understanding of the warp: some as a dance of pure color; others as a strange geometry of mystical symbols drawn from the arcana; many as images of power and destruction taken from the mythologies of their homeland. Where one may see bolts of startling color, others will see the talons of huge beasts grappling with their enemies or strange forms with a Daemonic glint in their eyes ripping and tearing. For some, skeletal hands reach out of the darkness with the touch of death where others see all-consuming hellish fires burning with the souls of the damned. One will see spiders and beetles whose eyes glow with an uncanny radiance and whose feet send out sparks as they skitter along faint webs of color to reach with thin feelers into the minds of their victims. Another will see pools of darkness that spread from the caster to consume everything they meet with the insatiable hunger of the warp.



PSYCHIC COMBAT

Even those without the second sight see flickering shadows, or catch a sight of something from the corner of their eyes, bringing a moment's dread apprehension before the psyker's attack bursts upon them with its full energy, surrounding them with deadly fires or a hail of colored bolts that strike down all in their path.

As well as using the power of the warp by drawing it into realspace, the psyker can reach out within the warp itself to clutch the soul of an enemy and break the thread that connects it to a living body. For a second the eyes of his victim will go blank and any who look into them will feel drawn in, sucked by the black emptiness of death, before the victim crumples to the ground in silence — only his soul, torn apart by the psyker, screams unheard with the agonies of annihilation.

The links of those who are weak are easily broken; the psychically strong are anchored to their souls with adamant chains and only the most powerful of enemies can threaten them. As they feel the presence of animosity in the warp, they can concentrate their power into the chain, setting it aglow as if just pulled from the fires of a furnace, throwing back the assailant with a white psychic heat that burns any who approach.

PSYKERS IN THE IMPERIUM

Most Humans do not have psychic powers, although all Humans have at least a limited potential for psychic activity. However, a small but growing minority of Humans do develop tangible powers. These people are called psykers by the Imperial authorities — on their own worlds they may be known by many names: warlock, witch, necromancer, spirit walker, exorcist, speaker in tongues, shaman. Psykers are dangerous individuals whose powers can only be tolerated when safely harnessed within the Imperial organisation: the psychic universe is the universe of Chaos and therefore perilous. It is a universe inhabited by Daemonic aliens that care nothing for living creatures and wish only to use and destroy Humanity. All psykers, even the most powerful, offer these aliens a potential means of entering and affecting the material world.

Every planet in the Imperium is bound by law to control its psychic population. Persecutions or witch-hunts are an everyday part of life on most worlds. The same laws oblige rulers to set aside a levy of young and relatively promising psykers for transport to Earth by the Adeptus Astra Telepathica.

THE ADEPTUS ASTRA TELEPATHICA

The Adeptus Astra Telepathica is dedicated to the recruitment and training of psykers for service throughout the Imperium. The headquarters of the organization is on Earth, but its ships travel the Imperium and its offices extend over most of Human space. The institution is divided into a teaching body called the Scholastia Psykana and a recruiting body known as The League of Blackships. These two are united under the Master of the Adeptus Astra Telepathica and his advisory council of several hundred senior officials drawn from the main divisions.

THE LEAGUE OF BLACKSHIPS

The League consists of a substantial fleet based throughout the Imperium. The ships visit each world every hundred years or so. As the fleets approach their destination, the ruling Imperial Commander is instructed to prepare the customary levy. On many planets, this is a holy time — a time for rejoicing as the young hopefuls gather for their chance to be taken to the stars and serve the unseen Master who rules them all. Once the levy has been collected, the Blackship Captains make an initial evaluation of their cargo before proceeding to the next world in their circuit. When the holds are full, the Blackships turn towards Earth. It is common for Inquisitors to travel on board these ships, as this gives them a good opportunity to investigate a planet's potential for psychic corruption and other heresy.

THE SCHOLASTIA PSYKANA

The Scholastia Psykana is a vast teaching institution dedicated to the training of psychics. Most recruits are drawn from the levy collected by the Blackships, but a minority are handed over by the Inquisition, the Judges or through other channels. The role of this institution is to teach young psychics how to develop and control their powers. The future of each psyker depends on his abilities and character. Initial evaluation divides the levy into several groups depending on their innate psychic power and their willingness to serve the Emperor.

The Chosen

Those whose powers and strength of character are sufficient to resist possession and Daemonic taint under normal circumstances are chosen to serve in an elite capacity. They are often known as primary psykers or the Chosen and they will learn to serve the Imperium in many ways throughout the galaxy. The very young may be indoctrinated into the Space Marines as Librarians; the most talented may become Inquisitors or Grey Knights. Even these chosen psykers are not invulnerable to the powers of Daemons and psychic aggressors, but their training gives them a fighting chance against all but the most potent of these creatures.

Astropaths

Astropaths are selected from the second ranking of psykers, those whose powers are considerable but inadequate to resist the dangers of possession or Daemonic corruption. Astropaths undergo basic training coupled with a thorough study of telepathy. They are taught how to use the Emperor's Tarot, how to cast horoscopes, and the practices of cheiromancy and augury of all kinds. Once they have been prepared in this way they undergo the unique Binding Ritual which gives them a little of the Emperor's strength.

Sacrifices

The psychic levy inevitably includes many whose powers are too random; whose minds are too vulnerable. If left unrestrained they would soon perish and their doom would lead to further deaths — maybe even to the destruction of entire Human worlds. In a teeming universe their loss is of no great matter but even in death they can serve, for the Emperor must feed upon raw psychic energy if he is to survive as the protector of Humanity. They become sacrifices to the Emperor, their souls leached away to sustain the Father of Mankind.

PSYCHIC COMBAT

LIBRARIANS

A Marine chapter's Librarium is both its command and communications center, and the repository for centuries of wisdom and history, culled from the reports, treatises and memoirs of the chapter's greatest warriors and finest minds. Because interstellar communications are achieved by psychic means, sending messages through the warp rather than through realspace, most of the Marines who work in the Librarium are psykers. Known as Librarians, they are recruited from among the youngest and most promising primary psykers trained by the Adeptus Astra Telepathica. Librarians also have potent psychic powers which they use on the battlefield to augment the conventional weaponry of their brother Marines.

Librarians hold a functionary rank, describing their role as well as their position. The four battlefield ranks of Librarian, in ascending order of importance, are Lexicianian, Codicier, Epistolary and Chief Librarian. Each of these enters battle ready to support his brothers with a range of psychic attacks and defenses. They are fielded in many different situations, especially when Marines of the chapter face psychic opponents such as covens containing Rogue Psykers or followers of the Chaos Powers.

In addition to their duties as warriors, each performs an auxiliary role. The Lexicianian prepares a report of each battle for the chapter's records. The Codicier evaluates the reports of Lexicianians and provides a strategic overview of campaigns. The Epistolary is a more powerful Librarian — his role is that of chief psychic communications officer. He transmits and receives psychic messages on the battlefield. The most important of all fighting Librarians are the Chief Librarians, superior in rank and psychic power. They report directly to the chapter's commander and hold overall responsibility for the maintenance of communication lines. They also scrutinize their subordinates' battle reports and give recommendations for honor awards, drawing on their intimate knowledge of the chapter's glorious past to appraise a Marine's valorous actions.

HYBRID PSYKERS

All Genestealers are psychic. They share a limited form of telepathy that lets the members of a brood communicate. They also use their power to hypnotize their victims before striking to implant their seed, lulling them into submission and then erasing the event from their minds. Only when the much-loved firstborn of such a victim arrives does the truth become apparent — by then the victim is ensnared, bonded to his Hybrid child by chains of parental love, strengthened by the pull of the Hybrid's latent psychic power. From this beginning, a brood of Hybrids and followers will grow, owing allegiance to their founder and Patriarch.

The psychic power of a brood is shared between all the members and is focused on the Patriarch. The Patriarch has the strongest soul and the greatest ability to draw power from the warp. He is a mighty psyker and his attacks can be devastating — to those unprepared to face him, it may seem as if the very gates of hell have opened when he unleashes his full power. He also passes on part of this power to his children, feeding and directing currents of warp energy towards them and strengthening their own psychic abilities.

In Purestrain Stealers, this psychic power is latent. In many cases, however, Hybrids of the 3rd and 4th generation are able to direct their psychic power, casting psychic attacks to annihilate their enemies or shielding themselves and their kin from harm. Like other Stealers, they draw their power from the brood's shared presence within the warp; each Hybrid benefits from this presence, having a greater ability as part of the brood than he would alone.

Because they draw power from the brood's strongly-bonded souls, the abilities of Hybrid psykers vary less than those of their Human counterparts. Even so, some Hybrids are gifted with much greater talents than others — it is one of these who will rise to the exalted position of Magus, standing at the right hand of the Patriarch, second only to him in power, and interpreting his will to the Human and other cult followers of the brood.



QUICK PSYCHIC RULES

What follows are the quick and easy rules for psyker Librarians in Space Hulk that appeared in the Deathwing supplement. They are perfect for games in which you want a psyker without having to include psychic attack cards. These rules aren't designed for missions that contain Genestealer Hybrid psykers.

Librarians are powerful psykers, able to channel the force of their minds into their weapons. The Librarian is equipped with a storm bolter and a force axe (see Weapons) and receives a +1 close assault bonus. In addition, he may spend psi points to further increase his close assault roll with his force axe as described below.

Psychic Mastery and Psi Points

Librarians are ranked according to mastery level. There are four different levels of mastery - the higher the level, the stronger the Librarian. Any mission that uses Librarians will specify their mastery levels in the Forces section. If you are using the army lists (see Terminator Force List), all Librarians start off at 1st level, but can be upgraded to higher levels.

At the start of the game, the Librarian has a certain number of psi points, a numerical representation of his psychic strength. This number is dependent upon the Librarian's mastery level and is shown on the chart below. During the game, the Marine player keeps a running total of the Librarian's expenditure of psi points on a piece of scrap paper or on the roster sheet at the back of this book. When the Librarian has spent all of his points, he cannot spend any more during that mission.

Level of Mastery	Psi Pts
1st Lexicanian	10
2nd Codicier	20
3rd Epistolary	30
4th Chief Librarian	40

Librarians and Close Assault

Librarians are armed with force axes, special weapons which allow them to channel the power of their minds into their blows. For further information, see Weapons.



PSYCHIC COMBAT

In the full rules for psychic combat, psychic powers are represented by a hand of psychic attack cards. These are held by any player whose force includes one or more psykers. This card system is an alternative to the quick psychic powers system covered in Deathwing — Marine Librarians don't get both psi points and a hand of cards.

You should agree with your opponent which system to use before the game. If the Stealer player doesn't have any psykers and the Marine player only has one low-level Librarian, you might want to play the slightly quicker psi points version — whenever the Stealer player is using psykers, and when you want the fun of including the full range of psychic tactical options, you should play the card system.

This section begins with a quick introductory overview of what psychic combat is all about and how the cards are played, followed by the complete rules for using psychic attack cards. Don't worry if you find a few terms you're not familiar with in the introduction — it's all fully explained in the rules that follow.

OVERVIEW

Any player who has one or more psykers in his force gets a number of psychic attack cards, known as a hand of cards.

To cast a psychic attack you simply play one or more of the cards in your hand — any psyker in your force can use any of the cards. The number of cards you get depends on whether you're the Marine or the Stealer player and, in the case of the Marines, on how many psykers you have.

Each psychic card allows you to cast one type of psychic attack and each card gives the name of the psychic attack, targeting information and a brief des-

cription; the cards also have a variety of symbols on them showing which suit or color the card is, whether it's a force card that can dispel psychic attacks, whether it's unstoppable, and its close assault bonus.

All psychic attack cards can be used to cast the effect named and described on the card. These effects fall into two groups: those which are resolved immediately, and those which have an effect over several turns and leave a marker on the board. Most psychic cards can also be used to dispel the attack of another psyker and to give a psyker a bonus to dice rolls in close assault.

You can play a card at various times during a turn, depending on the type of card. During your turn, both active and inactive models can make psychic attacks by spending APs or CPs; in the endphase of a turn, you can attempt to disperse existing psychic effects; cards with a close assault bonus can be played any time a psyker is in close assault; and you can play cards during your opponent's turn to dispel or nullify the effects of an attack.

The cost of a psychic attack depends on the level of the psyker casting it: as the psyker's level increases, it becomes cheaper for him to cast an attack. For simplicity and clarity, we've assumed that all psykers are 4th level of mastery throughout the rules that follow — a later section tells you how to deal with lower level psykers.

The following sections give you the general rules for using psychic cards, beginning with a description of the cards, working through the different uses of a card, and finally looking at how you get your hand of cards and how psychic cards work in play.

The Psychic Attack Cards section explains the effects of each card in detail. And there's a revised sequence of play incorporating psychic combat.



Suit Icon: the symbol in the top left corner shows which of the four suits the card belongs to: psionic, power, kinesis or temporal. Each suit has its own color.

Effect: the card's area of effect; this can be self, model, door, feature or section. Self effect cards don't have an entry for Targeting or Range.

Targeting: there are three types of targeting: LOS (line of sight), blind and free — blind targeting allows the psyker to fire round corners, free targeting allows him to fire through closed doors and section effects.

Range: either the maximum range in squares or unlimited range.

Description: this is a short description which tells you most of what you need to know about the card and its effect. Full details of each card appear in the Psychic Attack Cards section. Once you've been playing the psychic combat system for a while you probably won't have to refer to the full rules very often — the cards will give you all the information you need.

Close Assault Bonus: the psyker can use his power to increase his dice roll in close assault if he's using a force weapon; the number in the circle is added to his close assault dice roll (in addition to any other bonuses for using a force weapon).

Unstoppable: attacks with the skull icon can't be dispelled by using a force card.

Force: cards with an icon in the bottom right corner can be used to dispel or reinforce psychic attacks. Each icon shows the color and symbol of one of the four suits — it can only be used to dispel or reinforce attacks from this suit.

PSYCHIC COMBAT

SUIT

In the warp, the raw stuff of psychic power boils and swirls as a sea of dark energy. When a psyker casts a psychic attack, he draws on this power, focusing warpstuff into his chosen form and projecting it against his target. But in channeling and shaping the warpstuff, he apart the darkness, splitting it into different colors of energy in the same way that a prism splits light into beams of color.

These colors of energy, only perceived by the psychically aware, each show an affinity for a certain range of effects in realspace, echoing their affinity to the seething colored whirlpools of emotion in the warp that form the great Chaos Powers.

In Genestealer, we deal with four of the eight psychic colors. Each psychic power is linked to one of the four colors and the 44 psychic attack cards are split into four suits or colors of 11 cards each: psionic, power, kinesis and temporal. A card's suit is shown by the colored band running across the top of the card and by the psychic symbol in the top left corner.

Each suit contains cards with a similar type of effect; these are fully detailed in the section on psychic attack cards but a quick summary of each suit follows.

Psionic

Every creature has a presence, often called a soul, within the warp. For most creatures, this is a mere spark in the maelstrom — the strongest of psykers, however, blaze with a brilliant fire, their soul a resonant echo of their manifestation in realspace.

A psyker can hunt the soul of an enemy through the warp and, by briefly touching it with his own strong presence, he can momentarily contact the mind of that enemy in realspace. The contact can be a light mind-reading or can be more powerful, allowing the psyker to take over the mind of his enemy or crush him with a deadly psychic blast.

The symbol for psionic effects is a three-eyed skull, alluding to the members of the great Imperial Navigator families who possess a third eye which sees directly into the warp — this allows them to guide their starships through warp space and has such uncanny power that it can strike dead anyone who stares directly into it.

Power

A psyker can open a hole into the warp and let through the smallest fraction of the terrible energies from the other side. By focusing this energy, he can cause a roaring blaze of psychic power that burns with the fires of hell, or throw an arcing bolt of lightning. He can even allow the raw warpstuff to enter unfocused as a whirling vortex of pure psychic energy, a wild tornado of destruction that moves out of control and rips apart everything in its path. The power symbol is an eight-pointed star radiating with jagged lines from a central hub. This represents the eight colors of psychic power that come from the warp; the lightning strokes show the destructive power that can be summoned.



Kinesis

The twisting paths of warp space often follow a very different geometry to the straight lines of realspace, allowing starships to travel the vast distances between suns and planets. By entering the warp, a shorter but vastly more dangerous route can be traveled. In a similar way, a psyker can entangle an area within the webs of warp space and manipulate things with the power of his mind. He can interfere with the action of small objects such as door locks and weapon triggers, or alter space to fling about large objects or teleport himself.

The symbol for kinesis is the three-armed triskele. The number three is powerful mystical number, found in many psychic symbols and formulae, and the three-armed figure is frequently associated with psychic power of this color.

Temporal

In the warp, time runs in strange patterns, sometimes faster, sometimes slower than in realspace. In places, it may run backwards, or stop entirely, or leap from moment to moment with centuries passing in the blink of an eye. A psyker can use these uncanny effects to pollute the time in realspace, stretching or compressing the passing minutes, or freezing an area out of time. He can even look forward into the future, seeing his enemy's next move before it's been made.

The temporal symbol is a skeletal figure clutching a scythe — a traditional image of time as the Grim Reaper found on many worlds and cultures throughout the Imperium.

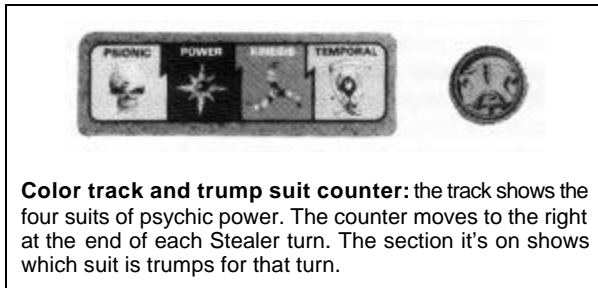
PSYCHIC COMBAT



THE TRUMP SUIT

Warp space is in turmoil with a constant ebb and flow of strange currents and undertows. Waves of power wash across the void, continually changing the patterns of emotion that color the darkness. In realspace, this causes local imbalances between the eight colors of psychic power: one color becomes dominant, perhaps only for a few seconds on one part of a planet as a storm passes through the warp, perhaps for centuries across the vast blank stretches of deep space. A psyker can use these imbalances to his advantage — it is easier for him to draw power from the color that is strongest, shaping his attacks to match the ever-shifting patterns that surround him.

To represent the changing balances of energy flowing into realspace from the warp, one of the four suits or colors of psychic card is dominant each turn. This is known as the trump suit for that turn. Playing cards from the trump suit costs fewer APs than playing cards from the other suits.



Color track and trump suit counter: the track shows the four suits of psychic power. The counter moves to the right at the end of each Stealer turn. The section it's on shows which suit is trumps for that turn.

Usually, playing a psychic attack card costs the caster 1 AP, or 2 APs if the model is inactive. If the attack card being played belongs to the trump suit during that turn, it costs no APs to play the card, regardless of whether the model is active or inactive.

