

SPACE HULK

WalBangers Rules



Version 1.0 – 2020 (NOT FINISHED)

- **Compiled the Rules:** for Space Hulk 1st Edition & Deathwing & Genestealer Expansions.
- **Added Rules + Q&A:** from White Dwarf issues, in the correct places.
- **Added Weapons:** new and old with detailed summary's & spread sheets.
- **Changed Rules:** for Plasma Pistols and Chainswords, for more balance.
- **Added Terminator:** Suggested Squad (for quick deployment) & Army List, to create your own forces.
- **Added Imperial Guard:** Suggested Squad (for quick deployment) & Army List, to create your own forces.

Future Planned content

- **Add Harlequins:** Suggested Squad (for quick deployment) & Army List, to create your own forces.
- **Add Eldar:** Suggested Squad (for quick deployment) & Army List, to create your own forces.
- **Add Space Marines:** Suggested Squad (for quick deployment) & Army List, to create your own forces.
- **Add Chaos Marines:** Suggested Squad (for quick deployment) & Army List, to create your own forces.
- **Add Grey Knights:** Suggested Squad (for quick deployment) & Army List, to create your own forces.
- **Add Grey Knights:** Suggested Squad (for quick deployment) & Army List, to create your own forces.
- **Add Orks:** Suggested Squad (for quick deployment) & Army List, to create your own forces.
- **Add Page Numbers:** Add correct page numbers.
- **Fix Index:** Change index to be correct with page numbers.
- **Fix Action Points Chart:** Add the Action Points chart for all new models.

Introduction

Hello and welcome, my name is WalBanger.

I have created this rulebook, not only to make it easier for new players to learn, this fantastic game, but also for veterans of the game to find all the information they need in one easy place.

I have combined all the rules (which were spread out over 10 years and about 20 books), and made a few changes to make it more balanced for all the army lists and players involved. But I have tried to keep it as faithful to the Original as possible as I love the game the way it is (which is why I own 4 box sets lol).

Also another reason I have put the effort into collecting all of this data into one, easy to access, place is because I found Tabletop Simulator and decided to make a 3D Version in there, which if you're interested you can find here:-

<https://steamcommunity.com/sharedfiles/filedetails/?id=1880096483>

If you have any more questions or just want to say Hi feel free to pop by my website/forum at: -

<http://www.net-clan.com>

SPACE HULK

DESPERATE BATTLE

BETWEEN MAN AND ALIEN!

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AFTER ACTION REPORT

➤ *Purge of enemy vessel by Blood Angels Chapter Legiones Astartes. Third Phase - 2 154 989 M41, grid coordinates 78/54/23 through 80/55/23 (see strategic map; File M55.789).*

(See also: File 1209.4-1209.87 First Phase - Ship actions against enemy vessel; File 1304.8-1305.1 Second Phase - Boarding enemy vessel; 1305.22-1305.67 Third Phase - Expanding bridgeheads and linking assault craft.)

❖ **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 reinforcement of areas under attack.

❖ **Forces Employed:** Remnants of Legion Astartes Blood Angels Termination 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.

15.13.00 → 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 launch 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 78/54/21-78/54/27. 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 very nearly 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 and 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 competence 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 Marine 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 their 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 armour.

❖ **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 dishonour.

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

May the blessings of the Eternal Emperor fall upon you.

//Endfile//

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.



THE RULES

The first thing you have to do to play **Space Hulk** is read these rules. They aren't particularly long or difficult, and we've included lots of diagrams and examples to help explain the more complicated ideas. Don't try to memorize this book on the first go; all you really need to begin play is a grasp of how things work - you can look up the particulars as you need during the game.

The first section of the rules, entitled *How to Play This Game*, provides an overview of the entire game. Once you've read that, you'll have a good understanding of what the various rules mechanics are meant to accomplish and how they fit in the overall scheme.

The Missions

Once you have read the rules and assembled the pieces, you are ready to begin play. At this point, you will have to decide which of the Missions, appearing in the **Mission and Background** book, you wish to play. The Missions tells you how to arrange the boards to recreate a section of the space hulk, where the men and aliens begin play, when and where reinforcements (if any) arrive, and what you need to do to win. Each Mission is different from the rest; each presents its own unique challenge.

We've included six Missions with the game, and once you've played for a bit and have a feel for what makes a balanced, exciting game of **Space Hulk**, you can easily create your own. In addition, *White Dwarf*, **Games Workshop's** monthly games magazine, periodically publishes new **Space Hulk** missions.

THE BASIC PLAYING PIECES

THE MARINES

Depending upon the Mission, the Marine player has one or two Squads of Space Marines under his command. Each Squad contains five Marines: one Sergeant, one Flamer Marine, and three Marines. Each of the Marines is dressed in Terminator armour, a powerful exoskeleton that makes him much stronger than a normal human and able to withstand the most hostile environment. Each Marine is also equipped with a mighty power glove.

Marine Sergeants



These are the commanders of the Squads. They are particularly powerful in hand-to-hand (or hand-to-claw) combat with the Genestealers. Loss of the Sergeants will affect the amount of time the Marine player has to complete his turn (see below). The Marine Sergeants are armed with Storm Bolter & Power Sword).