To determine which suit is trumps at the start of the game, shuffle the complete deck of cards and then cut them. The suit of the card you turn up is the trump suit for the first turn. Place the trump suit counter on the relevant section of the color track.

At the end of the Stealer's turn, the trump suit changes and a new suit is trumps for the next turn. To show this, move the trump suit counter one section to the right along the color track — when you get to the end, the counter moves back to the psionic section at the start.

EFFECT

Psychic attacks differ in the area they can affect. There are five categories of effect: self, model, door, feature and section. Each card states which type of effect applies to that psychic attack.

Psychic powers of this type affect only the psyker employing them. The effect is instantaneous. As they have no separate target, cards with a self effect cannot be dispelled by a force or Aura card.

The attack affects any one model chosen by the psyker, within the card's range and targeting restrictions. Model effect attacks are instantaneous.

If a model effect attack is made on a Blip, the Blip is immediately converted. The models are placed by the Marine player and then giving their facing by the Stealer player. The Marine player may stop the clock if there's any problem finding the correct models and while they are given their facing.

The Marine player may now choose which of the converted Stealers is affected by the psychic attack, provided that model is within the card's range and targeting restrictions. A Hybrid psyker converted in this way is now in play and can immediately use a force or Aura card to nullify the effects of the attack.

The Switch card has a door effect — it only works on doors, not on any other features, and has an instantaneous effect.

The Blast card has a feature effect and can be used against any inanimate feature, such as doors, rubble, crates etc. The effect is instantaneous. Although a feature effect can't be used on a living model, the feature that is Blasted may subsequently hit and damage a model.

PSYCHIC COMBAT

Section

Section effect psychic powers affect every target on an entire board section. This includes all models and Blips, and any features such as bulkheads, crates or closed doors — open doors are not affected, as they have moved back into their wall cavity and are protected.

The attacking psyker only needs to be able to target one square of the section to affect the whole section (ie only one square needs to be in range or LOS etc). However, if the only square of the section that he can target is a closed door, the section cannot be attacked — the door is considered to be blocking LOS to the section.

Converting Blips

Blips that are attacked by a section effect are not converted — the Blip as a whole is attacked (remember that a Blip is treated as a Purestrain Stealer when rolling to kill). This means that a Blip representing a psychic Hybrid doesn't get a chance to defend itself using force or Aura cards as the psyker has not been brought into play.

Section Effect Markers

There are two types of section effect attack: most section effects remain on the board after play but Smite and Scan are instantaneous. When a psyker casts a Smite or Scan, the effects are applied immediately and the card is then discarded as normal.

All other section effects cards have a corresponding section effect marker — each marker is identified on the back by the name of the effect. An effect marker is a circular template that is placed face-up on the targeted board section as soon as the attack is made (unless it's dispersed by an enemy psyker playing a force card — see later). Psychic section effect markers are similar to flamer markers in many ways, except they usually last longer: once placed, a marker remains on the section until it decays or is dispersed. The only marker that doesn't remain in place is that for the Vortex. Once summoned, a Vortex randomly moves around the board, destroying everything in its path — see Psychic Attack Cards section for details.

Continuing Damage on Affected Sections

Until a psychic marker decays or is dispersed, any model in the section suffers the full effects of the psychic attack at the end of every player turn, except for the turn in which it was cast. A model that has moved off the section during the turn is obviously no longer affected. A psyker who has used an Aura to protect himself from the effects of the attack must play another Aura card at the end of each turn or he is affected — each Aura only nullifies one kill, not every kill from that psychic effect. Models are equally affected by markers played by their own side's psykers as by enemy attacks that remain on a section.

LOS Through Section Effect Markers

As with a flamer marker, LOS can be traced to and from models on the nearest edge of an affected board section. Models next to each other can also trace LOS to each other (if facing in the right direction). Exceptions to this are Vortex and Stasis two effects that block LOS to or from any model on any square in the affected section.

Restrictions on Section Effect Attacks

There can never be more than one psychic effect marker on a section at a time. If a section contains a marker, another section effect card can't be played on that section until the first marker decays or is dispersed (see the decay and dispersal rules).

It is possible to cast non-section effect psychic attacks into the section, or to cast any effect out of the section (unless it's marked by a Miasma, which blocks all psychic activity).

This rule doesn't apply to normal section effects such as flamer markers: a flamer or grenade can be fired into a section containing a psychic effect marker, and a psychic section effect can be cast into a section containing a non-psychic marker within the normal LOS and range restrictions.

Running Out of Markers

It's unusual to have more than two of any effect in play at once — they're generally dispersed or decayed before the attack cards are played again. If you do run out of psychic section effect markers, use the psychic attack card that has just been played to mark the affected section — place the card on the board rather than on the discard pile. This obviously means the chances of drawing this effect are reduced.

As soon as the effect is dispersed or decayed, remove the card and return it to the discard pile. Similarly, if a suitable effect marker is dispelled or decayed from another board section, place it on this board section and return the card to the discard pile.



Tony Hough

PSYCHIC COMBAT

TARGETING

When a psyker casts a psychic attack, he must pick the model, feature or section that is to be affected before playing the card. There are three ways that a psychic attack can be targeted: LOS (line of sight), blind or free targeting. Each psychic attack card states which of the three targeting methods applies to that effect.

With the exception of Teleport, self effect cards don't list a targeting as they always affect the psyker himself — for Teleport, the targeting refers to the square onto which the psyker Teleports.

LOS Targeting

The psyker must be able to trace a line of sight (LOS) to his intended target. This is just like targeting a normal ranged weapon, except the target only has to be in the psyker's 1800 field of vision, not specifically within his narrower arc of fire — this includes the line of squares to either side of the psyker, as well as all the squares in front of him.

Models, doors, crates and so forth all block line of sight — the only feature that doesn't block LOS is rubble.

Blind Targeting

With blind attacks, the psyker isn't restricted to LOS: he can project the psychic effect about him in a 3600 arc, and can cast it around corners to areas he can't see.



To measure the range for blind attacks, simply count the number of squares between the psyker and the target by the least circuitous route. You are allowed to count diagonally and even over intervening models.

Blind targeted attacks cannot be projected through closed doors, bulkheads, crates or psychic section effect markers that block LOS. They can, however, be delivered through ordinary section effect markers, like flamer hits.

Free Targeting

This is the most flexible type of targeting. The psyker has complete freedom to cast the attack at any model, feature or section (depending on effect) within range.

To work out the range, count the number of squares to the target by the shortest route just as with blind targeting. However, with a free targeted attack, you can count through closed doors, bulkheads, crates, even psychic effect markers that normally block LOS, as well as through normal section effect markers and over intervening models.

The only thing that can obstruct a free targeted attack is a Miasma marker, which automatically prevents any psychic activity in that section. Even so, the psyker may be still be able to affect the target via a different route.

RANGE

Apart from cards affecting only the psyker himself, each card lists the range of the attack. This will either be a number or unlimited. A number is the maximum range to the targeted model or section. Unlimited means that there is no restriction on range, although the normal targeting restrictions apply.

When measuring range, count the square the target occupies (or the nearest square of the section for section effects), but not the square the psyker is standing on. You can, of course, count diagonally as well as horizontally and vertically when measuring range.

CLOSE ASSAULT BONUS

A psyker who is armed with a psychically attuned close assault weapon, such as a force weapon, can enhance his effectiveness by channeling psychic energy into his blows, using this power to slip attacks past his enemy's defenses and strike him with unearthly accuracy and strength.

All psionic effect cards, apart from Auras, are marked with a close assault bonus. You simply play the card before you make a close assault roll and add the bonus to your dice score. Enhancing close assault in this way doesn't count as an action. This gives an extra +1 to +6 on the roll, which is in addition to any automatic bonus for fighting with a force weapon. You must play the card before the dice are rolled.

Psykers can enhance both attacks and defenses. Thus, if a Marine Librarian is attacked during the Stealer player's turn by a Hybrid psyker, the Librarian is allowed to enhance his defense by playing cards.

PSYCHIC COMBAT

FORCE CARDS

If a psyker comes under psychic attack, he may be able to disrupt or deflect the attack's energy, using his power to transform it into an unfocused psychic radiation. This appears to surround him momentarily with a brilliant aura before harmlessly dispersing. Setting up such defenses drains some of the power the psyker could have used for his own attacks, but can often save him from certain death.

Six cards in each suit, known as force cards, have a force icon that shows the color and symbol of one of the other three suits. These cards can be played by a psyker to nullify the effects of a psychic attack.

Each force card only works against attacking cards that are the same suit as its force icon — so force cards with a yellow psionics icon can nullify the effects of cards from the psionics suit, such as Smite and Miasma, but have no effect against cards from any of the other suits.

In addition to its force cards, each suit has two Aura cards that act as force cards against psychic attacks from their own suit — they don't have a separate force icon because it's the same as the icon on the card.

Playing Force Cards

To play a force card, simply lay down the appropriate card as soon as the psychic attack is made — you can't wait to see how effective the attack is before deciding whether or not to defend against it.

A psyker can only defend against psychic attacks when he's the target. If the attack has a section effect, any psyker within the section can play a force card against the attack. If he succeeds, the whole attack is nullified and none of the models in the section are affected.

The only cards that can't be nullified by a force card are those with an unstoppable icon (see later). The only thing that can defend against these cards is an Aura card played as an Aura rather than as a force card (ie it nullifies a kill suffered by the psyker rather than the effect of the attack).

Note that with a Lightning Arc, the psyker can become the target part-way through the attack. In this case only, he can play a force card to dispel the effect when he becomes the target rather than when the card is played. If the defense is successful, the Arc is nullified and any remaining hits are lost — any model already killed by the Arc remains dead.

Playing a force card doesn't count as an action — it costs no APs or CPs and doesn't cause the caster to lose overwatch.

Force Battles

Just as a defending psyker can draw on his psychic power to dispel a psychic attack, so the attacker can reinforce his assault by charging the effect with additional energy. As he sees his target setting up a psychic defense, he channels more power into the attack, trying to smash his way through his opponent's protective shield. Each psyker struggles to best his enemy. An arcing beam of scintillating raw psychic energy leaps between the two, ebbing and flowing with power as first one then the other gains ascendancy.



Eventually, one psyker must tire and expend all his reserves of energy. The beam of power either collapses with a deafening roar as the attack is repulsed, or channels the energy into an attack that can no longer be resisted.

When a defending psyker plays a force card to nullify the effects of a psychic attack, the casting psyker can play a force card from his own hand to reinstate the original effect. As with a defending force card, a reinforcing card must have a force icon that matches the color and symbol of the original attacking card (not of the defending card).

The defending player, if he has another card with the right force icon, can play a second force card to nullify the effect again. This process — called a force battle — continues until either the defender or the attacker stops playing force cards. If the defender played the last card, the attack has been successfully repelled. If the attacker played the last card, the card he originally played has its full effect.

If the attacking card has a section effect, all the models in the section suffer the effects of the card if the defending psyker loses the force battle.

For example: a Hybrid psyker Smites a section that contains a Librarian. Smite is from the psionics suit, so the Librarian responds by playing the Lightning Arc card with the yellow psionic force icon — this dispels the effect and saves him from certain death. If the Hybrid also has a psionic force card, say a yellow Aura card, he can reinforce his attack — unless the Librarian has a second psionic force card, he's doomed after all, along with any other models in the same section.

PSYCHIC COMBAT



DISPERSAL

Once a psychic card has taken effect it can't be dispelled by a force card in the usual manner. Even if a psyker moves onto the affected section (or has the effect move onto him, in the case of a Vortex), he cannot immediately use a force card to nullify the effect. However, during the endphase of a player's turn, any psyker in a section containing a psychic effect marker, or with LOS to such a section, can attempt to disperse the effect by playing a force card. The psyker doesn't need to be the target of the effect to try to disperse it.

The player lays down a card with a force icon of the same color as the original psychic card and immediately dispels the effect. The effect marker is removed from the board.

The opposing player can attempt to maintain the effect by playing a force card of his own. He can do this provided he has a psyker in play anywhere on the board — the psyker needn't have LOS to the section to play the force card.

The dispersing player can counter this with another force card of his own, and so on, just like a force battle. If the dispersing player lays the last card, the effect marker is removed and the effect is nullified — if the opposing player lays the last card, the effect marker remains on the board and the psychic effect remains active.

For convenience, the Section Effects Summary table shows the suit of the cards that leave a psychic effect marker on the board. This will save you looking through the discard pile to check the suit of a card when an attempt is made at dispersal.

UNSTOPPABLE ATTACKS

Some psychic powers cannot be dispelled by another psyker; they manipulate the warp in a manner so esoteric that their effects are literally unstoppable. Cards with the unstoppable icon cannot be dispelled by using force cards. The only way a psyker can save himself from the effects of an unstoppable card is by using an Aura — this nullifies a kill but doesn't actually negate the effects of the attack, so any other models are still affected. Cards which are unstoppable are also immune to dispersal by force cards in the endphase.

DECAY

Even if it isn't dispelled by another psyker, a psychic effect doesn't remain forever. Gradually the power it is drawing from the warp is consumed and the summoning psyker's control is weakened — the remaining energy loses its coherent form and rapidly fades into the faintest of psychic echoes.

At the end of his turn, a player can choose to roll for psychic effect markers still in play to see whether they decay. The player is never forced to decay an effect and may freely pick and choose which markers he wants to roll for. The player rolls one dice for each marker he wants to decay. On a roll of 6, it decays and the marker is removed. You can't try to disperse and decay a psychic marker in the same turn — you must either choose to decay a marker and roll a dice, or disperse it and play a psychic card.

DRAWING PSYCHIC ATTACK CARDS

If you have psykers in your force, you can play psychic attack cards — all the cards you have available to play are known as your hand of cards. You don't need to have the psykers in play to hold cards, provided they're part of your force — this means a Stealer player draws cards even before he's got any Blips representing psykers. You only get one hand, regardless of how many psykers you have in the force.

The number of cards you get in your hand depends on whether you're the Marine or the Stealer player. The Marine player gets 2 cards plus 1 card for each psyker in play — this means the size of his card hand will change if any of his psykers are killed. The Stealer player gets 4 psychic cards regardless of the number of psykers available to him or in play — his hand stays the same size throughout the game.

As the game progresses, you play cards to make psychic attacks. At the start of your turn, you can draw new cards to replenish your hand. You can also discard those you don't want — this means that if you've got a full hand, you get a chance to draw new cards by throwing out the old ones.

The Card Deck

At the start of the game, shuffle the cards well. Once you've cut the cards to see which is the trump suit, place the deck face down on the table. Each player now draws his full hand of cards, with the Marine player going first.

PSYCHIC COMBAT

Drawing New Cards

At the start of your turn, you can draw new cards to replenish those played in the last turn. The Genestealer player can draw as many cards as needed to take his hand back up to its maximum size. The Marine player can only draw 1 card for each psyker he has in play. When drawing cards, the Stealer player can never exceed his normal hand. The Marine player, however, temporarily takes an extra 2 cards above the normal size of his hand (assuming he has enough psykers to draw this many cards). He can then choose which 2 of his cards to discard to bring his hand back to normal size — this gives the Marine player a much greater range of choice in the cards he can play.

Discarding

As cards are played, they are placed face up on a discard pile next to the deck. When there are no cards left in the deck, shuffle the discard pile and place it face down as a new deck.

You can also discard at the start of your turn. The Stealer player may choose to discard 1 card from his hand before drawing new cards. The Marine player draws his new cards first and then discards; if his hand exceeds its normal limit, he must discard 1 or 2 cards to take it back to the normal limit — he can, of course, choose to discard any of his cards, not only the extra ones he drew. Discards are always placed face up and the other player is allowed to look at them.

PLAYING PSYCHIC ATTACK CARDS

To play a psychic attack card, simply lay the card face up on the table and call out the effect you're casting, be it a named attack such as Hellfire, a force card, or a close assault bonus.

To use a card, a psyker must be in play. This means that Hybrid psykers cannot make any sort of psychic attack or defense until they've been converted from Blips. Note that some psychic attacks automatically convert a targeted Blip — in such a case, the Hybrid is allowed immediately to play a force or Aura card in defense.

Most cards are played during one or other player's action phase, but the process is the same whenever a card is played. As soon as you play the card, you must specify which psyker model is playing the card and which model, feature or section is the target (if there is one).

You then resolve the effects of the attack and place the card face up on the discard pile — if the card was a section effect with a marker, place the appropriate marker on the affected section.

In most cases, the psyker casting the attack must pay for the card with APs or CPs as an action. If the model is active (ie the one currently spending APs for movement, combat, psychic attacks etc), it costs 0 APs to make a psychic attack with a card from the trump suit and 1 AP to make a psychic attack with a card from any other suit. A psyker can continue to play trump cards for free after he's spent all his APs if he does so before another model is activated.

Inactive models must spend CPs to play attack cards. This means that the Stealer player can only use active models to make attacks; the Marine player has the option of using inactive models both in his own turn and in the Stealer turn.

For inactive models, the cost goes up by one point, so playing a card of the trump suit costs 1 CP and playing any other card costs 2 CPs. Playing cards in this fashion (i.e. using them to cause the named effect) always counts as an action. This is important when you play a card in the enemy turn.

Playing a card as a force card or to receive a close assault bonus, on the other hand, costs 0 APs and doesn't count as an action. A player can use a force card whenever he's under psychic attack (except against unstoppable attacks) at no cost and without performing an action. Enhancing a close assault only costs the normal amount for the close assault itself (i.e. 1 AP if attacking, free if defending).

Aura cards are different from any other cards: they can be played for 0 APs at any time, in either player's turn, whenever the psyker suffers a kill, regardless of whether they're in the trump suit or not. Using an Aura doesn't count as an action. Simply lay the card down, declare the psyker has shielded himself from the kill with an Aura, and then place the card on the discard pile.

If a psyker in overwatch plays a psychic card that counts as an action, he immediately loses overwatch. This includes making any sort of psychic attack but playing a force card or an Aura doesn't lose overwatch. Defending against a close assault loses overwatch as usual, even though playing the card to get a bonus isn't itself an action.



PSYCHIC ATTACK CARDS

The psychic attack cards contain most of the information you'll need during play. Once you've played several games of Space Hulk using the Genestealer psychic combat system, you probably won't have to refer to this section very often. For your first few games, however, it's best to check through the notes on each psychic attack until you're sure you know how the cards work. Unless the description says that a card is an exception, all the normal rules given in the Psychic Combat section apply to all the cards.

When you're playing, you'll sometimes come across a situation where you wonder whether or not a certain target can be affected. You'll find that checking the range, effect and targeting rules almost always clarifies any problem.

Rolls to Kill

The Psychic Attack Cards Reference Table lists the rolls to kill for the different cards. It also summarizes the range, area of effect, targeting and so forth for each card. It's a good idea to refer to this table as you read the card descriptions to get a complete picture of what each psychic attack can do.