Flamer Marines



These Marines are armed with six-shot heavy flamers. Heavy flamers are powerful weapons which fill entire corridor or room sections with flames, possibly destroying any or all Genestealers within.

Marines



These Space Marines are armed with Storm Bolters. Extremely effective against individual Genestealers at long range, a Marine is in real trouble if a Stealer gets within clawing distance!

THE GENESTEALERS

The Genestealer player has a virtually unlimited number of Stealers under his command. Though he usually gets only a few at the beginning of the Mission, more and more reinforcements arrive as the game progresses.

Blips



When first brought into play, the Stealer players forces appear as Blip counters.

Blip counters represent one, two, or three Genestealers moving about the corridors of the space hulk.

The Space Marine player is not sure how many aliens he is facing until one of his Marines sees a Blip, or the Stealer player chooses to 'convert' the Blip (usually because those Stealers are about to attack).

If you are using **Standard Space Hulk** rules, with no Psykers or Force Lists being used, uses 21 Blips: -

- 8x 1 Genestealer
- 4x 2 Genestealers
- 9x 3 Genestealers

If you are using Extended rules with the **Psykers and/or Force Lists** (See later sections of this book) then you should use the Extended Blip Set, which contains: -

- 8x 1 Genestealer
- 4x 2 Genestealers
- 9x 3 Genestealers
- 2x 4 Genestealers
- 2x 5 Genestealers
- 2x 6 Genestealers
- and 1 of each of the letters from A-J

Also think about adding the **Ambush** rules as well which contain: -

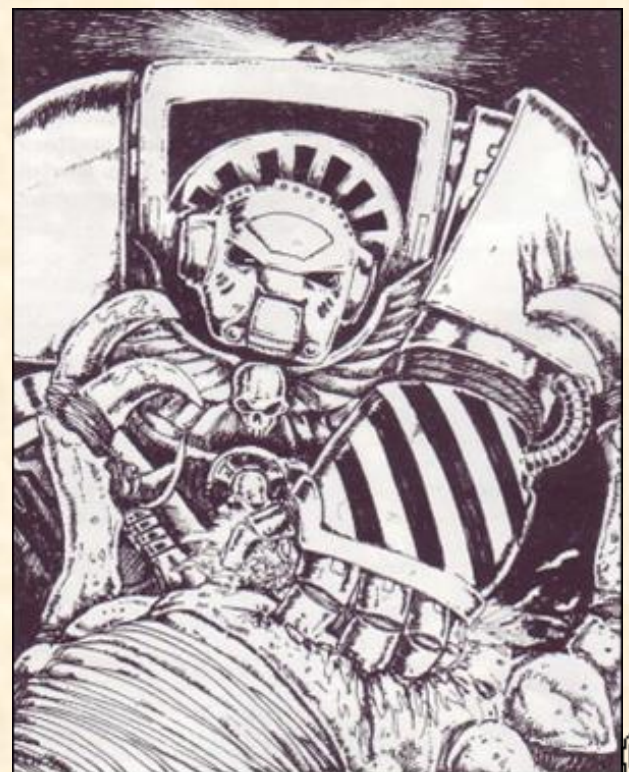
- 4x False Alarms
- 2x 1 Genestealers

Genestealers



When the Stealer player is ready to attack, or when a Marine sees a Blip, the Blip counter is turned over to show how many Stealers are there. At that point, the counter is removed from the board, and replaced with Genestealer models. Twenty Stealer models are the maximum number that the Stealer player can have in play at any one time. However, the Stealer player can reuse killed Stealer models- and there will probably be a lot of dead Stealers by the end of the game!

Genestealers have no long-range weaponry (in the basic rules but later get Hybrids), in fact, they don't use weapons at all. They attack by running up to their opponent and doing something nasty to him with their bare claws. This is risky, considering the awesome firepower of the Marines, but if they can get close, the Stealers are extremely lethal in close assault combat.



NEW FEATURES

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 and should be replaced with an appropriate-sized rubble counter (see below for rubble rules). Crates can also be destroyed by a Flamer hit, unless destroyed with a conversion beamer. Roll a D6 for each crate in the section; it is destroyed on a 6.

However, if a conversion beamer is used to attack crates, the crates are vaporised and no rubble is left in their place.

White Dwarf #142 Q&A: Psychic attacks on crates

Vortex & Blast: Both automatically vaporise crates and leave no rubble.

Lightning Arc: Destroys a crate on a 4+ - replace with rubble.

Hellfire: Destroys a crate on a 3+ - replace with rubble.

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 costs 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 weapon 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 Defending 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 defending player rolls for each.

The Defending 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.

Note: If you are stood next to (touching) the rubble you do not have to roll to shoot over it as you can clearly aim over it.

White Dwarf #142 Q&A: However, if a conversion beamer is firing, the roll of 5 or 6 indicates that the shot misses its intended target and vaporises the rubble - remove the rubble marker.

Blast and Vortex psychic attacks also automatically remove rubble markers.

No other psychic attacks or weapons destroy rubble.

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 Close Assault, 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 the canisters totally.

BULKHEADS

Bulkheads are similar to closed doors; except they cannot be opened. They are fixed in place and must be broken through.

Some weapons can break through by rolling the required number on a dice roll and some automatically break through, like a Marine armed with a chain fist can Auto break through by paying 2 Aps (consult the weapons chart for the dice roll needed).

Other Models must make close combat assault attacks against them, exactly the same as a normal door.

Note: 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.

CRYOGENIC TANKS

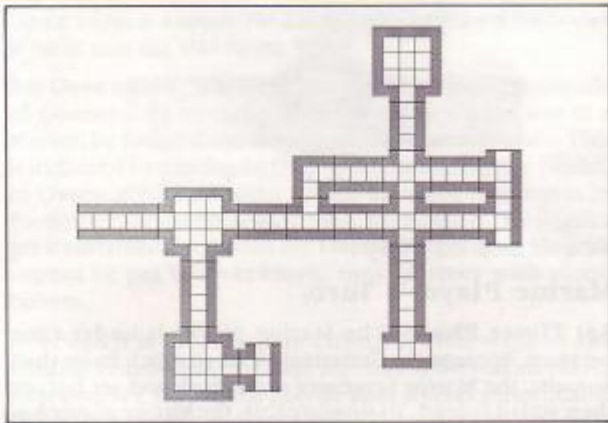
Cryogenic tanks are devices in which creatures can "sleep" in stasis for years, completely untouched by the passage of time. Cryogenic tanks block LOS and movement, even if they have been destroyed. They are fixed in place and cannot be moved, but can be attacked in the same way as doors. Flip the cryogenic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



HOW TO PLAY THIS GAME

In Space Hulk, one player takes the role of the Space Marines, fanatical warriors dedicated to the destruction of the enemies of the Emperor of all Human Space, equipped with awesome weaponry and massive Terminator armour; and the other player takes the roll of the Genestealers, fast, vicious, and super-humanly strong alien creatures. The game takes place aboard a massive derelict vessel known as a space hulk, in which the aliens are invading Human Space.

THE MAP



The map of is variable - it may be set up in different ways to represent different areas within the huge vessel. Each of the six Missions provided in **Space Hulk** gives a different map setup.

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 hit by *Area of Effect* (AOE) attacks (described in more detail below).

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 (there are a few exceptions to this rule; like Eldar Leap) - 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 Missions tell you where to place door counters on the map. Door counters represent the airlocks and blast-doors dotted around the huge vessel.

DOOR COUNTERS

The doors in the space hulk are represented by door counters. Each Mission tells where to set up doors. When the door is closed, place it in the middle of the square. When it is opened, place it to one side of the square it occupies when closed. If the door is destroyed, remove the counter altogether.

OPENING AND CLOSING DOORS

A piece may open or close a door if the door is in one of its front 3 squares. A Blip may open or close a door if it is adjacent to the door, including diagonally and behind. The Model just simply expends the appropriate *Action Points* (Aps) and the door counter is moved to the side.

A Door cannot be closed if a model or Blip is in its way.

White Dwarf #142 Q&A: Clarifying Doors (p19)

Q: From which squares can a model open a door?

A: A model can open a door, if the door square is in any of the model's front three squares - the three white squares in this diagram: -



Blips: can open a door that is in any of the surrounding 8 squares, as technically blips don't face a direction.

Harlequins: can also open a door that is in any of the surrounding 8 squares, because they are so agile.

OPEN DOORS

Squares that contain open doors are treated exactly as normal empty squares.

CLOSED DOORS

Pieces may never enter squares which contain closed doors. In addition, *Line of Sight* (LOS) does not pass through squares with closed doors.

Note: Closed doors contain/block the effects of Flamer shots, from the rest of the section, until opened (p21).

FIRING AT CLOSED DOORS

A Model can fire his weapon at a closed door in an attempt to destroy it. This is handled exactly like standard fire: see weapon chart for number needed to destroy the door, you can receive Sustained fire bonus. Overwatch fire is never used against doors. A Model *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

Models may make close assault attacks against **closed** doors (just like it was an opponent); you just need to roll a 6 to be successful. You get to add your *Close Assault Bonus* (CAB) to the roll (for example a Sergeant gets a +1; needing to roll a 5 or 6). For other "lesser" models: a natural roll of a 6 is always a success (even with a -, like Imperial Guard's -3).

Entry Areas

As you will notice, when looking at the mission maps, a number of corridors lead off the map, some of these corridors are designated Genestealer **entry areas** (Marked by an arrow/Triangle). These are used by the Genestealer player to either Lurk or bring on his Genestealers/Blips.

In some missions Marines can seal these **entry points** to prevent Genestealers from entering the board (it will tell you in the mission brief if this is possible).

BLIPS IN ENTRY AREAS

Blips enter play via **entry areas** and are placed at these **entry areas** During the Stealer Reinforcement Phase (start of turn), take your random Blips (Amount determined by the mission). Look at them, but don't show the Marine player, and then place them at one or more Stealer entry areas. You can have up to a Maximum of 3 Blips and 3 Genestealers in the same **entry area** at any one time; you must place additional Blips at other **entry areas** or they are lost. A Blip pays 1 AP to move from an **entry area** onto the 1st corridor square.

Note: Once entered onto the map, Stealers and Blips may **not** move back off the board, at any of the entry areas.