AURA CARDS

An Aura is a psychic shield that the caster throws around himself, putting all his power into a single brief defensive screen that surrounds him, protecting him from harm. The Aura nullifies any kill suffered by the psyker, even one resulting from a psychic attack.

There are two Aura cards in each suit. An Aura card can be played at any time, for no AP cost, and it doesn't count as an action to play the card. A model in overwatch that saves its life with an Aura card does not lose its overwatch.

The important difference between playing an Aura card and playing a force card is that an Aura only nullifies one kill suffered by one model. For example, if a section effect card hits a psyker who loses a force battle, the subsequent use of an Aura saves the life of the psyker, but doesn't stop the attack from taking its full effect on any other models or features in the section.

Auras can also be used as force cards. Auras are unusual because they act as force cards against their own suit. There isn't a force icon on the card as it's the same as the suit icon — this doesn't stop it acting as a force card.



PSYCHIC ATTACK CARDS

THE PSIONIC SUIT

CONTROL

The psyker hunts the soul of his enemy through the warp, trapping and encircling it briefly within his own strong soul. For a moment, he is able to touch the mind of his victim, controlling thoughts and actions, before the victim is able to break free with a shudder of cold terror.

The psyker who successfully plays this card briefly takes over an enemy model's mind: the target model can be made to perform one move, turn or operate mechanism action costing no more than 2 APs (only one action — two actions each costing 1 AP are not allowed). A model in overwatch who is affected by a Control card loses his overwatch.

The Controlled model is not completely subdued and can resist commands to fire on a friendly model or do something obviously suicidal, like shooting itself— however, it could be made to move into the LOS of an enemy model, even though this exposes it to a potentially fatal attack. A psyker cannot be forced to play a psychic effect card.

MIASMA

The psyker projects a field of rapidly-changing random psychic energy that manifests itself visibly as ever-shifting, multi-colored lights. The walls and floor shimmer and dark fire runs the length of force weapons as their psychic power is leached into the warp.

The Miasma drains the psychic abilities of anyone within it, disrupting any attack they try to make and dispersing the energy as glistening ribbons of color that wind around them before rapidly fading.

Psykers in the affected section cannot play any cards at all for any purpose whatsoever. The sole exception to this is the use of a force card to dispel the attack in the first place. Once the Miasma field has affected the section, it's impossible to make psychic attacks out of or into the section — even Aura cards can't be played to nullify kills.

A psyker within a Miasma field cannot use psychic cards to enhance close assault rolls and the automatic +1 bonus to close assault using a force weapon is lost as the psyker can no longer channel his power into the blows.

Force cards can't be played by a psyker within the section to disperse the Miasma but psykers outside the section with LOS to it can use force cards to disperse the field. The shifting patterns of a Miasma block LOS, but not movement — this is the only effect upon non-psykers.

SCAN

Sending tendrils of psychic power out before him, the psyker is able to look into an unseen area with his mind's eye and see what it contains. Those affected feel a spine tingling chill as ghostly feelers brush across their skin and probe their minds. The air becomes slightly misty and a distant whistling noise is heard from all sides. As the psyker withdraws his presence, a freezing wind whips through the area, leaving a thin rime of frost on the walls.



This card is used to Scan a single section containing at least one Blip and/or enemy psyker. The Scan immediately converts any Blips on the section. Additionally, for each enemy psyker on the section, the caster can examine two psychic attack cards in his opponent's hand. As it's instantaneous, the Scan card goes onto the discard pile — there is no section effect marker.

When Scanning Blips, the Marine player chooses one Blip at a time, turns it over and places the models accordingly. Once all the Blips on the section have been converted, the Marine player may stop the clock while the Stealer player selects their facing. If there are any problems finding the right models, the Marine player may stop the clock while the models are located.

SMITE

The psyker unleashes a carefully directed burst of psychic energy that only affects his enemies — by seeking out the strong emotions of hate and animosity they project towards him, the psyker can target his attack with great accuracy. Those who are unable to defend themselves are struck down as their brains overload with the psychic assault. Flames of golden fire lick from eyes and ears as the victim's face melts and his bones crumble into a fine yellow sand. Only enemy models on the affected board section are hit — friendly models are unaffected. Any enemy models that aren't defended by a force or Aura card are killed. The results are instantaneous, so the card goes directly onto the discard pile and there's no section effect marker.

PSYCHIC ATTACK CARDS

THE POWER SUIT

LIGHTNING ARC

A bolt of psychic energy flies from the caster's hand to strike down his chosen target, then leaps from enemy to enemy until its destructive power is exhausted. The Lightning Arc inflicts one hit on up to six different targets. The casting player has a free choice of which targets are struck by the Lightning Arc, but may not direct more than one hit at each model or feature. The attacker can choose the next target after each hit is rolled.

All the targets of a Lightning Arc must be within a 12 squares range of the caster and the most of the rules for blind targeting apply. The only difference is that the Lightning Arc needs a clear path between targets. You cannot target through an intervening model, though you may be able to trace a LOS around it (see example below). If a model, door or feature survives the attack, nothing beyond can be attacked unless the caster can trace a line of sight that doesn't pass directly through the surviving model. When targeting the Lightning Arc, you must identify a clear path the lightning can take to reach its target.

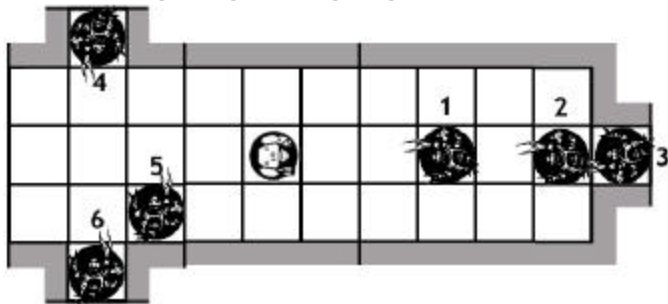
For each target, roll a dice and refer to the following table to find the result:

Target	Roll to Kill/Destroy
Blip	-
Genestealer	3
Hybrid	2
Marine	4
Door	4
Bulkhead	No Effect

The Lightning Arc continues until all six hits have been used, or until there aren't any targets within range that haven't already been hit and survived. If at any point a psyker survives by using either a force or an Aura card, the Arc is halted and any remaining hits are lost.

If the Lightning Arc is targeted at a Blip, the Blip is converted as usual. The casting player can now choose which model or models to attack with the Arc. If the Blip only represented one model, the casting player must roll for at least one attack on the model but can then target other models (including other Blips). If the Blip converts to a Hybrid psyker he immediately gets to play a force or Aura card in defense.

Example of Lightning Arc Targeting



The Librarian in the diagram casts Lightning Arc to attack the six Genestealers around him. He may only make one attack on each Genestealer, and he gets to choose what order the attacks are made in. He chooses to attack Genestealer 1 directly in front of him. If the Genestealer survives, he can still attack his next target, Genestealer 2, even though his line of sight is blocked. This is because the Librarian can trace another route to his target that goes around Genestealer 1.

If Genestealer 2 also survives, the Librarian wouldn't be able to attack Genestealer 3 because there's no route to the target that doesn't pass through a wall or through Genestealer 2. Normal blind targeted attacks allow you to target over intervening models, but Lightning Arc is a partial exception to this rule because a physical path is required for the attack to reach its target. There is no such path to Genestealer 3 unless Genestealer 2 is destroyed.

Genestealers 4, 5 and 6 can all be attacked regardless of whether or not any of them survive. Again, the Space Marine Librarian can trace an alternate route to the Genestealer 6 even if Genestealer 5 survives and blocks that direct path. The Lightning Arc itself can move any amount to reach its targets so long as it never leaves a 12 square range of 12 from the caster.



PSYCHIC ATTACK CARDS

VORTEX

The psyker creates a whirlwind of pure energy that destroys everything it encounters. Once it has been created, the Vortex runs out of control and moves around the space hulk causing horrible damage. A Vortex is totally devastating, a wild tornado of destruction that removes everything in its path and leaves nothing but empty corridors in its wake.

Once placed on the table, the only thing that can survive a Vortex is a psyker using an Aura. However, a psyker cannot play any psychic cards except Auras until he leaves the affected section.

As with a flamer hit, surviving models may move freely in the affected section. Otherwise, a Vortex blocks movement and completely blocks LOS — models can't trace LOS to the nearest section edge or even to enemy models standing directly beside them within the affected section. If a model is still in a Vortex during the endphase of a turn (except the turn in which the Vortex was cast), it takes another automatic kill.

After the first turn, a Vortex may move around the board. Check for this at the start of each section effects endphase, before any rolls for damage, dispersal or decay are taken. To see if the Vortex moves, roll a dice. On 1—4, the Vortex moves onto an adjacent board section as indicated by the arrows on the card. On a 5 or 6, the Vortex stays put.

If there is no adjacent board section in the direction indicated, or if that section is blocked by another psychic section effect, the Vortex remains in place. A Vortex will move onto an area occupied by an ordinary section effect marker (e.g. a flamer hit), even if it normally blocks LOS. Ordinary weapon effects are then instantly removed.

When a Vortex moves, any models on the newly affected section suffer an immediate kill. Psykers still have a chance to use an Aura card to save themselves. Vortices are allowed to move off table. The Vortex simply vanishes out of play, automatically destroying any Stealers lurking outside that entry area.

HELLFIRE

The psyker unleashes a roaring blaze of psychic energy that erupts around his opponents, burning them with the fires of his enmity. The affected area is filled with huge red and orange flames as the furnace heat boils off flesh and blood, melts armor and blackens even the hardened plasteel walls of a space hulk.

Hellfire affects all the models in the targeted section. Roll one dice for every Blip or model in the section and refer to the following table to find the result:

Target	Roll to Kill/Destroy
Blip	2
Genestealer	2
Hybrid	Auto
Marine	3
Door	No Effect
Bulkhead	No Effect

Any models that survive the Hellfire attack are treated just as if they've survived a flamer hit, so they're free to move off the board section if they wish. The effect blocks LOS and any other movement into the section.

During the section effects endphase of every subsequent turn (not including the turn in which the Hellfire was cast), roll again for every model in the section containing the Hellfire effect marker to see if they take another hit. The rolls to kill for these subsequent hits are the same as those for the first hit.

ASSAIL

As the psyker concentrates his power into a hail of mighty blows, his enemy is flung about as if battered by the huge hands of a giant, invisible assailant. The air around the victim crackles with sparks of ruby light as pulsing lines of energy entwine him and hurl him to the ground.

The caster moves the target model up to 3 squares in any direction and also chooses its facing. You can move the model around corners, onto section effects that don't block movement and over rubble, pitfalls, ladders, etc. You can't move an Assailed model through obstructions that would normally block movement, such as closed doors, bulkheads, crates or other models.

If the card is played during the enemy turn, the Assailed model loses 3 APs. Models in overwatch who are Assailed lose their overwatch.

The player casting the Assail can choose to place an Assailed model prone after moving them. A prone model has no line of sight and cannot move, shoot, or close assault until it gets up. Prone models suffer a -1 to any close assault rolls, but they may stand and face their attacker if they tie or win.

AP costs for prone models to get up

Terminator	2 APs
Space Marine	1 AP
Genestealer/Hybrid	0 AP

A Marine that is assailed cannot spend CPs as a response to the psychic attack — he's too disoriented and shaken to be able to respond. This means he cannot immediately spend CPs to turn or stand up. This restriction only applies to the Assail itself. The Space Marine can spend CPs as usual if another action is taken in his line of sight.



PSYCHIC ATTACK CARDS



THE KINESIS SUIT

BLAST

The psyker uses his power to smash an inanimate object and hurl it backwards, crushing whatever or whoever is behind it. Other psykers see emerald beams of energy hurtle from the psyker's pointing hand towards his target — those without the second sight catch a glimpse of a great fist from the corner of their eye as it smashes into the target and flings it back.

A Blast only affects features such as doors and crates; it cannot under any circumstances be used directly against a model, although models can be killed if caught in its way. The Blasted object — and hence the path of destruction — always moves 6 squares directly away from the caster along one row of squares. It cannot move diagonally.

Features, models and Blips in the path of the Blasted object are automatically destroyed; the only way to survive the Blast is by playing an Aura card. If any part of the Blasted object is stopped, whether by a surviving model or a wall, the entire Blast is immediately halted.

JINX

The psyker throws a Jinx onto mechanical devices, causing them to temporarily malfunction. By entangling small mechanisms within the webs of warp-space, the psyker can twist their movements so that firing pins fall on empty space and cogs never mesh, spinning idly without effect.

A Jinx stops all the weapons within the targeted section from working. As the Jinx only affects mechanical devices, psychically-attuned weapons are unaffected; for example, a bolter doesn't work but a force weapon operates as usual. This only affects weapons actually in the target section; models can shoot into or through a Jinxed section normally.

A Jinx does not block movement or LOS but it does prevent doors in the affected section from opening or closing. A Jinx only operates on simple mechanical devices such as the firing mechanisms in weapons and door locks — it doesn't affect Armor or the far more complicated technology of power weapons (so close assault weapons such as power swords, lightning claws etc work as usual within a Jinx).

SWITCH

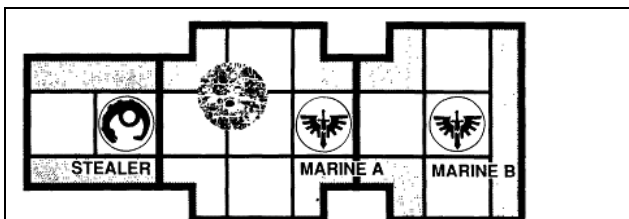
By telekinetically operating the control mechanisms, the psyker can open or close a nearby door, possibly blocking or opening a vital line of sight to the enemy. As he reaches out with his mind, crackling green sparks leap from the control panel, arcing across to surround the door with an eerie light as it moves under psychic control.

Doors on space hulks are designed so that they cannot possibly injure anyone. They simply will not close if anyone — or anything — is in the way (i.e. standing in the door's square). Switch doesn't work on a Jinxed door — the Jinx has scrambled the control mechanisms and the psyker cannot override them until the Jinx is dispelled.

TELEPORT

The psyker manipulates the link between warp-space and realspace to open a short-lived portal into the warp. He steps into the portal and disappears from realspace, instantly reappearing a few yards away as the portal slams behind him, shutting out distant cries echoing from the warp.

The psyker can teleport to any other square on the board. The square the psyker moves to must be empty. He can't teleport into a section affected by a psychic section effect, but he can teleport into a normal section effect (like a flamer hit) if he wishes. Any damage roll should be taken immediately upon entering the affected section. The card's targeting is unrestricted, so psykers can teleport through anything including doors, bulkheads, psychic section effects (except Miasma), etc.



Example or Jinx: Marine A cannot fire at the Stealer — if he takes a step back, his weapon becomes functional and he can fire. Or, if he takes a step forward and to the side, Marine B can fire through the Jinx field at the Stealer. If the Stealer enters the field and attacks Marine A, the Marine can fight in close assault as normal — his power glove is not affected.

PSYCHIC ATTACK CARDS

THE TEMPORAL SUIT

BURST OF SPEED

The psyker creates an accelerated time field around himself, making it seem to him that everyone else is hardly moving at all. As he strides forward, ripples of blue fire run up and down his limbs, leaving pools of luminescence wherever he steps.

This card can only be played during the psyker's own turn. Playing the card ends the psyker's original move immediately. However, the psyker remains active and gets to spend his normal AP allowance all over again. Burst of Speed doesn't affect CPs — any CPs spent by the psyker before the card is played are not recovered. A psyker under the influence of a Burst of Speed that enters an area affected by a Warp Time card still has to pay double APs for each action, as usual.

PRESCIENCE

By opening his mind to the echoes of future events rippling backwards through the warp, the psyker is able to foretell things that are about to happen. With second sight, he sees a few seconds into the future. Shadow-images of his opponents move and fire, revealing attacks as yet unplanned.

Because he can see a very short time into the future, the psyker is able to predict the movement of his targets. He receives a +1 bonus to all attacks until the end of the next enemy turn.

The duration of this effect applies even if a Marine psyker casts Prescience in a Stealer turn — he gets the bonus for the rest of that turn, his next turn and the Stealer's next turn.

The bonus applies to both psychic and physical attacks, and is for both ranged and close assault combat.

STASIS

Stasis freezes time in a small area, causing it to appear from the outside as a dull black, impenetrable shell. By opening a small hole into the warp, the psyker bleeds time out of the area affected. For those within the Stasis shell, time stops — when the Stasis eventually fades, it will seem that anyone outside has instantaneously leapt to a new position.

Stasis affects a single board section — in effect, that section is out of the game while the Stasis is operating. Stasis itself never causes any actual harm but the models inside can't perform any actions and are completely immune to attack or other psychic effects. Models in the target section are frozen in place until the Stasis wears off but can then move, fire, use psychic powers, etc just as before.

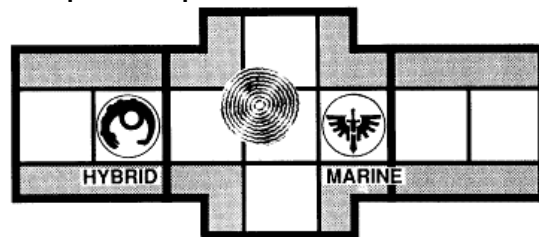
Stasis blocks LOS and movement. As a section effect, it also blocks blind targeted psychic attacks — it doesn't block free targeted attacks even though the section is considered as out of the game for all other purposes.

WARP TIME

The psyker draws on the strange fluxes within the warp to slow down time within a chosen area. By diverting the currents of wartime into realspace, he twists time back and forth on itself. To onlookers, those affected appear to be moving in slow motion. Within the Stasis field, people feel themselves pushing against an unseen barrier that traps and hinders their movement. Warp Time affects all the models within a single board section. The points cost for any action is doubled, even when models are moving onto or off the affected board section.

Models affected by a Warp Time cannot go into overwatch — their reactions are just not fast enough.

Example of Warp Time



If the Marine wants to move in the section, he must pay double APs — e.g. it costs 4 APs to move forwards to reach the Hybrid psyker, 4 APs to step backwards one square out of the section, or 2 APs for each shot. He cannot go into overwatch. If the Hybrid wants to enter the section, it costs 2 APs to move into as well as 2 APs to move within the section. The Hybrid could fire a weapon or cast a model effect attack at the Marine, but not another section effect — if it's within the section, all these action cost double APs.



An Inquisitor receives the blessing of his superior.