Lurking

Blips or Stealers in entry areas cannot be attacked by opponent models. 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

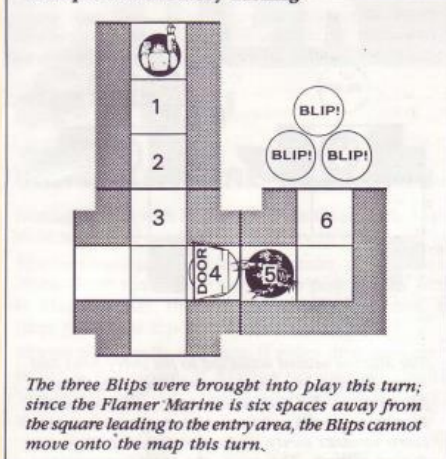
If a Space Marine is six or fewer squares away from the entry area, Stealers or Blips cannot enter the map on the turn they are placed: they must lurk for at least one turn. On the next turn, however, they may enter as normal.

Note: 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).

Example of Mandatory Lurking



The three Blips were brought into play this turn; since the Flamer Marine is six spaces away from the square leading to the entry area, the Blips cannot move onto the map this turn.

GENESTEALERS IN ENTRY AREAS

The Genestealer player can convert Blips to Stealer models in entry areas. The Genestealer 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.

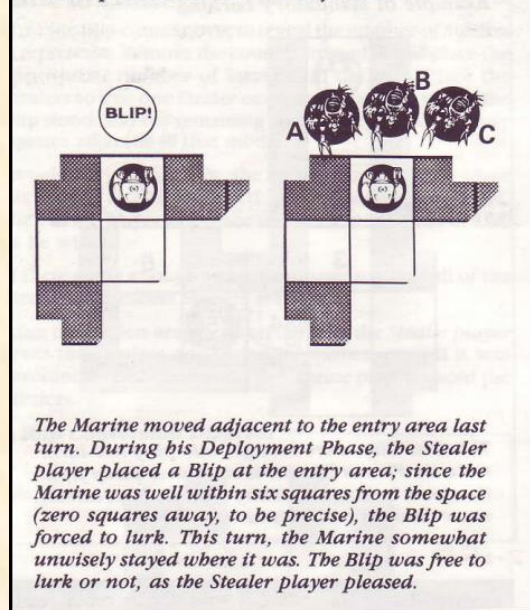
A Genestealer pays 1 AP to move from an **entry area** onto the 1st corridor square.

Note: Place the Blips/Genestealers 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.

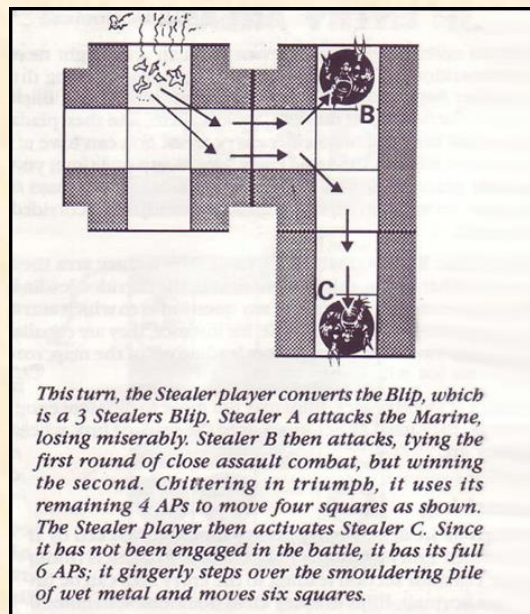
Note: Once at an entry area, Blips/Genestealers may not move to different entry areas: they must either move onto the map, or lurk where they are.

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

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, which is a 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. Chattering in triumph, it uses its remaining 4 APs to move four squares as shown. The Stealer player then activates Stealer C. Since it has not been engaged in the battle, it has its full 6 APs; it gingerly steps over the smoldering pile of wet metal and moves six squares.

TURNS

Space Hulk is played in turns- a Marine player's turn, followed by a Genestealer player's turn. The turns are further divided into a number of smaller parts, called phases. Specific things happen in each phase, and it is important that you do them in the proper order, at the proper time.

In game terminology, the order of turns and phases within a game is called the *sequence of play*. **Space Hulk's** sequence of play is as follows:



SEQUENCE OF PLAY

MARINE PLAYER'S TURN

-Set Timer Phase: The Marine player is under time pressure. Because the Genestealers are so much faster than humans, the Marine Sergeants must think and act fast, or their squad is dead. To simulate this, the Marine player has only three minutes to move his pieces. To make matters even worse, if a Marine Sergeant is ever killed, the Marine player has even less time to make his move!

In the Set Timer Phase, the Stealer player announces the beginning of the Marine player's turn. From then on, he keeps track of the passage of time on a stopwatch or wristwatch; once three minutes have passed, the Marine player's turn is over.

-Command Phase: During this phase, the Marine player randomly draws a *Command Counter*, numbered from one to six, to find out how many *Command Points* he has. The Marine player uses Command Points (also called CPs) to have his Marines perform exceptional feats.

The Marine player keeps the number of Command Points he has secret from the Genestealer player until the Endphase at the end of the Genestealer player's turn.

-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.

For example, a Marine must pay 2 APs to move one square backwards and 1 AP to fire a Storm Bolter. During a turn, he could fire his Storm Bolter four times or move backwards 2 squares, or move backwards one square and fire his Storm Bolter twice - he could perform any Actions he wished in any orders; as long as he didn't spend more than 4 APs.

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 totalling more than 4 APs.

The Following is a list of actions the Marines can perform in ANY order he wishes:

-Move: The Marine moves to an empty adjacent square. The AP cost varies depending upon whether he is moving forward or backwards.

-Turn: The Marine turns while staying in the same square.

-Fire Storm Bolter: The Marine fires at a target in front of him. The Marine can't fire through other models and he can't fire if the target is to the side or behind him. 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, doesn't move and 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.

-Move and Fire Bolter: The Marine moves one square and fires his Storm Bolter at a target. He doesn't get a sustained fire bonus if he is moving and firing.

-Set Overwatch: When the Marine player expects a horde of Genestealers to come rampaging down a hallway at a Marine, he may put the Marine into *Overwatch mode*. This is indicated by placing an Overwatch marker by the model. In Overwatch, the Marine fires at anything that moves in the Stealer Action Phase (provided he can see it and is in range). He doesn't get a sustained fire bonus for Overwatch. Some weapons like Flamers cannot be put in Overwatch.

Overwatch is usually quite effective, even without the sustained fire bonus, but there are risks. If the Marine player rolls a double, then the Marine's Storm Bolter jams and becomes unable to fire, leaving the Marine quite helpless until he can clear the jam.

-Clear Jam: A Marine with a jammed Storm Bolter can clear the weapon and make it ready to fire once again. Jams occur only when the Marine player rolls doubles during Overwatch. They never occur during any other kind of Storm Bolter fire (1Action Point to clear a Jam).

-Fire Flamer: Flamer Marines fire their flamers 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.

In addition, flamer fire blocks LOS and passage through corridors and rooms for the next Stealer player's turn. A Flamer marker is placed in a burning corridor section to denote that it may not be entered; it is removed in the next Endphase.

Flamer Marines carry limited ammunition; after six flamer shots they're out of juice for the rest of the game (unless you have a reload).

-Open or Close Door: The Marine may open or close a door if he is facing towards it.

-Close Assault: This is an act of desperation for a Space Marine, since he is quite likely to come out much the worse - i.e., dead - from the battle. 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. The loser is destroyed and removed from play; a tie has no effect.

The Marine player's turn ends when he has completed his move, or time runs out.



GENESTEALER'S TURN

Blessed with remarkably efficient nervous systems, Genestealers think and act much faster than Humans do. Therefore, in **Space Hulk**, the Genestealer player is not under time pressure to complete his move. The timer is not used during the Genestealer player's turn.

-Stealer Reinforcement Phase

During this phase, the Genestealer player takes a number of Blip counters, usually one, two, or three per turn, as determined by the Mission. He looks at them to find out how many Stealers they represent, and then places them face-down 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 for as long as the Stealer player wishes. Stealers in entry areas cannot be harmed in any way by the Space Marines.

-Stealer Action Phase

The Genestealer player moves his Genestealers and Blips in the same way as the Marine player moves Marines. However, Genestealers have 6 APs, two more than the Marines. Also, some actions cost different amounts of APs for Genestealers and Blips, and some actions are prohibited for Blips - most importantly, Blips cannot attack.

Since they have no weapons, Genestealers are quite vulnerable to the Marines' firepower. During the game, they often stay just out of sight of the Marines, waiting until they have enough reinforcements to attack in wave assaults. Even these tactics are not necessarily going to be successful, especially if the Marine player has saved some Command Points to use to mow down huge numbers of the onrushing Stealers. However, if a Stealer survives the fire and reaches the Marines, he is quite likely to destroy one or more of them in Close Assault combat.

The Stealer player's turn ends once he has finished moving his pieces.

-Endphase

The players check to see if either side has won. If not, the game continues. The Marine player shows the Stealer player the CP counter he drew, to prove that he didn't spend more CPs than he had available, and Flamer markers and Overwatch counters are taken off the map.

THAT'S THE GAME!

In a nutshell, that's how you play **Space Hulk**. The following rules provide specific details, but now you have a good overview of the game. Keep it in mind as you are reading, so that you have an idea on how each rule fits in the framework of the game.