LEVELS OF MASTERY

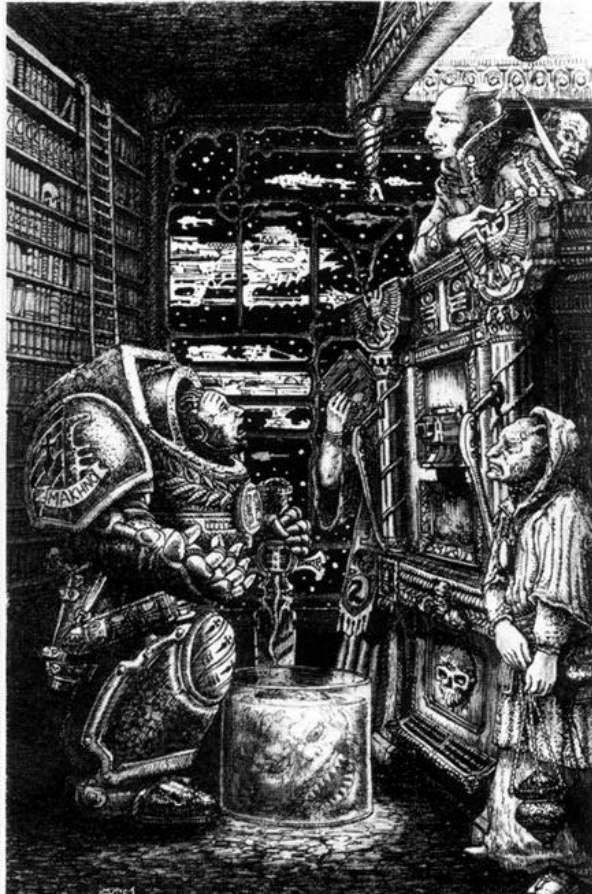
The path to psychic mastery is long and tortuous. There are many dangers on the way: the unwary invite possession by Daemons; the foolhardy risk everything before they are prepared and are crushed by forces beyond their understanding; the proud may be ensnared by the seductions of Chaos.

Some fail at the first step; many see their souls consumed by the insatiable hunger of the dark beings within the warp. But for those who persevere and survive the arduous road, mastery brings great knowledge and power.

THE FOUR LEVELS OF MASTERY

There are four levels of psychic mastery, ranked from 1st level (the weakest) to 4th level (the most powerful). For Marines, these equate to the four ranks of Librarian: Lexicanian, Codicier, Epistolary and Chief Librarian.

A psyker with only 1st level of mastery is a relative novice, taking his first steps in controlling and focusing the raw energy of the warp. A 4th level master wields consummate power, able to strike down his enemies, bend space and time, and control those around him by pure force of mind.



Inquisitor Makhno reporting with the head of a slain Patriarch as a trophy

Throughout the psychic combat rules so far, we've assumed that all psykers are 4th level — this makes explaining the rules a lot simpler and clearer. When you play your first few games using the psychic combat system, it's worth sticking to 4th level psykers.

Once you've got the hang of the system, feel free to experiment with psykers of other levels, even using several different levels of psyker in the same game. The levels of mastery rules that follow are mainly for Marines. Hybrid psykers draw on the shared psychic power of the brood and are all usually treated as 4th level. If you want to use Hybrid psykers of other levels, however, there's no reason you shouldn't and the rules for Marines apply equally to Hybrids.

Regardless of what levels of psykers are in his force, the Marine player gets the same hand of cards, 2 cards plus 1 card per psyker of any level, and can still temporarily exceed this hand by 2 cards during his psychic cards phase. However, the AP and CP costs to play psychic cards now vary with the level of mastery, reflecting the relative effort that each level of psyker must invest in summoning power from the warp.

The cost is greatest for 1st level psykers and least for 4th level psykers. The costs that we've been using elsewhere in this book are for 4th level psykers — for each level lower, it costs 1 more AP or CP for a psychic action (ie playing a psychic attack card). Playing force and Aura cards and using a card's close assault bonus are not actions and cost 0 APs for all levels of psyker. The following table summarizes the AP costs for various psychic actions for each level of psyker. If the model is inactive, add +1 to the cost.

Level of Mastery	Rank of Librarian	Trump Suit	Other Suit
1st	Lexicanian	3 APs	4 APs
2nd	Codicier	2 APs	3 APs
3rd	Epistolary	1 AP	2 APs
4 th	Chief	0 AP	1 AP

Identifying Librarian Models

If you're using different level Librarians, you'll need to be able to tell the models apart so that each one is paying the right AP or CP costs for playing psychic attack cards. The best way to do this is to paint each model with the correct color scheme for that rank of Librarian. A Librarian's rank is shown by the color of the banding around the plates of his Terminator armor and the color of the gems studding his shoulder pad.

Level	Banding	Gems
1st	Gunmetal	Black
2nd	Bronze	Green
3rd	Silver	Blue
4th	Gold	Red

Librarians are colored the same as other Terminators in their chapter, except Dark Angels are white.

FORCE LISTS

Force List allows players to carefully choose their forces for each mission. You decide what weapon combinations you will use and whether the situation calls for specialists such as a Captain or a Librarian. Using the force list brings a whole new feel to the game. The potential for variation is enormous. You can replay every scenario several times, trying out different squad and weapon combinations in each game. If you get beaten with one force, pick a different force next time and try again. Rather than Terminators, you may choose to pit Eldar Harlequins, Imperial Guard, or Chaos Terminators against the Genestealer menace. The Genestealer player can opt to include some troops from the Tyranid Forces. These rules can be used for any of the published Space Hulk scenarios as long as both players agree to use them before the game begins.

Determining Force Points

The easiest way to determine how many points the marine player has to buy his force with is to look at the squads that the mission normally played with and figure out how much they're worth. That's how many points you get to assemble your squads from the force list. The Missions section includes these values in the listing for Marine Forces. A standard squad, consisting of 1 Sergeant, 1 Flamer Marine and 3 Marines with storm bolters, is worth 10 points on the force list.

Games With Other Types of Forces

The lists within this volume will allow you to play matches with a wide variety of forces besides the terminators. Using these rules you can create scenarios that pit regular Space Marines, Eldar, Imperial Guard or even Chaos Terminators against the Genestealer menace. Of maybe you want to pit chaos forces against the Terminators in the narrow corridors of the hulk. Once you allow for matches where both sides have a variety of ranged weaponry, you can depart from the bugs versus soldiers mentality that embodies the original game. It's fast action shoot'emup...warhammer style! Go nuts!

Using a Force List

1. Select squads from those listed. Unless otherwise specified, the Marine player may have any number of squads in his force. (In some cases this will mean that some Marines will not fit on the Marine entry areas specified for the mission. If so, simply add spare straight corridor sections to the Marine entry areas until all of the Marines can fit.) At least one Sergeant or Captain must be included in the force. A force may never have more than one Captain.
2. Equip each squad with any weapon upgrades or reloads that you want from the options section of the appropriate box.
3. Add up the total value of the points you've spent and make sure that it does not exceed the value of the forces that were intended for the mission. If it does, you've got to redesign your force until you've spent the proper amount of points.
4. Now you're ready to play. Objectives, Genestealer forces, deployment, special rules and victory conditions apply exactly as stated in the mission briefing.

Bidding To Play As The Marines

Bidding is another way to determine the force points for a mission, assuming that both players want to play as the Marines. Bidding is recommended for experienced players who have a grasp of what their bid will amount to in a number of troops. Here's how it works. After a mission is selected, both players secretly write down the number of points they would like to spend on a Marine force for the scenario. The player who makes the lowest bid gets to be the Marine player. He then uses the number of points he bid to pick his force from the force list. This force is used instead of the force listed in the scenario, not in addition to it. If both players bid the same amount, they must each make new bids until one player makes a lower bid than the other.

Remember when you're bidding that the higher the number of points you bid, the more Marines and weapons you can buy, but that you're less likely to get to be the Marine player. On the other hand, if you bid low you're certain to be the Marine player, but your chances are slim. If there are Genestealer Hybrids in play, be sure to bid enough points that you can purchase some psykers to pit against them—the minimum for a command squad containing a Librarian with 1st level of mastery is 30 points.

TERNINATOR FORCES

TERMINATOR FORCE LIST

The space marines in classic Space Hulk wear Terminator armor, which is also known as Tactical Dreadnought Armor. Constructed from heavy gauge plasteel plating designed to withstand the high pressures found inside plasma reactor shields, Terminator armor is virtually impervious to most weapons. Each suit contains its own independent power supply, life support systems, communications array, and targeting systems for weapons. They are heavily armed and many carry teleport homers, bio scanners, and energy scanners. Almost all chapters of space marines have suits of Terminator armor and train a small number of their best Marines in its use. The suits themselves are valuable and often very old. Many bear the scars or medallions commemorating past actions, and all terminator armor is treated with the reverence due to ancient relics.

Use the list below if you want to construct your own squads from the ground up. Page ahead to see examples of squads that are ready to play

Terminator Space Marines	Cost	CA	Skill	Weap	Pick Object*	Weapons & Notes
		Dice	CAB	CAB		
Marine	1	1	0	0	Yes	Power Glove, Storm Bolter
Heavy Weapon	5	1	0	0	Yes	Power Glove, Heavy Weapon
Sergeant	2	1	1	0	Yes	Power Glove, Storm Bolter,
Captain	5	1	+2**	0	Yes	Power Glove, Storm Bolter, Grenade Launcher (10 Plasma grenades), Power Sword**, +2 CPs
Thunder Hammer	1	1	0	+2**	No	Thunder Hammer, Storm Shield**
Lightning Claws	1	2	0	2	No	2 Lightning Claws
Librarian	4/14	1	1	0	Yes	Force Weapon, Storm Bolter, Aegis Suit, Psychic Powers, gets Psi Points
Chaplain	3	1	2	0	Yes	Power Sword, Storm Bolter, Inspiration***

* If carrying anything cannot use Close Assault Weapon (you are dead meat!)

** Can Parry one Attack.

*** Inspiration: every model within 3 squares get an additional +1 Skill CAB.

Skill CAB is always applicable. **Weapon CAB** is applicable if opponent is in the Front Square.

TERMINATOR MARINES

Terminator Space Marines are typically armed with storm bolters and power gloves. Extremely effective against individual Genestealers at long range, a Marine is in real trouble if a Stealer gets within clawing distance!

HEAVY WEAPONS TERMINATOR MARINE

Heavy Weapon Marines are armed with weapons that do more damage but have limited ammunition, like the heavy flamer and assault cannon. They have the same stats as a terminator space marine, but their weapons usually cost 2 AP to fire.

TERMINATOR SERGEANTS

These are the commanders of the Squads. They are particularly powerful in Close Assault with the Genestealers, where they receive a +1 to their die roll. The Marine Sergeants are usually armed with storm bolters and sometimes with power swords.

TERMINATOR MARINE CAPTAINS

Captains are frequently armed with power sword, storm bolter and power glove with built-in grenade launcher (see Weapons). Marine Captains make far more formidable opponents for a Genestealer than a standard Marine, giving them a +2 to their close assault roll. More important, they are skilled leaders, able to extract the utmost effort from troops under their command.

TERMINATOR FORCES

Marine Captains and Command Points

For each Captain in play, the Marine player receives two additional Command Points. If this gives him seven or eight CPs, he keeps track of the additional points with an extra command dice: for example, when he spends his seventh CP, he turns one command dice to 6, and the other to 1. If a Captain is removed from play, the Marine player gets to spend any remaining extra CPs during that turn. In subsequent turns, however, the Marine player no longer enjoys the benefits of a Captain's CP bonus.

Marine Captains and Close Assault

The Marine Captain is a skilled fighter and receives a bonus of +2 to his close assault dice roll. In addition, his power sword allows him to parry (see New Weapons) a Genestealer's attack. The Captain is also armed with a storm bolter and has a grenade launcher built into his power glove.

CLOSE COMBAT TERMINATORS

These Marines close assault weapons rather than storm bolters. If this sounds risky, just remember that a Terminator equipped with lightning claws rolls 2 dice with a +2 close assault bonus to the highest one. The thunder hammer and storm shield are a strong offensive and defensive combination, rolling one die with a +2 CAB and the option to parry with the storm shield.

TERMINATOR LIBRARIANS

Librarians are powerful psykers, able to channel the force of their minds into their weapons and sinister powers. The Librarian is equipped with a storm bolter and a force axe (see New Weapons) and receives a +1 close assault bonus. In addition, he may spend psi points to further increase his close assault roll with his force axe as described below.

The Librarian's cost on the force list varies depending on which set of rules are used for psychic warfare. In the *Deathwing* rules (where the Librarian uses psi points exclusively to gain close assault bonuses with a force weapon) a Librarian costs only 4 points. If Psychic Attack Cards from the *Genestealer* supplement are used the Librarian's cost rises to 14 points to reflect the vast range of powers the Marine player gains under those rules.

Psychic Mastery and Psi Points

Librarians are ranked according to mastery level. There are four different levels of mastery - the higher the level, the stronger the Librarian. Any mission which uses Librarians will specify their mastery levels in the Forces section. If you are using the Terminator force list, all Librarians start off at 1st level, but can be upgraded to higher levels.

Librarians and Close Assault

If Psychic Attack Cards are being used, these rules do not apply.

Librarians are armed with force axes, special weapons which allow them to channel the power of their minds into their blows. At the start of the game the Librarian has a number of psi points that is dependent upon his psychic mastery level, as shown on the chart below. When the Librarian has spent all of his psi points, he cannot spend any more during that mission. These points can be channeled into weapons like the Force Axe and Thunder Hammer. Psi points can be used to play Psychic Attack cards in games that use the optional Psychic Warfare rules. For further information, see Weapons and Psychic Warfare.

During the game, the Marine player keeps a running total of the Librarian's expenditure of psi points on a piece of scrap paper or on the roster sheet at the back of this book.


PSYCHIC MASTERY LEVEL TABLE		
Level of Mastery	Title	Psi Point
1st	Lexicanian	10
2nd	Codicier	20
3rd	Epistolary	30
4th	Chief Librarian	40

TERMINATOR CHAPLAINS


Though it's exceedingly rare, a few chaplains have been known to join squads in the crusade to rid the universe of the Genestealer plague. Chaplains are usually armed with power swords and their skill in hand-to-hand combat earns them the same +2 CAB that Marine Captains have. The presence of a Chaplain among their space marine chapter is so inspiring that fellow Terminators within three squares will get a +1 CAB.

READY TO PLAY TERMINATOR SQUADS

TERNINATOR FORCES

COMMAND SQUAD – 20/30* POINTS	
	
1	Captain with storm bolter, power sword and power glove with grenade launcher
1	Librarian, psychic mastery level 1, with storm bolter and force axe
1	Marine with flamer and power glove
1	Marine with assault cannon (1 free reload) and power glove
1	Marine with power glove and <i>either</i> flamer <i>or</i> assault cannon (1 free reload)
4	Marines with storm bolters and power gloves
OPTIONS	POINT COST
Increase Librarian's psychic mastery (maximum 4th)	3 per level
1 flamer reload	2
1 or 2 assault cannon reloads	1 each

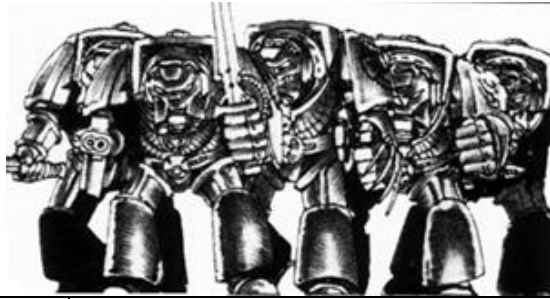
* If a game is played with Psi Points rules for Librarians, then the Command Squad costs 20 points. If rules for Psychic Attack Cards are used the Command squad costs rises to 30 points. This reflects the greater advantage the cards give the Marine Player. Similarly, the cost of additional levels of psychic mastery rises from 3 to 5 points if psychic attack cards are in use.

STANDARD SQUAD – 10 POINTS	
	
1	Sergeant with storm bolter and power glove
1	Marine with either heavy flamer or assault cannon (one free reload)
3	Marines with storm bolters and power gloves
OPTIONS	POINT COST
1 flamer reload	2
1 or 2 assault cannon reloads	1 each
Replace Sergeant with Captain armed with storm bolter, power sword and power glove with grenade launcher	3
Equip Sergeant with power sword	1
Replace 1 Marine's storm bolter with assault cannon (1 free reload) or flamer	4
Replace 1 Marine's power glove with chain fist	1
Replace 1 Marine's entire armament with thunder hammer and storm shield or lightning claws	free



TERNINATOR FORCES

CLOSE ASSAULT SQUAD – 7 POINTS



1	Sergeant with storm bolter and power glove
1	Marine with lightning claws
1	Marine with thunder hammer and storm shield
2	Marines with storm bolters and power gloves
OPTIONS	
POINT COST	
Replace storm bolter and power fist with flamer and power glove	4
Replace storm bolter and power fist with storm bolter and chainfist	1
1 flamer reload	2



HEAVY WEAPONS SQUAD – 6 POINTS

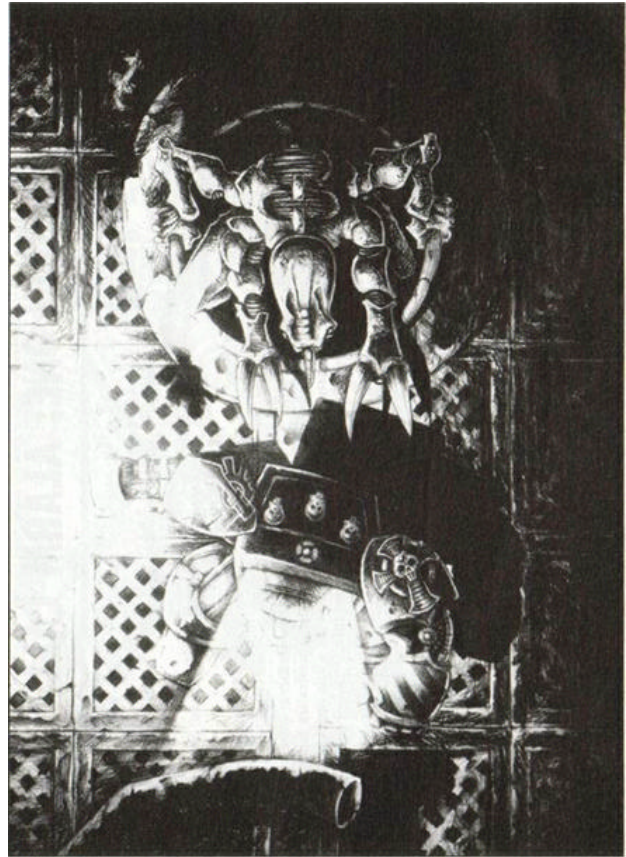


1	Marine with power glove and <i>either</i> flamer or assault cannon (1 free reload for either as well)
1	Marine with storm bolter and power glove
OPTIONS	
POINT COST	
1 flamer reload	2
1 or 2 assault cannon reloads	1 each

RECONNAISSANCE SQUAD – 4 POINTS



1	Sergeant with storm bolter and power glove
2	Marines with storm bolters and power gloves
OPTIONS	
POINT COST	
Equip Sergeant with a power sword	1
Replace 1 Marine's entire armament with thunder hammer and storm shield or lightning claws	free



SPACE MARINE FORCES

SPACE MARINE FORCES LIST

There are many situations for which Terminator armor is unsuitable because of its sheer bulk. Marines wearing it can find their movement severely restricted in the more labyrinthine hulks. This is where the standard Space Marines come in handy. With the reduced size and weight of the standard issue armor, Space Marines enjoy increased maneuverability over their Terminator brethren.

Movement & Turning

Marines in standard issue Marine Armor have 4 action points to spend on movement and shooting, but the cost of those actions varies slightly to reflect their greater maneuverability. A Space Marine can make a 90° turn for no cost in APs, just like a Genestealer. They also have the same restriction against doing this twice in a row to avoid paying the 1 AP cost of a 180° turn. Space Marines with heavy weapons are an exception to this rule; they must pay 1 AP for a 90° turn and 2 APs for a 180° turn. Note that the flamer used by Space Marines isn't a heavy weapon, but a lighter version of the one used by Terminators.



Close Assault

While it does allow more freedom of movement, Space Marine armor is far less powerful than Terminator armor – putting its wearers at a considerable disadvantage in close combat against the ferocious Genestealers. Space Marines roll a single die in close combat, and they have a -2 close assault modifier. Space Marine Sergeants get a -1 modifier. Apply any bonuses from close assault weapons after subtracting the Space Marine's penalty.

Examples Close Assault for Space Marines

- A Space Marine with a Bolter Pistol (+1 CAB) gets an overall close assault modifier of -1 to his close assault die roll.
- A Space Marine with a Chainsword (+1 CAB) and a Bolter Pistol (+1 CAB) gets no modifier to their close assault role and can parry one attack.
- A Space Marine Sergeant

Use the list below to construct your own Space Marines squads from the ground up. Look on the next page for examples of squads that are ready to play.

Space Marines in Power Armor	Cost	CA Dice	Skill CAB	Weap CAB	Pick Up Object*	Pay for 90° turn	Weapons & Notes
Marine	0.5	1	-2	+0	Yes	No	Bolter
Heavy Weapon	2.5	1	-2	-1	No	Yes	Heavy Weapon
Special Weapon	1	1	-2	-1	Yes	No	Special Weapon
Assault Marine	0.5	1	-2	+2	Yes	No	Bolt Pistol + Chainsword
Sergeant	1	1	-1	+0/+2	Yes	No	Bolter OR Bolt Pistol + Chainsword, +30s
Assault Sergeant	1	1	-1	+2	Yes	No	Bolt Pistol + Chainsword
Captain	2.5	1	+0	+0	Yes	No	Bolter, Power Sword, +2 CPs
Chaplain	3	1	+2	+0	Yes	No	Power Sword, Storm Bolter, Inspiration***

Skill CAB is always applicable. **Weapon CAB** is applicable if opponent is in the Front Square.

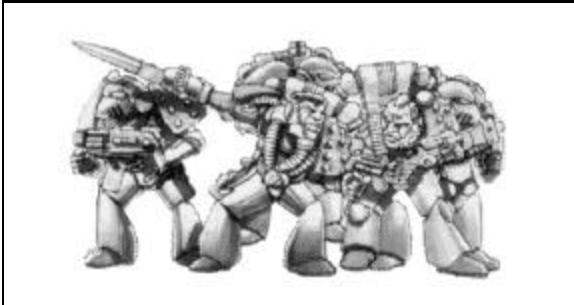
* If carrying anything cannot use Close Assault Weapon

*** Inspiration: every model within 3 squares get an additional +1 Skill CAB.

SPACE MARINE FORCES

SPACE MARINE SQUADS

COMMAND SQUAD – 6 POINTS



1	Captain with power sword, bolt pistol, crak and frag grenades
1	Marine with flamer (1 free reload)
2	Marines with bolters, crak and frag grenades

HEAVY WEAPONS SQUAD – 4 POINTS



2	Marines with bolters
2	Marines with missile launchers armed w/ crak and plasma missiles

CLOSE ASSAULT SQUAD – 4 POINTS

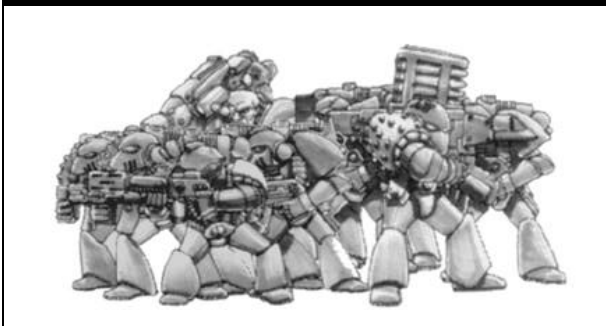


1	Marine Sergeant with bolter, crak and frag grenades
2	Marines with flamers (1 free reload),
2	Marines with bolters, crak and frag grenades

OPTIONS	POINT COST
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Equip Sergeant with melta-bombs	1
Trade Sergeant for Assault Sergeant with bolt pistol and chainsword	free

TACTICAL SQUAD – 8 POINTS

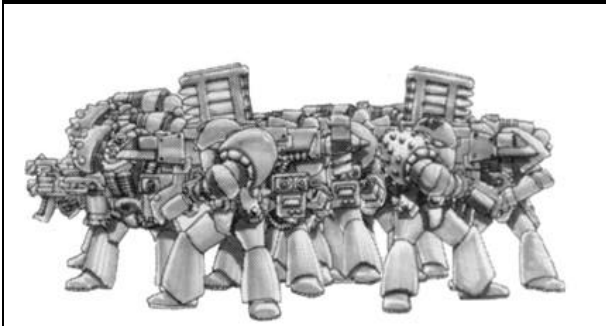


1	Sergeant with bolter
7	Marines with bolters
1	Marine with flamer (1 free reload)
1	Marine with missile launcher armed w/ crak and plasma missiles

OPTIONS	POINT COST
---------	------------

Equip entire squad with crak and frag grenades	1
Equip Sergeant with either plasma grenades or melta bombs	1

DEVASTATOR SQUAD – 14 POINTS



1	Sergeant with bolter, crak and frag grenades
5	Marines with bolters, crak and frag grenades
2	Marines with flamers (1 free reload), crak and frag grenades
2	Marines with missile launchers armed w/ crak and plasma missiles

OPTIONS	POINT COST
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Equip Sergeant with either plasma grenades or melta bombs	1
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SPACE MARINE FORCES

SPACE MARINE CLOSE ASSAULT WEAPONS

Close Assault Weapon	Dice (D6-2)	Skill CAB	Weap CAB	Overall CAB	Parry	Pick Up Object	Cost	Notes
CA Weapon	1	+0	+1	1D-1	No	Yes*	0	-
Power Glove	1	+0	+2	1D+0	No	Yes	0	-
Chain Fist	1	+0	+3	1D+1	No	No	+1	Door Cutter
Power Sword	1	+1	+2	1D+1	Yes	Yes*	+1	-
Thunder Hammer	1	+2	+2	1D+2	Yes**	Yes*	0***	Front & Left Parry
Lightning Claws	2	+2	+2	1D+2	No	No	0***	-
Force Weapon	1	+1	+2	1D+1	Yes	Yes*	0***	Psyker only

* If carrying an object cannot use either Ranged or Close Assault Weapon.

** Storm Shield Parry.

*** Replace Standard Marine Weapons (Storm Bolter & Power Glove).

Skill CAB is always applicable.

Weapon CAB is applicable if opponent is in the Front Square.



IMPERIAL GUARD FORCES

IMPERIAL GUARD

There are times when Space Marines are not at hand when the Genestealers attack. That's when the Imperial Guard steps in, for good or for worse. When entering a Space Hulk the Guard takes only their very best troops, for they know that Lasguns and the Emperor's faith will not suffice against the Genestealers! Here are new rules to bring the unique qualities of the Guard to the game to the corridors of Space Hulk.

Command Points

Imperial Guard squads lack the communication abilities of Tactical Dreadnought Armor. The Captain and Com-link Officer have to shout additional orders to the other squad members. To represent this, the Imperial player loses all command points if all of his officers are dead. Officers include the Captain, Sergeant, Commissar and Com-link Officer. The Imperial player with both a Captain and a Commissar only gets 2 bonus CPs per turn.

Action Points

Guardsmen and officers each have five action points, representing the added mobility of wearing very little armor.

Going on one knee

Standard Guardsmen are who are not carrying anything encumbering (like special or heavy weapons) can go on one knee, allowing their comrade behind to shoot normally. The model behind him can then have LOS and arc of fire over the shoulder of his buddy. A model that's "knee down" may fire their weapon normally.

Fire, then Move

Guard have also developed a technique for close quarter fighting, basically they shoot and hide. This allows you to fire and then move. It's just like the normal move and fire action and all the penalties for sustained fire shooting apply, its just the other way around!

Calling For Backup

This is a rule that both players should agree on using before the game begins. Each squad contains a com-link officer and its generally a good idea to keep him alive, because if he's the last alive he can call for backup. This may be done once per turn, at the beginning of the Imperial player's turn. On a roll of a 5 or 6 on 1D6 remove the com-link model and place the exact same squad you started with in the entry area. This new can immediately resume the mission that its predecessor died attempting.

Move Sideways

Like Genestealers, Guardsmen can side-step into a square to their left or right. They may also move sideways and fire as a single action. However, they must pay 1 AP to turn 90 degrees.

Close Assault

Because Imperial Guard are no way as well equipped or trained as Terminators, they receive a -2 penalty on all close assaults from Genestealers. Bonuses from close assault weapons can offset this penalty.

Light Armor

The light armor of the Imperial Guard emphasizes mobility over protection. When Imperial Guards come under enemy fire, treat them as Hybrids on the weapons chart.

Imperial Troops	Cost	CA Dice	CAB	Pick Up Object*	Notes
Captain	1**	1	+0	No	bolt pistol + power sword, +2 Command Points
Guard	0.2	1	-3	No	lasgun
Assault Guard	0.3	1	-1	No	laspistol + chainsword
Special Weapon	0.6	1	-4	No	various
Heavy Weapon	1	1	-4	No	various
Sergeant	0.4	1	-2	No	laspistol + chainsword,
Com-Link Officer	free	1	+0	Yes	bolt pistol (can radio for reinforcements)
Commissar	free**	1	+0	No	bolt pistol + power sword, +2 Command Points
Ogryn	1	1	+1	Yes	ripper gun or close assault
Ogryn Leader	2	1	+2	Yes	ripper gun or close assault
Ratling Sniper	0.2	1	-4	Yes	sniper rifle
Ratling Sniper Sarge	0.2	1	-3	Yes	sniper rifle

* If carrying anything cannot use Close Assault Weapon (you are dead meat!).

** Only 1 per Game

IMPERIAL TROOP TYPES



GUARDSMAN

These stock troops of the Imperial Guard are well armed and barely armored to aid their swifter execution of (or more often by) the Emperor's will. Guardsmen who serve on space hulk missions are usually well trained, having waged many campaigns, but few have battled the Genestealer menace head on. All Guardsmen and Officers receive 5 action points per turn. Guardsmen who without heavy or special weapons may go on one knee to allow the troop behind them a clear LOS.

CAPTAIN

Captains cost more than Sergeants, but they offer additional Command Points per turn and they carry power swords. The Imperial player is allowed only one Captain in his force. The presence of at least one Captain permits the Imperial player to roll 1 die and add 2 for Command Points.

SERGEANT

Sergeants are the commanding officer of most squads of Guardsmen. The Imperial player is allowed only one Sergeant per squad of guardsmen. The presence of at least one Sergeant on the game board permits the Imperial player to roll for Command Points. Sergeants are armed with a laspistol and chainsword.

COM-LINK OFFICER

Every squad of Guardsmen utilizes a Com-Link to relay orders and to call for additional support (see *Special Rules: Calling For Backup*). The presence of a Com-Link Officer on the game board entitles the Imperial player to roll for Command Points. They are armed with bolt pistols.

COMMISSAR

The Imperial Player may opt to bring a Commissar onto the board for no extra cost, so long as both players agree to it before the game begins. This may not as good a deal as it sounds, because the Commissar's style of command can be a brutal thing (see below: Punishment and Inspiration). His fearsome reputation as both warrior and commander adds 2 points to the Imperial Player's CPs each turn. If the Commissar dies, the Imperial player loses the 2 bonus CPs and an additional CP for the squad's loss of morale. For example: after the Commissar's death, a roll of 1 during the Imperial command phase would result in 0 CPs. The Commissar is armed with a bolt pistol and power sword.

Punishment

The Commissar is uncontrollably compelled to punish guardsmen who do not show proper enthusiasm in their service to the Emperor. With the exception of another Officer, the Commissar must fire at models in his LOS that do not use all their APs. The Commissar gets the APs which the model does not use, and must spend them to shoot at the model or, if necessary, to turn and fire at that model. If the model is killed it doesn't count as inspiration. Similarly, models must be punished for wasting APs by turning 180° twice in a row, moving forwards and backwards in the same turn, going on overwatch when no blips or models will be able to enter the Fire Arc or shooting at nothing. In this case the Genestealer player must point out how it could have been done, and the Commissar must use the unspent points to punish the model. A die roll can always be used to settle disputes over the punishable nature of a model's movement (or lack thereof). As long as the action had at least some effect it is not considered wasting APs.

IMPERIAL GUARD FORCES

Inspiring

The Commissar has a special knack for motivating troops in his command. In order to inspire the Imperial Guards "to serve and die for the Emperor", the Commissar may shoot at any one friendly model, except another Officer, in his LOS and Fire Arc. If he kills the model, then all other Imperial Guard models, except Officers, realize that they must press on, or suffer the Commissars wrath. All models the occupy the same section as the Commissar or the killed model, or has LOS to the Commissar or the killed model, gets an extra AP for this turn only. The Commissar may only try to inspire the Imperial Guards once per turn, i.e. only one shot per turn.

OGRYN

Ogryns are a species of large, powerfully built Abhumans who tend to be rather dim (see below). They are tremendously brave and blindly loyal to the Empire and their fellow troopers.

Ogryns move as if they were Terminator Marines. They may only use CPs when in the same or adjacent section as an Ogryn Leader or an Officer of the Guard.

Hard To Kill

To simulate their tough hide and massive constitution, Ogryns have 2 Wounds and are treated as Power Armor Marines on the weapons chart.

Weapons

Ogryns have a base close assault role of 1D-1. An Ogryn that's equipped with two close assault weapons will roll 2 dice in close assault and gets the CAB for both weapons. Ogryns may replace their hand weapons with ripper guns.

Dangerously Dim

Due to their dull-wittedness, Ogryns occasionally "space out" in battle and forget to take any action at all. When an Ogryn who is not in LOS of an enemy attempts to use his first AP/CP in a turn, the player must roll 1 die; on a 1 the model may not use any AP/CP this turn. If the attempt was to use any CPs then the CPs for the attempted action is lost.

The exception to this rule is an Ogryn that's in LOS of an enemy at the start of his turn; he will not forget to defend its life and takes its turn normally. If an Ogryn was on overwatch the previous turn, and cannot see an enemy at the start of his new turn, he must still roll to make sure he isn't daydreaming.



OGRYN LEADER

Leaders are the brighter Ogryns. Each squad of Ogryns must be lead by a Leader. The Leader also have to pay double for fire, move & fire or reload actions, but he does not have to roll to use APs/CPs. The Leader is equipped with two hand weapons and roll 2D+1 in close assault. The Leader may give CPs to other Ogryns in the same or an adjacent section.


RATLING SNIPERS


Ratlings are small in stature but have a long, notorious tradition in the Imperial Guard. They wear no armor but are difficult to hit due to their size, and are treated as Hybrids on the weapons chart. Ratlings prefer sniping from a distance, and have developed unique ability (in Space Hulk, anyway) to aim their weapons. Ratlings can spend X number of AP to add +X to the HIT roll.

IMPERIAL GUARD FORCES

IMPERIAL GUARD SQUADS

TACTICAL SQUAD		3 POINTS
		
1	Sergeant with laspistol and chain sword	
1	Com-link Officer with lasgun	
1	Guardsman w/ heavy weapon (missile launcher, las cannon or heavy plasma gun)	
1	Guardsman with special weapon (flamer, plasma gun or a melta gun)	
5	Guardsmen with lasguns	
OPTIONS	POINT COST	
Replace Sergeant with Captain	0.6	
Replace 1 lasgun with 1 heavy weapon (see above)	0.8	
Replace 1 lasgun with 1 special weapon (see above)	0.2	
1 flamer reload	1	
Equip whole squad with Frag or Crack Grenades	1	

DEVASTATOR SQUAD		5 POINTS
		
1	Captain with bolter, power sword and +2 Command Points	
1	Com-link Officer with lasgun	
2	Guardsmen w/ heavy weapons (missile launcher, las cannon or heavy plasma gun)	
2	Guardsmen with special weapons (flamer, plasma gun or a melta gun)	
4	Guardsmen with lasguns	
OPTIONS	POINT COST	
1 flamer reload	1	
Equip whole squad with Frag or Crack Grenades	1	
1 or 2 additional Guardsmen	0.2 each	

SUPPORT SQUAD		2 POINTS
		
1	Sergeant with laspistol and chain sword	
1	Guardsman w/ heavy weapon (missile launcher, las cannon or heavy plasma gun)	
3	Guardsmen with lasguns	
OPTIONS	POINT COST	
Equip whole squad with Frag or Crack Grenades	1	

OGRYN SQUAD		6 POINTS
1	Ogryn Leader with ripper gun or 2 close assault weapons	
4	Ogryns with ripper gun or 2 close assault weapons	
OPTIONS	POINT COST	
Equip whole squad with Frag or Crack Grenades	1	

RATLING SNIPER SQUAD – POINTS	
1	Ratling Sergeant with sniper rifle
4	Ratlings with snipe rifles
OPTIONS	POINT COST
Equip whole squad with Frag or Crack Grenades	1

ELDAR FORCES

FARSEERS, ASPECT WARRIORS, WARLOCKS & WRAITHGUARD IN SPACE HULK

The Eldar are one of the most technologically advanced races in the galaxy, having surpassed needing clunky computers and electronics. The Eldar make use of psychic networks and the captured spirits of fallen Eldar to power their machines and enhance their troops. Just like the Imperium, the Eldar Craftworlds face the problems of combating the menace of Space Hulks. Lacking the protection and firepower of the Adeptus Astartes' Terminator squads, the Eldar use their great variety of Aspect Warriors to deal with the Genestealer threat in a totally unique way.

In this article I will cover full rules for using Dire Avengers, Fire Dragons, Striking Scorpions, Howling Banshees and Dark Reaper Aspect Warriors, plus the rules for Exarchs, Farseers, Warlocks and Wraithguard. These rules will allow you to include Citadel's large range of Eldar figures in your games of Space Hulk. Unfortunately, due to the size of this article there isn't room to include a mission or campaign. I suggest that you should experiment with the Eldar in existing missions, or even invent your own. If you have any suggestions or maybe even a mission or campaign of your own, feel free to send them to the Journal.