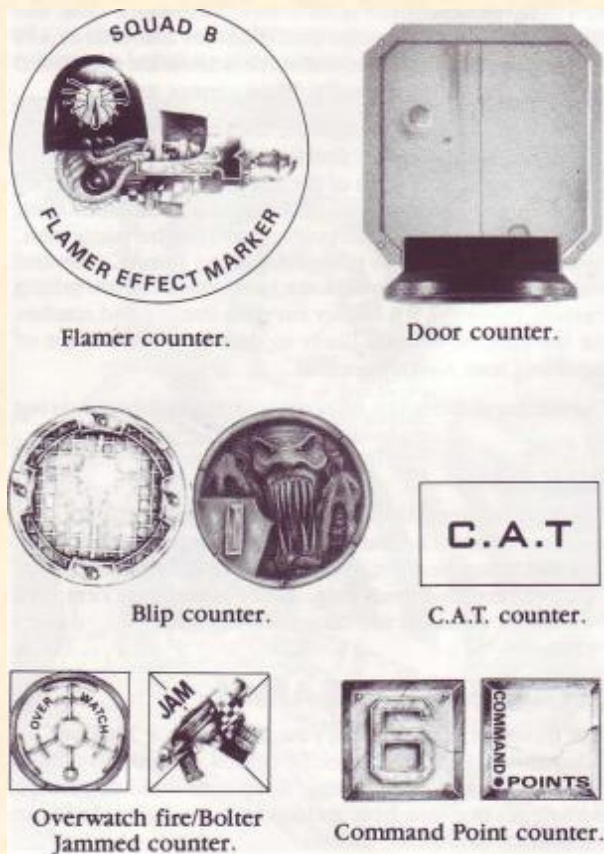
GETTING READY FOR PLAY

1. First decide who is going to play the Genestealers and who is going to play the Space Marines, then pick a Mission from the six provided in the Mission and Background book.
2. Set up the map according to the Mission instructions.
3. Take out one or two Marine Squads (as per the Forces section of the Mission), and set aside six Flamer counters for each Flamer Marine in play
4. Take the six Command counters and place them in a cup; take the Blip counters, turn them face-down, shuffle them, and place them in the box top. Place the Stealer models within easy reach of the Stealer player.
5. The Genestealer player deploys his starting forces (if any), then the Marine player places his forces, at the locations allowed according to the Deployment section of the Mission.
6. The Stealer player starts the timer; the Marine player pulls a Command counter; and play begins.

COMPONENTS

You can find a complete listing of the components of **Space Hulk** on the back of the box.

COUNTERS



IMPORTANT!

You need a wristwatch or clock with a second hand to play **Space Hulk!** (For the kids of today: A stopwatch lol).

THE MAP

The terms *corridor* and *room* are used interchangeably throughout these rules; there is no difference between corridors and rooms except that rooms are wider than corridors.

THE MODELS

Space Hulk comes with two complete Marine Squads, each containing a Marine Sergeant, Flamer Marine, and three Space Marines. In addition, twenty Genestealers are provided.

Assembling the Models

Before you can begin play, a small amount of assembly is required. First, remove all of the models from their sprues, preferably with a sharp knife. **Don't** trim off the tabs, on the bottom of the models; these are glued into the slotta bases so that the models will stand upright. Attach the Genestealers' extra arms to their torsos, using a good plastic glue. Glue flamer guns over *two* of the Marines' Storm Bolters and right hands. (Don't throw away the extra flamers; you may want to convert other Marines to Flamer Marines later.)

Slotta Bases

Thirty-two Slotta bases are provided in **Space Hulk**, twenty-four black, four red and four grey. Glue the Genestealers and two of the Space Marines to the black bases, putting the two extra bases to the side. Glue three Space Marines and one Flamer Marine to the red bases, and three Space Marines and one Flamer Marine to the grey bases.

When you are finished, you will have twenty Genestealers on black bases, and two complete Space Marine Squads. A complete Squad contains: three Space Marines and a Flamer Marine with the same coloured bases one Marine Sergeant on a black base.

Painting the Models

Although it is not necessary to play and enjoy **Space Hulk**, we recommend that you paint the models. The side panels of the box bottom contain a guide to painting the models; Games Workshop provides a wide variety of colours and paint-brushes which are specially designed for games Workshop and Citadel miniatures. For tips on painting, see *White Dwarf*, Games Workshop's monthly gaming magazine.



TURN SEQUENCE

Space Hulk is played in turns. For easy explanation, for beginners, we will keep it simple with Marines Vs Genestealers. Each game begins with a Marine player's turn, which is followed by a Stealer player's turn. Play alternates between the two for the duration of the game. Each turn is further divided into phases. To make sure that everything is done properly, follow the exact sequence shown below.

BASIC GENESTEALER VS MARINE TURN SEQUENCE

MARINE PLAYER'S TURN

1. Set Timer Phase

The *Stealer* player announces the beginning of the Marine Player's turn and starts the timer (see below).

2. Command Phase

The Marine player takes a Command Point counter at random to find out how many Command Points he has (see p17).

3. Marine Actions Phase

The Marine player gets to activate and move, fire, close assault and/or put into Overwatch his Marines (see p10).

Once the Marine player has finished (or runs out of time), it is the Stealer player's turn.

STEALER PLAYER'S TURN

1. Stealer Reinforcement Phase

The Stealer player takes any reinforcement Blips he is due that turn and places them in Stealer entry areas (see p25).

2. Stealer Actions Phase

The Stealer player activates any or all of his pieces. He may move his Blips or convert them into Stealer models, and he may move and/or close assault with any or all of his Stealers. The Marine player may spend Command Points to move, fire, and/or close assault with his Marines.

3. Endphase

During this phase, various record-keeping tasks are taken care of. The Stealer player removes Flamer and Overwatch counters; the Marine player reveals the Command Point counter drawn that turn; and the players check to see if either side has won. If not, the Stealer player starts the timer and announces the beginning of a new Marine player turn.

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 (and maybe if you are using Psykers with PSI points instead of powers. For games that consist of forces other than Terminators, the turns sequence remain virtually unchanged. Replacing Genestealers with other forces may alter the flow of the game a lot.

Also, if the psychic attack cards are used, this sequence is altered by the addition of a psychic cards phase (see the Turn Sequence on next page).