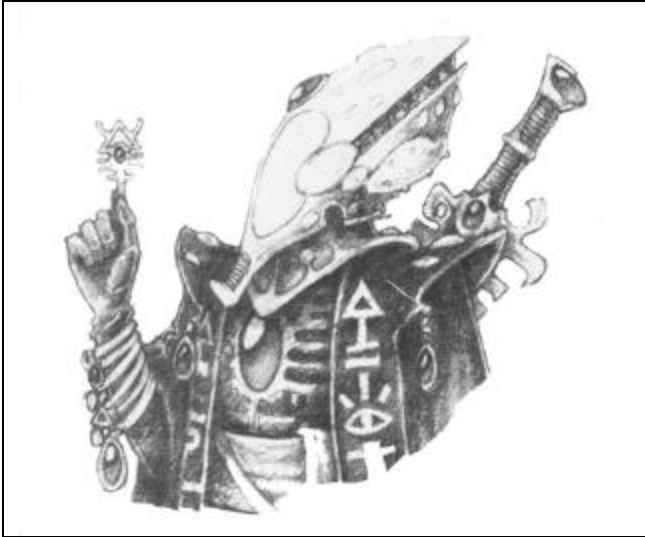
ELDAR ASPECT WARRIOR ACTION SUMMARY

Action	AP Cost for Dire Avenger, Striking Scorpion, Howling Banshee and Warlock	AP Cost for Dark Reaper and Fire Dragon
Move forward 1 square	1	1
Move backward 1 square	2	2
Move sideways 1 square	2	-
Turn 90°	0	1
Turn 180°	1	2
Set overwatch	2	2
Clear jam	1	1
Open/close door	1	1

ELDAR FORCES

FARSEERS

The most powerful seers of all are the Farseers, of which every Craftworld only has very few. They do not normally wake, but spend their time in a state of trance, their spirits roaming at will through the Wraithbone, directing the psycho-energy flow throughout the entire Craftworld. Their visionary skills enable the Eldar to avoid dangers that beset Craftworlds, exploring possible future paths that lie ahead and determining how these paths may be altered. Eldar Farseers do not normally fight in the Eldar's wars but in times of great need his incomparable powers will be employed. When the Eldar come into contact with Space Hulks a Farseer is rarely needed in the actual combat, but a Farseer will always control the Eldar assault from the security of the Craftworld. In the Craftworld it is possible for the Farseer to draw on the great powers of the Wraithbone and the Dome of Crystal seers to aid him in determining the nature of the enemy they face and how best the Eldar can neutralize them.



Eldar Farseer Cards

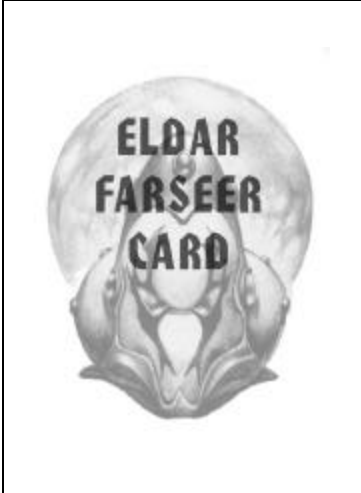
Eldar do not have Command Points, but instead call on the powers of their Farseer to guide them. The Farseer acts a little bit like a Space Marine Commander, monitoring the force's progress and directing the overall strategy. The main difference is that instead of monitoring the force using scanners and the mother ship computers, a Farseer uses his psychic powers and the Wraithbone to monitor the force on both the physical and the psychic plane. The Farseer is able to help by predicting the future and using his psychic powers to either enhance his forces or reduce the effectiveness of the enemy or even to use a powerful psychic power to directly prevent the enemy's action.

The Farseer is represented by a deck of special cards, each card represents an action the Farseer can perform to assist the Eldar force. Before the game begins shuffle the deck of cards and place them face down on the table.

At the beginning of the Eldar player's turn he should roll a D6. The number rolled is the number of cards that the Eldar player can take. The Eldar player should study his hand for a few seconds and decide which one of the cards he is going to use that turn. After he has decided, the unused cards should be placed face up in a discard pile. The Eldar player should hold on to the card. He can play the card at any time in either this Eldar turn or his opponent's following turn. If at the end of his opponent's following turn the card is still unused then it is wasted and should be placed in the discard pile. Once all the cards are in the discard pile you should shuffle them again and continue using them as before.



ELDAR FORCES



BATTLE FATE

The Farseer examines the skeins of probability to try to determine which courses of action will give a single squad the best chance of success. Choose any squad on the board. All the members of that squad get a +1 modifier applied to all their shooting and close combat rolls.

GUIDE

The Farseer reaches into the mind of one of the Eldar in his force and guides him as he fires his weapon. Choose any Eldar model on the board. When that model makes a firing action the shot kills or destroys its target on a roll of 2 or more. The affected Eldar may make no other shooting action this turn.

DOOM

The Farseer searches for the thread of destiny that spells the destruction of a single enemy model. Choose any enemy model on the board. All ranged and close combat attacks made against the model receive a +1 modifier to their rolls.

TEMPORAL WAVE

The Farseer locates a thread of time which is tied to one of the enemy model's destiny. Using his great power the Farseer disrupts the time thread, causing the enemy model to become unwoven from time itself. Choose one enemy model on the board. For this turn it may take no action, though it can defend itself in close combat

STORM OF SILENCE

The Farseer calls upon the Howling Banshee Aspect Shrine to assist him. He is answered by Jain Zar, the Phoenix Lord of the Howling Banshees, who invigorates her warrior maidens with a blood curdling battle cry. Choose any one Howling Banshee on the board. That Howling Banshee gets double APs for that turn.

SHADOW STALKER

The Farseer calls upon the Aspect Shrine of the Striking Scorpion and is answered by Karandras, the Phoenix Lord of the Striking Scorpions, who imbues his warriors with the skill of stealth, muffling their movements and casting powerful illusions about them. Choose any Striking Scorpion squad. For this turn, if any overwatch attacks are made against them, then they can force the opponent to re-roll one of their dice per overwatch shot.

TEMPORAL WAVE

The Farseer locates the time thread of one of his Eldar. He weaves the thread so it seems that the Eldar is moving twice as fast as normal. Choose any one Eldar model on the board. For this turn that Eldar may either move, shoot or close combat for half the normal APs. All other actions cost normal APs.

CRYSTAL SEER

The Farseer calls upon the power of one of the ancient Farseers in the Dome of Crystal seers to enhance his power. The Farseer may retain this card and keep it to play at any time in the game. When the card is played the Farseer may take the next card in the deck and use it this turn, this is in addition to any card that the Farseer may use that turn

ELDAR FORCES

MIND WAR

The Farseer reaches out and attempts to single out the source of enemy psychic power. Once he has found it he blasts it with a bolt of psychic energy. This temporarily disorientates the enemy's command and makes them act slowly and without purpose. The opposing player must complete their turn in 2 minutes, even if normally they don't have a timed turn. If they have any models which give them bonuses to their timer then they are ignored for this turn.

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FORCE OF ASURYAN

The Farseer calls upon the powers of an ancient spirit to enhance his force's fighting potential. Choose any squad in your force and roll a die. The number rolled is the number of bonus APs which can be expended by that squad. They can be spent in your own turn, or in the opponent's turn like CPs.

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ELDAR FORCES

DIRE AVENGERS

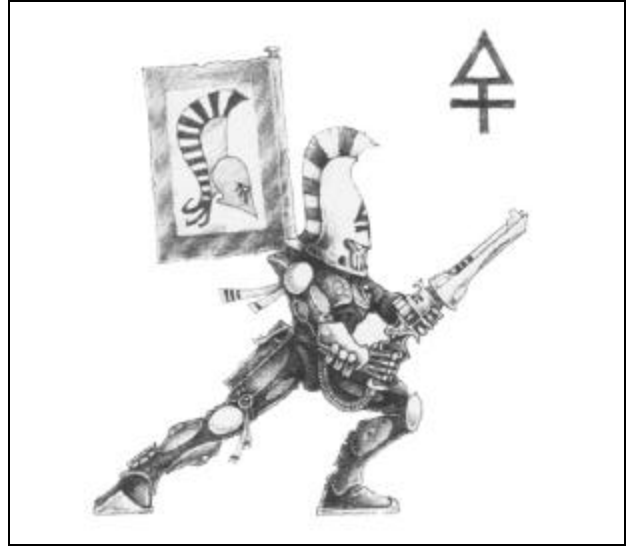
Dire Avengers are the most numerous of all the Aspect Warriors and they have shrines on all the Craftworlds. The Dire Avenger's high flexibility makes them one of the most useful Aspect Warrior types to use to defend against attacks from Genestealers, simply gunning them down in droves with their deadly accurate shuriken catapults.

Movement

Dire Avengers have 5 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar Aspect Warriors Action Summary.

Close Combat

A Dire Avenger rolls one die in close combat and subtracts 1 from the score. Note that this takes into account that the Dire Avenger carries a laspistol side-arm.



Shuriken Catapult

The shuriken catapult (Eldar: Tuelean) is almost unique to the Eldar, their technology is extremely advanced and very difficult to replicate. The shuriken catapult is built around a gravitic accelerator. The accelerator creates a peristaltic shift from the front to the rear of the firing chamber, hurling the shuriken missiles forward at tremendous velocity. A burst of several missiles can be fired in a fraction of a second in this way.

A Dire Avenger armed with a shuriken catapult rolls two dice and can be used in move and fire actions. The shuriken catapult is capable of sustained fire, the bonuses are as detailed below. When used by models other than Dire Avengers the maximum sustained fire bonus is +2; in the hands of a Dire Avenger the shuriken catapult is capable of a much greater rate of fire.

Sustained Fire Bonus:

First shot 0

Second shot +1

Third shot +2

Fourth and subsequent shots +3

Shuriken Storm - Special Ability

Dire Avengers are highly skilled with their shuriken catapults. Already able to spew out a phenomenal amount of firepower, the shuriken catapult combined with the lightning fast reactions of a Dire Avenger makes the shuriken catapult even more dangerous. They use their high dexterity to increase the rate of fire without losing accuracy.

Once per turn a Dire Avenger may use his shuriken storm ability. The ability costs 1 AP to activate. Once activated the Dire Avenger may roll one extra die when firing his shuriken catapult. If the Dire Avenger makes any other action other than firing the shuriken catapult, he will immediately lose the shuriken storm ability and will not be able to use it again that turn.

ELDAR FORCES

FIRE DRAGONS

The Fire Dragons are less numerous than the Dire Avengers and their favorite mode of war is specialized. They wear red and carry a meltagun, which delivers a blast of intense heat.

Movement

Fire Dragons have 5 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar Aspect Warrior Action Summary.

Close Combat

A Fire Dragon rolls one die in close combat and subtracts 1 from the score. Note this takes into account that the Fire Dragon carries a laspistol side arm.

Shooting

Fire Dragons are armed with melta-guns. The melta-gun works by sub-molecular (atomic) thermal agitation. A target hit by a melta-gun will suddenly become very hot and spontaneously combust, melt into molten slag or just evaporate. Although this makes the weapon deadly against almost any target, it does have a serious drawback. The melta-gun can cause serious damage to the superstructure of a Space Hulk. The melta-gun is used against a single target, just make the appropriate roll to kill or destroy the target, as indicated on the weapon table below. The melta-gun costs 2 APs to fire, has a range of 8 squares, may be used in move and fire actions, does not benefit from sustained fire and cannot be used on overwatch. The melta-gun has a limited supply of ammunition and only has six shots. The melta-gun can be reloaded at a cost of 4 APs. If the melta-gun kills or destroys the target, there is a chance that the blast will create a pitfall. Roll a D6: on a roll of 4, 5 or 6 the shot creates a pitfall. Place a pitfall marker on the board. A Fire Dragon may deliberately create a pitfall - the Fire Dragon can fire his melta-gun at a square within his range. On a roll of a 2 or more the shot hits and a pitfall is created.

Dragon Armor - Special Ability

Fire Dragon Aspect armor consists of thick, flexible plates and is adorned with scales and spiny protrusions. These adornments have a purpose in addition to making them look like the mythical beast which they portray. The scales and protrusions make it very good at deflecting attacks that would kill the Fire Dragon. To represent this, if a Fire Dragon is killed by a shooting or close combat attack, roll a D6. On a roll of a 6 the damage is deflected and the attack has no effect on the Fire Dragon.



ELDAR FORCES

DARK REAPERS

The Dark Reapers are the most heavily armed of the common Aspects. Their black armor is made from heavy interlocked plates, and they have heavy lower leg armor to stabilize their bodies so that they can aim and fire more accurately. Dark Reapers are armed with deadly long ranged missile launchers and their role in Space Hulk fighting is to defend the rear and large open areas like cargo bays and hangers from Genestealer infestation.

Movement

Dark Reapers have 4 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar AP Costs Table.

Close Combat

A Dark Reaper rolls one die in close combat and subtracts 2 from the score. Dark Reapers are at a disadvantage in close combat due to the heavy bulk of their armor and weaponry.

Shooting

Dark Reapers are armed with a deadly missile launcher. The different types of ammo which can be loaded into a missile launcher make it a very useful and flexible weapon to have supporting a Space Hulk assault. The missile launcher has frag missiles for clearing out large numbers of lightly armed targets, like purestrains and hybrids. Super Krak missiles can be used to destroy doors, bulkheads and Terminators, while plasma missiles can block important lines of attack and allow the faster assault troops to out-flank the enemy.

A missile launcher costs 2 APs to fire and cannot be used to perform move and fire actions.

A missile launcher can fire three types of ammunition and has an unlimited supply of all three types. The player must select what type of ammunition the Dark Reaper is firing before rolling any dice to hit. A missile launcher receives no sustained fire bonus.

Super Krak

Super Krak missiles are used against single targets. Just make the appropriate roll to kill or destroy the target, as indicated on the weapon table at the end of this article.

Plasma

Plasma missiles affect all of the models and features on an entire section, in much the same way as a flamer hit. As the effects are nearly instantaneous, plasma explosions block neither movement or line of sight, and no marker remains on the affected board section.

Frag

A Frag missile affects all the models and features on an entire board section, in much the same way as a flamer hit. Once a frag missile has been fired place a frag marker on the target board section, to show that line of sight through that section is blocked.

Dark Reaper Range Finder - Special Ability

The Dark Reaper's armor incorporates a complex array of sensory and range finding equipment linked to their weapons. The Range Finder is able to lock on to moving targets and is extremely useful for identifying threats in Space Hulks. A Dark Reaper may set Overwatch with his missile launcher. To set overwatch costs 2 APs. The overwatch works in exactly the same way as normal overwatch. The Dark Reaper must decide what ammunition he is loading when he sets overwatch. After he has fired the first shot, overwatch is lost and the overwatch counter removed.



ELDAR FORCES

STRIKING SCORPIONS

The Striking Scorpions are amongst the most powerful of the hand-to-hand fighting Warrior Aspects. Their green armor is especially thick and resilient, and every shrine has its own individual system of yellow, black or orange patterning. Striking Scorpions carry powered saw-tooth swords called chainswords as well as shuriken pistols. But their own unique weapon makes them very useful for Space Hulk combats.

Movement

Striking Scorpions have 5 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar AP Costs Table.

Close Combat

A Striking Scorpion rolls one die in close combat. The Striking Scorpion is also armed with a chainsword. The chainsword is a long blade with a powered chainsaw edge studded with monomolecular teeth capable of slicing through armor and sinew alike. The chainsword allows the Striking Scorpion to parry in close combat. After both sides have rolled their close combat attacks, the Eldar player may force his opponent to re-roll one of their dice. Note the new roll stands even if it is better than the first one. A Striking Scorpion may only parry if he is facing his opponent.

The benefits of the chainsword and the shuriken pistol have already been taken into account in his close assault factor.

Shooting

The Striking Scorpion may use his shuriken pistol for ranged attacks. The shuriken pistol works exactly like the shuriken catapult, only with reduced range and rate of fire. The shuriken pistol costs 1 AP to fire, and may be also be used to perform move and fire actions. For each shot roll one die. The shuriken pistol has a 12 square range, may be used in overwatch and has the following sustained fire bonuses.

Sustained Fire Bonus

First shot 0

Second shot +1

Third and subsequent shots +2

Mandiblasters - Special Ability

The mandiblaster is a short ranged laser weapon used to deliver a deadly sting to a target before close combat. The mandiblasters are worn like tusks on either side of the warrior's helmet, and are activated by a psychic pickup in the helmet. The mandiblasters fire a stream of tiny metallic needles straight forward into the target. These needles cannot do much damage, but they act as a conductive medium through which the Striking Scorpion delivers an intense laser energy sting.

Whenever the Striking Scorpion either initiates a close combat or is attacked in close combat, the Striking Scorpion may make an immediate mandiblaster attack. This action is free and the Striking Scorpion doesn't have to pay any APs to do so. The mandiblaster attack works exactly like a ranged attack. The Striking Scorpion rolls one die, needing the appropriate roll to destroy or kill the target, as indicated on the table below.

[The rule that you can't kill an opponent if you are attacked from the side or rear covers mandiblasters, please note - Christopher.]

Note this is the only way mandiblasters can be used. The Striking Scorpion may not fire them in any other manner.



ELDAR FORCES

HOWLING BANSHEES

The Howling Banshees are the most lightly equipped of the common types of Aspect Warrior. They are swift and mobile troops who are most deadly in hand-to-hand fighting. Their Banshee Masks contain psycho sonic amplifiers that intensify their battle screams into mind-destroying barrages. This inflicts a severe shock to the central nervous system of the Eldar's foe, causing momentary paralysis. Their costumes are bone-colored, while their flaming shock of hair is orange. Most Howling Banshees are female, although any Aspect Warrior can be male or female.

Howling Banshees have 6 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar AP Costs Table.

Close Combat

A Howling Banshee rolls one die in close combat. The Howling Banshee is also armed with a power sword. The power sword is a long blade surrounded by a hazy blue energy field which disrupts any solid matter it touches, tearing it apart. The power sword allows the Howling Banshee to parry in close combat. After both sides have rolled their close combat attacks, the Eldar player may force his opponent to re-roll one of their dice. Note the new roll stands even if it is better than the first one. A Howling Banshee may only parry when she is facing her opponent.



The benefits of the power sword and the laspistol have already been taken into account in her close combat factor.

Shooting

The Howling Banshee may use her laspistol for ranged attacks. The laspistol costs 1 AP to fire, and may also be used to perform move and fire actions. For each shot roll one die. The laspistol has a 12 square range, may be used in overwatch and cannot be used for sustained fire.

Banshee Mask - Special Ability

Banshee masks contain a special psycho sonic amplifier which intensifies the Eldar's screaming battle cry to a piercing shriek. Howling Banshees are trained how to release their rage as they charge into close combat, and taught how to focus and project the resultant screams against their enemy. Enemies exposed to this psychic scream suffer almost total paralysis as their central nervous system is flooded with unbearable levels of psychic energy.

A Howling Banshee may activate her mask for free, but she must have moved at least three squares to do so. Wherever the Howling Banshee is at the end of her turn, the three squares in front of her are affected by the Banshee Mask's psychic scream. Any models affected by a psychic scream reduce the number of dice they roll in close combat by one. Place special -1 Banshee Mask counters next to the affected models. The models remain affected by the psychic scream until the beginning of the next Eldar turn. Note it is possible for models to be affected by more than one psychic scream, in which case the attack dice should be reduced by the appropriate amount and additional counters placed to indicate this.

ELDAR FORCES

EXARCHS

The Exarchs are high priests of the bloody-handed god and keepers of the shrines of the Aspect Warriors. They are warriors who have become trapped in their Warrior Aspect. This is a danger every Aspect Warrior faces: his mind may become trapped upon the warrior path, and he may never recover his full personality. An Exarch wears an elaborate and often ancient version of Aspect Armor. From his shrine he takes the spirit stone that contains all the departed spirits of all the past Exarchs. He assumes the sacred name associated with the stone and his spirit mingles with those Eldar who have borne the stone since the shrine's inception. His personality is lost into the greater heroic being that bears the Exarch's name. Memories and experiences merge with his own, his own life becoming just another stage in the life of the spirit stone, and the heroic warrior is reborn with new flesh.

As well as being powerful warriors in their own right, Exarchs act as leaders for the Aspect Warriors. For each Exarch in your force you may add 30 seconds to the time for the Eldar player to complete his turn.

Movement

Exarchs have 5 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar AP Costs Table.

Close Combat

An Exarch rolls one die and subtracts 1 from the score in close combat. The Exarch may gain bonuses to their close combat factor depending upon their Aspect and what weaponry they are carrying.

Exarch Aspects

All of the Aspect Warrior shrines have their own Exarchs and like the Aspect Warrior the Exarchs carry ritualized wargear and train in specialised skills in order to assume their particular Aspect of the Bloody-Handed God.

DIRE AVENGER EXARCH

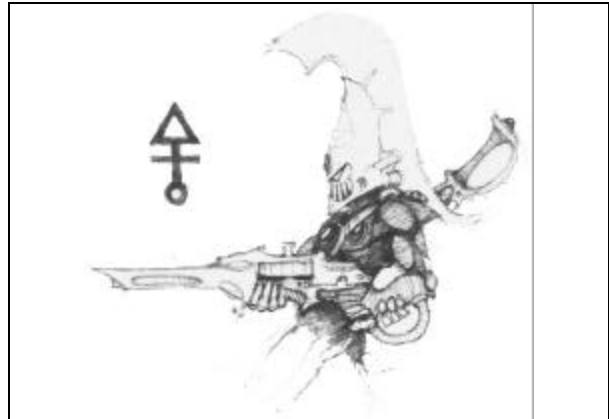
The Dire Avenger Exarch is armed with a shuriken catapult and laspistol. The laspistol allows the Exarch a +1 CAB.

Shuriken Storm

Dire Avenger Exarchs have the shuriken storm ability as stated for Dire Avenger Aspect Warriors.

Crack Shot

A shuriken catapult in the hand of a Dire Avenger Exarch is especially lethal. The Exarch can fire bursts with supreme accuracy. Whenever the Dire Avenger Exarch rolls dice to shoot, he may re-roll one die.



Dire Sword - Ancient Weapon

The Diresword is a dark blade encrusted with Seer Runes - many so old that they can no longer be read. As the sword is held these runes twist and shift, spelling out in their inscrutable way the fates of those who behold it. A Dire Avenger Exarch may exchange his shuriken catapult for a Diresword.

An Exarch with a Dire Sword may add 1 to their close combat rolls and parry twice. After both sides have rolled their close combat attacks, the Eldar player may force his opponent to re-roll one of their dice. Note the new roll stands even if it is better than the first one. An Exarch may only parry when he is facing his opponent. The Diresword allows the user to parry twice, so if they don't like the first re-roll they may parry again. A Dire Avenger Exarch armed with a Dire Sword may use his laspistol for ranged attacks. The laspistol costs 1 AP to fire and may also be used to perform move and fire actions. For each shot roll one die. The laspistol has a 12 square range, may be used in overwatch and cannot be used for sustained fire.

Bright Lance - Ancient Weapon

The bright lance is a distinctive high-powered laser weapon rather like a stripped-down lascannon. The bright lance sacrifices some of the range and punch of heavier laser weapons for a faster recharge rate and lighter weight. These qualities make the Brightlance an ideal weapon for Space Hulk combats, allowing the Exarch to bound down corridors, squeezing off blasts of deadly laser energy. A bright lance is very useful in Space Hulk combats, allowing the user to make lightning hit and run attacks with some serious firepower. A Dire Avenger Exarch may exchange his shuriken catapult with a bright lance. The bright lance costs 2 APs to fire, can be used in move and fire actions, doesn't receive sustained fire bonuses and may not be used on overwatch.

ELDAR FORCES

FIRE DRAGON EXARCH

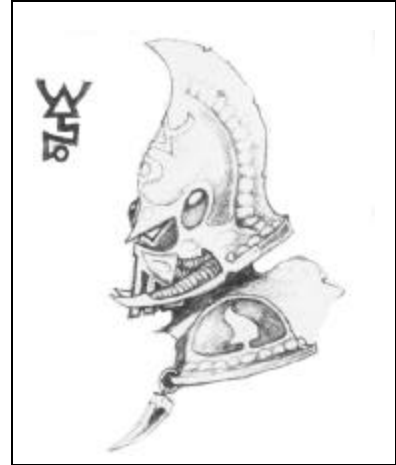
The Fire Dragon Exarch is armed with a melta-gun and laspistol. The laspistol allows the Exarch to add 1 to his close combat rolls.

Dragon Armor

The Fire Dragon Exarchs have the Dragon Armor ability as stated for Fire Dragon Aspect Warriors.

Tough

Fire Dragon Exarchs are even more impervious to damage than the Fire Dragon Aspect Warriors. Not only are they protected by the thicker Exarch armor, but they seem to have a sixth sense for judging incoming fire, and move to take it on the thicker parts of their armor. The Fire Dragon Exarch may add one to his rolls for Dragon Armor, giving him a save of a 5+ on one die against any shooting or close combat attacks which would otherwise kill the Exarch.



Firepike - Ancient Weapon

The Firepike is an intricate and elegant Eldar heat weapon, an ancient artifact created before the fall of the Eldar. A Firepike is a form of long range melta-gun which can blast holes through armor and flesh with ease. A Fire Dragon Exarch may exchange his melta-gun for a Firepike. The Firepike is used against a single target, just make the appropriate roll to kill or destroy the target, as indicated on the weapon table below. The Firepike costs 2 APs to fire, has a range of 12 squares, may be used in move and fire actions, does not benefit from sustained fire and cannot be used in overwatch. The Firepike has a limited supply of ammunition and only has six shots, after which it must be reloaded. The Firepike can be reloaded at a cost of 4 APs.

If the Firepike kills or destroys its target, there is a chance that the blast will create a pitfall. Roll a D6: on a roll of 4, 5 or 6 the shot creates a pitfall. Place a pitfall marker on the board. A Fire Dragon may deliberately create a pitfall. The Fire Dragon may choose to fire his Firepike at a square within his range. On a roll of a 2 or more the shot is successful and a pitfall is created.

DARK REAPER EXARCH

The Dark Reaper Exarch is armed with a missile launcher and laspistol. The missile launcher works exactly like a normal Dark Reaper missile launcher and the laspistol allows the Exarch to add +1 to his close combat rolls. Unfortunately, due to the added bulk of the missile launcher, a Dark Reaper Exarch must deduct 2 from his close combat rolls.

Dark Reaper Range Finder - Special Ability

The Dark Reaper Exarchs have the Dark Reaper Range Finder ability as stated for Dark Reaper Aspect Warriors.

Mighty Strike

It is quite common for Dark Reaper Exarchs to train in the skills of close combat. This may seem strange and a stark contrast to the Dark Reaper Aspect but on the battlefield the Dark Reaper Exarch can use his skills to protect the Dark Reaper Aspect Warriors from close combat, allowing them to continue their devastating barrages. A Dark Reaper Exarch makes great use of the Dark Reaper Aspect Armor, using the servo-assisted arms that help the Dark Reaper wield his missile launcher to deliver awesome close combat blows. A Dark Reaper Exarch may roll two dice in close combat, with normal modifiers.

Shuriken Cannon - Ancient Weapon

A Dark Reaper Exarch may exchange his missile launcher for a Shuriken Shrieker Cannon. The Shuriken Shrieker Cannon (Eldar: Buanna) is an upgraded version of the shuriken catapult with a longer barrel. When firing shuriken ammo the weapon follows these rules. The shuriken cannon rolls two dice, has an unlimited range, unlimited ammunition and gets the following sustained fire bonuses:

1st shot	0
2nd shot	+1
3rd & subsequent shots	+2

When used by a Dark Reaper Exarch it costs 1 AP to fire and cannot be used in move and fire actions.

The shuriken cannon may be used on overwatch. The shuriken cannon rolls two dice and jams if a double is rolled. A Dark Reaper with a shuriken cannon does not use his Dark Reaper Range Finder to fire his shuriken cannon.

Note that although the shuriken shrieker cannon can fire different types of ammunition, its shrieker ammo has very little effect on board Space Hulks, fighting in cramped conditions against an elite enemy who is not affected by the psychological effects of shrieker ammo.

ELDAR FORCES

Web of Skulls - Ancient Weapon

The web of skulls consists of three crystal skulls linked together by lengths of chain. The weapon is grasped by the links of chain and cast like a spinning bolas, and will automatically return to its user. A Dark Reaper Exarch may exchange his missile launcher for a web of skulls. The web of skulls can also be used in close combat like a flail or morning star. The web of skulls allows the user to add 1 to his dice rolls in close combat. For ranged fire the web of skulls rolls one die, costs 1 AP to fire, does not get sustained fire bonuses and cannot be used for overwatch. If the web of skulls kills its first target then the Eldar player can attempt to hit another target within 2 squares of the original. Roll to kill as before. If that roll succeeds then the Eldar player may attempt to kill another target within 2 squares of the second. If any of the rolls fail, or there are no targets within 2 squares, or the web of skulls has killed three targets then it will return to the Exarch.

STRIKING SCORPION EXARCH

The Striking Scorpion Exarch is armed with a shuriken pistol and a chainsword. The shuriken pistol allows him to add 1 to his close combat rolls. The chainsword also allows him to add 1 to his close combat roll and to parry. After both sides have rolled their close combat attacks, the Eldar player may force his opponent to re-roll one of their dice. Note the new roll stands even if it is better than the first one. A Striking Scorpion may only parry when he is facing his opponent.

Shooting

The Striking Scorpion may use his shuriken pistol for ranged attacks. The shuriken pistol works exactly like the shuriken catapult, only with reduced range and rate of fire. The shuriken pistol costs 1 AP to fire, and may be also be used to perform move and fire actions. For each shot roll one die. The shuriken pistol has a 12 square range, may be used in overwatch and has the following sustained fire bonuses.

Sustained Fire Bonus

First shot 0

Second shot +1

Third and subsequent shots +2

Mandiblasters - Special Ability

The Striking Scorpion Exarchs have the Mandiblasters ability as stated for Striking Scorpion Aspect Warriors.

Stealth - Special Ability

The Striking Scorpion Aspect train in the art of silent warfare. They aim to move up on the enemy without him being aware, and then deliver their deadly sting. As Exarchs the Striking Scorpion have developed their skill to a fine art. A Striking Scorpion Exarch may only be shot at if the firer is with 6 squares of the Exarch.

Biting Sword - Ancient Weapon

The Biting Sword is a heavy chainsword with teeth made from crystalline shards which originate from before the fall. An Exarch may replace his chainsword with a Biting Sword. The Biting Sword allows the Exarch to add 2 to his close combat rolls and to parry in close combat. After both sides have rolled their close combat attacks, the Eldar player may force his opponent to re-roll one of their dice. Note the new roll stands even if it is better than the first one. A Striking Scorpion may only parry when he is facing his opponent.



ELDAR FORCES

HOWLING BANSHEE EXARCH

The Howling Banshee Exarch is armed with a laspistol and a power sword. The laspistol allows her to add 1 to her close combat rolls. The power sword also allows her to add 1 to her close combat roll and to parry. After both sides have rolled their close combat attacks, the Eldar player may force his opponent to re-roll one of their dice. Note the new roll stands even if it is better than the first one. A Howling Banshee may only parry when she is facing her opponent.

Shooting

The Howling Banshee may use her laspistol for ranged attacks. The laspistol works exactly like a normal laspistol as printed in the table at the end of this article.

Banshee Mask - Special Ability

The Howling Banshee Exarchs have the Banshee Mask ability as stated for Howling Banshee Aspect Warriors.

War Shout - Special Ability

All Banshee Exarchs are trained to produce the ultimate psychic screams from their Banshee Mask and can actually inflict damage to the enemy with their psychic scream. In addition to the effects stated above, at any time in her movement a Howling Banshee Exarch may use her War Shout. The War Shout costs 1 AP to activate and has the following effect. The War Shout acts just like a section effect weapon. All non-Howling Banshees on the board section take a hit on the appropriate roll given below.

Power Axe - Ancient Weapon

The power axe is another more potent form of Eldar power weapon. As well as being able to use it in close combat the power axe can be used to cut down doors and bulkheads, its large heavy head cutting through plasteel like a hot knife through butter. A Howling Banshee Exarch may exchange her power sword for a power axe. A power axe allows the Exarch to add 1 to her rolls in close combat. The power axe can also be employed to break doors and bulkheads down. This costs 1 AP for a door and 2 APs for a bulkhead. No roll is needed, the target is automatically destroyed.



ELDAR FORCES

WARLOCKS

The Eldar are a psychically sensitive race and have the inner strength to develop their powers in many extraordinary ways. Eldar who choose this path are called seers. The Eldar have many kinds of seer, each trained in a specific discipline. One of those disciplines is that of focusing your powers to destructive effect. These the most powerful of seers are called Warlocks. A Warlock is able not only to provide psychic support on the battlefield, but he can also tune in and control Wraithguard.

Movement

Warlocks have 5 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar AP Costs Table. [Actually they weren't, but I added Warlock myself, having decided the more mobile set was probably the right one. The Warlock was also missed from the Enemy Weapon Reference Table, so I decided on the Dire Avenger category. -Christopher.]

Shooting

The Warlock may use his laspistol for ranged attacks. The laspistol costs 1 AP to fire and may also be used to perform move and fire actions. For each shot roll one die. The laspistol has a 12 square range, may be used in overwatch and cannot be used for sustained fire.

Close Combat

A Warlock rolls one die and subtracts 1 from the score. Note that this includes the +1 bonus for the laspistol.

Witch Blade

A Witch Blade is a unique Eldar weapon which channels psychic energy through a crystalline matrix. A Warlock armed with a Witch Blade may add 1 to close combat rolls and may parry. After both sides have rolled their close combat attacks, the Eldar player may force his opponent to re-roll one of their dice. Note the new roll stands even if it is better than the first one. A Warlock may only parry when he is facing his opponent. The Witch Blade has two further uses. Firstly, the Warlock may use it to store excess psi-points at the end of his turn. The stored psi-points may be used in later turns like normal psi-points. Secondly, the Witch Blade may be used to enhance the Warlock's close combat score. When a Warlock rights a round of close combat, he can expend psi-points to augment his roll. The Warlock must announce how many psi-points he is expending before he rolls any dice. The Witch Blade starts the game with D6 psi-points stored in it.

Psi-points

Warlocks get their power from the Warp in the same way as other psykers. This power is measured in psi-points. At the beginning of each Eldar turn roll a die for each Warlock. The result is the number of psi-points that the Warlock has to spend in his own and the opponent's following turn. At the end of the opponent's following turn, any unused psi-points will be lost unless stored in a Witch Blade.

Controlling Wraithguard

Warlocks are able to use their powers to guide the spirits contained in Wraithguard through the real universe. For each AP or psi-point that the Warlock spends he may order any or all Wraithguard within 12 squares of him to do one of the following things in their turn. The appropriate order counter should be placed next to the Wraithguard models to indicate that they have been given one of the following orders:

- Fire Wraithcannon
- Initiate close combat.
- Set overwatch.
- Open/close door.

It is possible for a Warlock to give many of these orders out and a Wraithguard may receive any number of Orders. We suggest stack differently colored dice or some sort of counter next to the Wraithguard model to indicate each order. For example: red dice for wrathcannon attack. The Wraithguard may perform the actions in any sequential order, for the appropriate APs during its turn.



ELDAR FORCES

WRAITHGUARD

Wraithguard are the spirits of the living dead enshrined within robotic bodies. The power that animates these warrior machines is drawn from the Wraithbone core of the Craftworld. Only in times of great need are the dead called upon in this way, as the Wraithbone core is a vital source of energy without which the Craftworld would not survive. The Wraithguard form an important fighting force aboard Space Hulks, their extremely tough bodies able to take substantial punishment, whilst dealing death to all foes with their deadly Wraithcannon.

Movement

Wraithguard have 4 APs to spend on movement. Wraithguard may only make movement actions normally; in order to make other actions they require the assistance of a Warlock to guide their spiritual bodies through the real universe.

Wraithguard may not shoot unless ordered to do so by a Warlock. If a Wraithguard has been ordered to shoot then it will have a 'fire' order counter next to it. The Wraithguard may fire its Wraithcannon once at any point in its turn at a cost of 1 AP. It is possible for a Wraithguard to be given several fire orders by a Warlock, and it may fire many times as long as it has sufficient APs.

The Wraithcannon is unique to the Eldar Wraithguard and is powered by the psychic energy of the Wraithguard spirit stone. This energy is focused to open a temporary rift between reality and warp space within the target, tearing it apart or warping it a distance away. The effects of the Wraithcannon are very similar to that of the D-cannon but the results are more tightly controlled and far more accurate. The Wraithcannon rolls one die, needing a 4 or more to destroy any target.

The Wraithcannon can be used in move and fire actions, but doesn't receive sustained fire bonuses.

Overwatch

The Wraithcannon can be used on overwatch. The Wraithguard will have to be ordered on overwatch by a Warlock, and for each overwatch shot will need a fire order counter. If the Wraithguard runs out of Fire Order counters then remove the overwatch counter.