GENESTEALER US MARINE (WITH PSYCHICS)

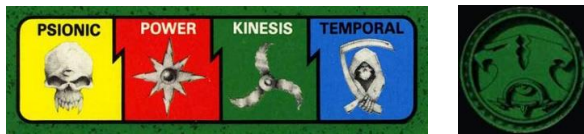
TURN SEQUENCE

The introduction of psykers into a game slightly alters the sequence of play. This section explains the new sequence.

BEFORE THE GAME STARTS

The Trump Suit

Shuffle and cut the card deck. The suit of the card you turn up, is the trump suit at the beginning of the game. Place the trump suit counter on the corresponding section of the colour track.



Colour track and trump suit counters:

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.

The Cards

Then shuffle the card deck and place face down. Each player takes a full hand of cards from the top of the deck, with the Marine player going first. You should look at your own cards but don't show them to the other player.

If the Marine player has any psykers, his normal hand is 2 cards, plus 1 card for each psyker model. For each psyker killed during the game, the Marine player's hand is reduced by 1 card - if he loses all his psykers, he can no longer use psychic cards.

If the Stealer player has any psykers in the Blip deck, his hand is 4 cards regardless of how many psykers he has. He can take cards even if he doesn't have any Stealers in play.

The Timer

Calculate the length of the Marine player's turn as you normally would, if he has any psykers in his force, he gets a +30 seconds bonus to his turn because of the extra time needed to draw, discard and play psychic attack cards. If at any time the Marine player loses all his psykers, in the following turn he also loses the time bonus they conferred.

MARINE PLAYER'S TURN

1. Set Timer Phase

The Stealer player announces the beginning of the Marine Player's turn and starts the timer (see next page).

2. Command Phase

The Marine player takes a Command Point counter, at random, to find out how many Command Points he has (see p17).

3. Psychic Cards Phase

If the Marines lost any psykers last turn, work out the new Marine card hand: if there are any psykers left, the Marine player can have up to 2 cards plus 1 card per psyker (if none are left, he gets no cards and must discard any remaining in his hand).

Draw New Cards

Draw 1 psychic attack card for each Marine psyker in play, up to a maximum of 2 cards above the normal hand.

Discard

If the Marine player has more than the normal hand, discard 1 or 2 cards to bring it down to the correct number - he can choose any of the cards he's holding to be discarded.

Remember that this phase takes place while the clock is running, so the Marine player doesn't have too long to think about selecting cards.

4. Marine Actions Phase

The Marine player gets to activate and move, fire, close assault and/or put into Overwatch his Marines (see p13).

Once the Marine player has finished (or runs out of time), go to step 5 - Section Effects endphase.

5. Section Effects Endphase

Roll for the Movement of Vortices

The Marine player rolls a dice for each Vortex on the board to see if it moves - see the rules on the Vortex in the Psychic Attack Cards section.

Roll for Additional Damage Caused by Section Effects

The Marine player rolls to kill every model, Marine or Stealer, that is on a section containing a Hellfire marker. Models on sections containing a Vortex marker are automatically killed - only psykers that play Aura cards survive.

Note: If the section effect was cast by a Marine psyker this turn, no roll is made until the Stealer section effects endphase.

Roll for Decay

The Marine player may choose to try to decay any one or more section effects by nominating the effect and rolling a dice; on a 6, the effect decays and the marker is removed.

Roll for Dispersal

The Marine player may choose to play one or more force cards of the appropriate colour to disperse section effects. Playing a force card automatically disperses an effect, unless the Stealer player chooses to fight a force battle over the effect.

Note: Effects which the Marine player has tried to decay this endphase, can't be dispersed.



STEALER PLAYER'S TURN

1. Psychic Cards Phase

Discard

The Stealer player may choose to discard one of his cards; he doesn't have to discard at all and he can't discard more than one.

Draw New Cards

The Stealer player can draw as many cards as he needs to take his hand up to 4 cards.

2. Stealer Reinforcement Phase

The Stealer player takes any reinforcement Blips he is due that turn and places them in Stealer entry areas (see p25).

3. Stealer Actions Phase

The Stealer player activates any or all of his pieces. He may move his Blips or convert them into Stealer models, and he may move and/or close assault with any or all of his Stealers. The Marine player may spend Command Points to move, fire, and/or close assault with his Marines.

Converting Hybrid Psykers

A Hybrid psyker is not actually in play, and therefore cannot use any psychic powers, until it has been converted from a Blip - the Stealer player can still have a hand of psychic cards. A Hybrid can use psychic cards as soon as it's converted, even if this is a forced conversion due to a psychic attack.

Marine Actions

Obviously, a Marine taking an action during the Stealer turn must pay for it with CPs. As the Marines are inactive during this phase, it costs 1 CP to play a card from the trump suit, and 2 CPs to play any other card.

A Marine can only spend CPs on a single action during the Stealer turn if an opponent model takes an action in his LOS or fires upon him. The opponent model must take another action before the Marine can spend CPs again.

The Marine doesn't have to spend the CPs attacking the Stealer that moved - he can make any attack (including psychic attacks) or movement normally allowed to him.

If a Stealer moves into the LOS of a Marine in overwatch but is outside the Marine's fire arc or range, the Marine can immediately drop out of overwatch. He can now spend CPs to move, attack or play psychic cards.