Close Combat

Wraithguard may not initiate close combat unless ordered to do so by a Warlock. Note that a Wraithguard may always defend itself if attacked in close combat. If a Wraithguard is ordered to initiate a close combat, then it will have a Close Combat Order counter next to it. The Wraithguard may initiate a close combat at any point in its move at a cost of 1 AP. The Wraithguard will continue to initiate close combats at a cost of 1 AP until either the Wraithguard or its opponent is destroyed or the Wraithguard runs out of APs. A Wraithguard rolls one die in close combat.

Destroying Wraithguard

Wraithguard are constructed out of an unknown Wraithbone, which is molded into shape by special psykers called bone-singers. The Wraithguard are very tough and difficult to destroy. To represent this, whenever a Wraithguard would otherwise be destroyed either by shooting, close combat or psychic attack, roll a die on the following table.

ELDAR FORCES

<h1 style="margin: 0;">ELDAR WEAPONS</h1> <div style="font-size: 0.8em; margin-top: 5px;"> A = Automatic Kill UL = Unlimited Range CAB = Close Assault Bonus/Penalty Ranges listed as Normal range/Overwatch range </div> <h2 style="margin-top: 10px;">CHART</h2>				Roll Needed To Kill						Over- watch	Sustain Fire	A P Cost			Notes
				Stealer/ Blip	Hybrid	Power Armor	Terminator	Door	Bulkhead			Fire	Move & Fire Forward	Move & Fire Backward	
Ranged Weapon	Range	Area of Effect	Hit Dice												
Banshee War Shout	12	Section	1	6	5	5	6	-	-	No	No	1	1	2	
Brightlance															
- Range 1-12	12	Target	1	2	A	2	A	2	3	No	No	2	2	3	
- Range 13+	UL	Target	1	2	A	3	4	2	4	No	No	2	2	3	
Dark Reaper Missile Launcher															
- Super Krak	UL/12	Target	1	3	A	3	4	A	5	Yes	No	2	-	-	
- Plasma	UL/12	Section	1	4	2	4	6	5	-	Yes	No	2	-	-	
- Frag	UL/12	Section	1	6	4	4	-	-	-	Yes	No	2	-	-	
Firepike	12	Target	1	3	A	2	3	A	3	No	No	2	2	3	
Laspistol	UL/12	Target	1	6	4	5	6	-	-	Yes	No	1	1	2	
Mandiblaster	-	Target	1	6	4	5	6	-	-	-	-	-	-	-	
Melta-gun	8	Target	1	4	2	3	4	A	4	Yes	No	2	2	3	
Shuriken Cannon	UL/12	Target	2	5	3	4	5	-	-	Yes	Yes	1	-	-	
Shuriken Catapult	UL/12	Target	2	6	4	5	6	6	-	Yes	Yes	1	1	2	
Shuriken Pistol	12/12	Target	1	6	4	5	6	-	-	Yes	No	-	-	-	
Web of Skulls	12	Targets	1	5	3	5	6	6	-	No	No	1	1	2	
Wraithcannon	12	Target	1	4	4	4	4	4	4	Yes	No	1	1	2	
- Self Destruction	-	Section	1	6	6	6	6	-	-	-	-	-	-	-	

WRATHGUARD DAMAGE TABLE

D6	DAMAGE RESULT
1-2	The attack on the Wraithguard only results in a few pieces of its thick Wraithbone being blown off. The Wraithguard is effectively undamaged.
3	The Wraithguard is knocked to the ground by the attack but is unharmed. The model must spend 4 APs standing up next turn. The Wraithguard must deduct 2 from all further close combat rolls whilst on the ground.
4-5	The Wraithguard is destroyed and should be removed from the board as usual.
6	The Wraithguard is destroyed and the spirit stone releases its energy into the warp with a horrific moan. There is a chance that models nearby may be sucked with it. Roll a die for each model on the same board section as the Wraithguard. On a roll of 6 the model is consumed by the warp and destroyed.

WRATHGUARD INDEPENDENT ACTIONS

ACTION	AP COST
Move forward 1 square	1
Move backwards 1 square	2
Move sideways 1 square	-
Turn 90°	1
Turn 180°	2

WRATHGUARD WARLOCK ACTIONS

Wraithguard may not perform these actions unless ordered to do so by a Warlock

ACTION	AP COST
Fire Wraithcannon	1
Initiate Close Assault	1
Set Overwatch	2
Open/Close Door	1

ELDAR FORCES

ENEMY WEAPON REFERENCE TABLE			
Weapons	Dire Avenger, Striking Scorpion, Warlock	Wraithguard, Dark Reaper, Fire Dragon	Harlequin, Banshee
Storm Bolter	5	6	4
Heavy Flamer (burst or blast)	2	2	2
- Self Destruct	Automatic	Automatic	Automatic
Auto Cannon			
- Burst	4	5	3
- Full Auto	2	3	Automatic
- Catastrophic Malfunction	Automatic	Automatic	Automatic
Thunder Hammer - Self Destruct	Automatic	Automatic	Automatic
Autocannon			
- Range 1-12	2	4	Automatic
- Range 13 or more	3	5	Automatic
Conversion Beamer	4	2	5
Missile Launcher			
- Krak Missile	2	3	Automatic
- Plasma Missile	4	6	2
Bolter	5	6	4
Bolt Pistol	5	6	4
Heavy Bolter	5	6	4
Lasgun	5	6	4
Laspistol	5	6	4
Las Cannon	2	2	Automatic
Plasma Gun	3	5	2
Plasma Pistol	4	5	2
Heavy Plasma Gun			
- Rapid Fire	2	4	2
- Maximal Fire	A	2	A
Nemesis Weapon	5	6	4
- in Close Assault	2	3	Automatic
Grenades			
- Krak	3	4	Automatic
- Melta	Automatic	2	Automatic
- Plasma	4	6	2
- Blind	-	-	-

ELDAR HARLEQUIN FORCES

ELDAR HARLEQUINS

These rules and the missions that follow are for Harlequins in Space Hulk. Harlequins are Eldar specialist troops particularly well suited to combat the menace of the dreaded Genestealers. The major difference between Terminators and Harlequins is that the Harlequins are much better suited to attack the Genestealers in close combat and they move a lot faster. Use of Harlequin forces brings a new flavor to the game and leads to a completely different style of playing.

Background

The Harlequins represent the elite of the Eldar fighting forces and owe no allegiance to any Craftworld. The very presence of Harlequins has been known to throw strong enemy armies into retreat and the arrival of a Harlequin Masque in the middle of a battle has been known to turn the tide from bitter defeat to outright victory. A Harlequin force can appear anywhere at any time, responding to their own plans or whims. The Harlequins are unique amongst the Eldar. Instead of constantly defending the war like side of their personality from their artistic side, they actually see no distinction between art and war. The Harlequins have one great overriding passion, to make war on Chaos. A Harlequin Troupe travels from Craftworld to Craftworld with only one purpose, to perform The Dance of Death.

When the first Space Hulk carrying Genestealers appeared in Eldar space it was seen as a challenge to the ideals of the Harlequins. Since then Harlequin Masques have always appeared to deal with Genestealer incursions. How they know when and where they will occur remains a mystery to the leaders of the Craftworlds, but they are very grateful. The stories of these fights against such a deadly foe are full of heroism and valor and have only served to increase the awe surrounding the Harlequins.

Any Masque will consist a number of different troupes commanded by a Great Harlequin. A Great Harlequin will be armed as the members of the troupes, but will be acknowledged as the greatest fighter of the Masque. Other Harlequin types are Troupers, Troupe Leaders, Great Harlequins and Death Jesters.

The standard unit of Harlequin fighters is called the troupe. Troupers are the basic fighters of the Harlequins and a troupe consists of five Troupers commanded by a Troupe Leader. All six members of the troupe are armed with two hand weapons, two pistols or one of each. Given here are the rules for Shuriken pistols, but other weapons may be used (see Weapons section). A Troupe Leader may be armed with the dreaded Harlequin's Kiss (detailed in this section).

HARLEQUIN AP TABLE

Harlequins have 6 APs per turn.

APs	Action
1	1 square forwards
1*	1 square backwards
1*	1 square sideways
0	Turn 90°
1	Turn 180°
2	Set overwatch
1	Assume defensive stance
1	Close assault
1	Open/close door
2	Leap
3	Death dance

CLOSE ASSAULT BONUSES

Harlequins roll D6-1 for Close Assault. Bonuses listed below merely offset this base value; a great harlequin's +1 means that he gets no modifier to the D6 roll in close assault.

Close Assault Weapon	CAB
Great Harlequin	+1
Power Glove or Power Axe	+1
Power Sword or Chainsword	+1 and parry
Harlequin's Kiss	+2
Deathdance	+1
Defense Stance	+1
Shuriken Pistol	+1


* Harlequins have a highly developed sense of perspective and balance. This combined with their amazing dexterity allows them unrestricted sideways and backwards movement. In addition, the Death Jesters have Flip Belts that counter the weight of their weapons, giving them the same AP costs as other Harlequins.

SPECIAL RULES FOR HARLEQUINS

Leap


The leap is a special move that allows a Harlequin to clear an obstacle (such as a crate, some debris or a pitfall) as long as the next square is empty. The Harlequin is placed in the empty square with the same facing as he started. A Harlequin may not leap over enemy models. See examples below.

Example 1: Can Leap



The Harlequin can leap over the blocked square, as the next square is clear.

Example 2: Cannot Leap



If the Genestealer was directly behind the obstacle, then the Harlequin could not leap over it.

Solo Actions

Harlequins do not have command points like Space Marines. In battle Harlequins fight in a very open, flowing style, more a linked series of individual actions than a cohesive attack. In the confined corridors of Space Hulks this becomes even more extreme. This is reflected in the game by the Harlequin player's ability to choose one model per turn to perform a solo action, giving that Harlequin an additional 3 APs.

The harlequin that's performing a solo action gets a total of 9 APs for their turn. At least 1 AP must be used to attack the enemy player by engaging an enemy in close assault; you cannot simply move the model nine squares or stand and fire nine times. The Harlequin may not end a Solo on overwatch or assume defensive stance.

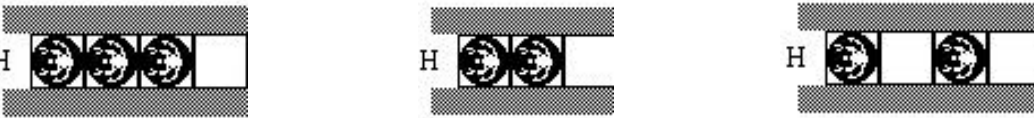
At the start of each turn the Harlequin player places a Solo marker [just make your own token; be creative] next to the model who gets the extra points that turn. A Harlequin may not perform a Solo in two consecutive turns, but must be given to a different Harlequin each turn. To aid memory it is best to leave the command marker next to the Harlequin until the beginning of the next turn. Obviously the player doesn't have to use all three of the points and may opt to use none at all. However, spare points may not be reserved for use in the Genestealer player's turn or a later Harlequin turn. Any points not used are lost.

Death Dance

A death dance is a special maneuver performed by Harlequins who are faced by a foe many times their number. The Harlequin performs a swirling melee of acrobatics and deadly close combat attacks, cutting cruel blows with his weapons while his opponents' weapons seem to pass right through him.

To enter the death dance a Harlequin must pay 3 APs. For the duration of the dance the Harlequin receives a +1 to Close Combat rolls. The Harlequin can now attack a Genestealer in an adjacent square in close combat for free. If the Harlequin wins the close combat then the Harlequin may follow up and move into the recently vacated square. The Harlequin may now attack another target in an adjacent square and follow up for free. This continues until a combat results in a tie, the Harlequin is killed or there are no targets left to close assault. See example below.

Example 3: The Death Dance



The Harlequin enters a death dance. Assuming he survives, on killing the first Genestealer...

...The Harlequin can follow up and attack the second Genestealer. If successful the Harlequin could then follow up and attack the third.

But if the second Genestealer weren't there the dance would end on the death of the first Genestealer.

ELDAR HARLEQUIN FORCES

Using Two Weapons

A Harlequin armed with two shuriken pistols fires both for 1 AP, but they must be fired at the same target. This rule applies for a Harlequin on overwatch.

Holo-Suit

The Harlequins employ a visual disruption field known as a Holo-Suit, which greatly distorts the outline of the Harlequin. Add to this the spinning, leaping and twisting movement of the Harlequin and you get a very difficult target to hit. For this reason Harlequins have a relatively high close assault factor.

Close Assault Bonus

Harlequin agility allows a Harlequin that is attacked from the side or rear to turn to face its attacker before the combat starts, at no penalty.

Defensive Stance and Overwatch

Harlequins have the option of setting overwatch the same as Space Marines or they may assume a defensive stance. A Harlequin with a hand weapon faced with the prospect of close assault may choose to prepare to face it. A Defense Stance marker of the players' choosing is placed next to the figure as the Harlequin becomes poised to explode into violent action. During the Genestealer turn the Harlequin receives a +1 bonus in all close assault battles.

Harlequin's Kiss

The Harlequin's Kiss is a terrifying, double-edged weapon that presents a danger to opponent and wielder alike and thus typifies the Harlequin ideal. It consists of a slim tube, generally strapped to the back of the forearm, which fires a long stream of monofilament wire. In close assault the Harlequin thrusts the Kiss at any opening in the opponent's armor. The long tube penetrates deep into the target's body where the monofilament wire streams out of the Kiss, where it twists and coils killing the target from the inside. Then the wire retracts and the victim simply collapses, dead! Because it is such a deadly weapon the Harlequin's Kiss gives a close assault bonus of +2.

However, the Harlequin's Kiss is a weapon with a drawback; sometimes the wire gets caught inside the victim's body and can leave the Harlequin wide open. After killing an opponent the Harlequin player rolls a D6. On a score of a 1 the Kiss gets caught inside the victim and the Harlequin must spend 1 AP to free it. If it happens during the opponent's turn place a 'jammed' marker next to the Harlequin; the Kiss cannot be freed until the Harlequin player's next turn and the Harlequin will lose Defensive Stance. The Harlequin's Kiss is not a fast weapon and therefore is not of great use in a death dance where speed of the blows counts.

Other Harlequin Weapons

See Weapons section for shuriken cannon, shuriken pistol, chain sword and power axe.

TYRANID FORCES

TYRANID FORCES

The Genestealer menace usually travels alone in its eon-long drifts aboard space hulks, but there are times when Tyranid and their minions also are driven to this exile. On occasion, the fleeing tatters of a great army in defeat find their derelict bio-ships adrift in the vastness of warp space. If such a craft were to collide with a drifting space hulk only to materialize untold eons later in Imperial space...surely Terminators would arrive shortly and an exciting board game would be sure to follow!



Trade Blips for Troops

Use the list below to bring Tyranid forces onto the Genestealers' side. Points is easy because you buy forces with the Genestealers that you'd normally get from blips. This means a blip with a value of two could be converted into four Hormagaunts or 6 Termagants. A Blip with a value of four could be converted into a Patriarch. Two blips that add up to 9 could be collectively converted into the dreaded Hive Tyrant. The types of forces allowed should be agreed upon before a game, and then introduced onto the game board through the secrecy of blips.



TYRANID FORCES LIST

Tyranid	Cost	CA Dice	CAB	Wounds	Pays for 90° turn	To Hit as	Notes
Ripper Swarm	1/2	1	-2	3	No	Hybrid	-
Termagant	1/3	1	-2	1	No	Hybrid	w/ flesh borer
Hormagaunt	1/2	1	+0	1	No	Hybrid	Leap (once / turn)
Gargoyle	1/2	1	-2	1	No	Hybrid	Flyer, +3 APs for movement, Various Arms
Genestealer	1	3	+0	1	No	Genestealer	-
Patriarch	4*	4	+3	2	No	Genestealer	-
Zoanthrope	5	1	+0	2	Yes	Genestealer	Psychic Powers, Psyker Level 2
Tyranid Warrior	6	1	+1	2	Yes	Genestealer	Various Arms
Lictor	7	2	+2	3	No***	Genestealer	Invisible > 6 squares
Carnifex	8*	2	+3	6**	Yes***	Genestealer	-
Hive Tyrant	9*	3	+2	4**	Yes***	Genestealer	Various Arms

* only ONE per game. If both players agree...

** regenerate 1 wound on 6+ on 1D6 in Stealer endphase. If both players agree...

*** considered HUGE models.

About Genestealer Hybrids

Hybrids are not purchased in the manner of other forces; they are introduced through the special Hybrid Blips that came with the Genestealer supplement for Space Hulk. If you do not have this set of blip counters, use the blips marked 0 instead. Whenever one of these is converted, roll a ten-sided die and consult the Hybrid chart provided in the rules for that mission. Replace the blip that's marked zero so more Hybrids can be drawn later.

TYRANID FORCES

TYRANID RANGED WEAPONS

Some Tyranid troops have access to ranged weapons, and some have the option to spend additional points for different weapons.

- **Termagants** get either a Flesh Borer or Spike Rifle or Strangleweb for no extra cost.
- **Gargoyles** get a Flesh Borer for no cost or they can pay 1 extra point to get Flamespurt instead.
- **Tyranid Warriors & Hive Tyrants** pay no cost for the following weapons: Spinefist, Lash Whip, Bone Sword and Deathspitter. Venom Canon cost 2 points and other weapons cost 1 point.
- **Tyranid Warrior** can have 1 Ranged Weapon OR 2 Close Assault weapons.
- **Hive Tyrant** can have 1 Ranged Weapon AND 2 Close Assault weapons.

Tyranid	Cost	CA Dice	CAB	Wounds	Pays for 90° turn	To Hit as	Notes
Ripper Swarm	1/2	1	-2	3	No	Hybrid	-
Termagant	1/3	1	-2	1	No	Hybrid	w/ flesh borer
Hormagaunt	1/2	1	+0	1	No	Hybrid	Leap (once / turn)
Gargoyle	1/2	1	-2	1	No	Hybrid	Flyer, +3 APs for movement, Various Arms
Genestealer	1	3	+0	1	No	Genestealer	-
Patriarch	4*	4	+3	2	No	Genestealer	-
Zoanthrope	5	1	+0	2	Yes	Genestealer	Psychic Powers, Psyker Level 2
Tyranid Warrior	6	1	+1	2	Yes	Genestealer	Various Arms
Lictor	7	2	+2	3	No***	Genestealer	Invisible > 6 squares
Carnifex	8*	2	+3	6**	Yes***	Genestealer	-
Hive Tyrant	9*	3	+2	4**	Yes***	Genestealer	Various Arms

* only ONE per game. If both players agree...

** regenerate 1 wound on 6+ on 1D6 in Stealer endphase. If both players agree...

*** considered HUGE models.

TYRANID CLOSE ASSAULT WEAPONS



Close Assault Weapon	CA Dice	CAB	Parry
Bone Swords	+1*	+1	Yes
Lash Whip	+1	+1	No
Spinefist	+0	+1	No

* With 2 Swords overall bonuses give 2D6 +1CAB, parry.