If a Marine is fired upon by a Hybrid, the attacked Marine is allowed to spend CPs to turn and face his attacker. This is the only exception to the rule that a Marine cannot spend CPs during the Stealer player's turn without having LOS to a Stealer performing an action. It applies to both target and section effect weapon fire. It only applies to psychic attacks if the Marine is a psyker himself - other Marines aren't attuned to the psychic emanations of the attacking Hybrid and cannot pinpoint it without LOS.

4. Section Effects Endphase

Roll for the Movement of Vortices

The Stealer player rolls a dice for each Vortex on the board to see if it moves - see the rules on the Vortex in the Psychic Attack Cards section.

Roll for Additional Damage Caused by Section Effects

The Stealer player rolls to kill every model, Marine or Stealer, that is on a section containing a Hellfire marker. Models on sections containing a Vortex marker are automatically killed - only psykers that play Aura cards survive.

Note: that if the section effect was cast by a Hybrid psyker this turn, no roll is made until the Marine section effects endphase.

Roll for Decay

The Stealer player may choose to try to decay any one or more section effects by nominating the effect and rolling a dice; on a 6, the effect decays and the marker is removed.

Roll for Dispersal

The Stealer player may choose to play one or more force cards of the appropriate colour to disperse section effects. Playing a force card automatically disperses an effect, unless the Marine player chooses to fight a force battle over the effect. Effects which the Stealer player has tried to decay this endphase can't be dispersed.

5. Endphase

During this phase, various record-keeping tasks are taken care of. The Stealer player removes Flamer and Overwatch counters; the Marine player reveals the Command Point counter drawn that turn; and the players check to see if either side has won. If not, the Stealer player starts the timer and announces the beginning of a new Marine player turn.

Rotating the trump Suit

Move the trump suit counter one step to the right along the colour track - if the suit was temporal this turn, move the counter back to the psionics section. The counter indicates which suit is trump until the next Stealer endphase.



THE TIMER

WalBanger Edit: *You don't have to use the timer, especially if you are a new player (I have used a timer, maybe once, in the 20+ years I been playing it), but it can add some fun and panic into the game, the following rules are for using a timer if you want to:-*

Genestealers are fast - much faster than humans. A turn of **Space Hulk** represents just a few seconds of real time; for the Space Marines, survival depends upon their commander making split second decisions. There's no time to carefully weigh all the options. Act fast, or you're dead. We simulate this in the game by putting the Marine player under time pressure.

To play **Space Hulk**, you need some kind of timer. A stopwatch is perfect; just about any watch or clock with a second hand is fine, as well.



HOW TO USE THE TIMER

The Marine player has just 2 minutes + 30 seconds per Sergeant to complete his turn. When the Stealer player has finished his turn, he begins timing the Marine player. Once this time has passed, the Space Marine player's turn ends immediately (except that he may roll for the outcome of one fire or assault combat he announced before time was up).

During the Marine Player's turn, the Stealer player announces the passage of time, calling off each minute as it passes, and then counting down the last minute in fifteen-second intervals - for example, "Okay, begin. You have three minutes. - two minutes... one minute... forty-five seconds... - thirty seconds... fifteen seconds... time's up!"

Game Note: This is a lot of fun, especially when your opponent is dithering during a critical turn!

LOSING COMMANDERS

When a Squad's Sergeant is killed, one of the remaining Marines takes over. The new commander is less experienced, and probably won't be as decisive as the Sergeant he is replacing. When this happens in the game, the Marine player gets even less time to complete his move!

You lose thirty seconds of time for each of your Sergeants killed. Therefore, if you've got only one Sergeant in play,

you have only two minutes and thirty seconds to make your move; if both are gone, you have just two minutes.

FIRST-TIME PLAYERS

Novice Marine players get Three minutes per turn instead of Two. (They still lose bonus thirty seconds when each Sergeant/Commander is killed.)



THE ACTION PHASE

During your Action Phase, you move and fight with your pieces. You move and fight with your pieces one at a time, completing one piece's move before you start 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 (unless you use CPs, see p11).

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

The AP costs of actions represents the amount of time it takes for a piece to perform that action. AP costs are listed on the following table.



Action Points

Action Points Allowance

Space Marines

4 APs Per Activation Phase

Genestealers and Blips

6 APs Per Activation Phase

Action Points Cost

Action Taken	Marine	Genestealer	Blip
Move Forward 1 square	1	1	1
Move Backward 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. Storm Bolter)	1	-	-
Fire Heavy Weapon (e.g. Heavy Flamer)	2	-	-
Set Overwatch	2	-	-
Clear Jammed Weapon	1	-	-
Move Forwards & Fire	1	-	-
Move Backwards & Fire	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

* If the Genestealers makes two 90° turns in a row, he is really making a 180° turn, and must pay 1AP to do so.

Examples of Spending APs

It is the Marine player's Action Phase. He activates a Marine, who can now spend 4 APs. The Marine moves forward and fires (1 AP), misses, moves forward and fires again (1 AP), misses again, moves forward and fires a third time (1 AP), this time hitting and killing the Stealer (and having spent a total of 3 APs to do so).

Having a sigh of relief, the Marine player activates another Space Marine. The first Marine can't be activated until the Marine player's next turn; his leftover AP is wasted.

MARINE COMMAND POINTS

Marine Squads sent into the space hulk are in constant communication with a command centre back on the assault vessel. Each Squad is 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.

These Lieutenants are often quite helpful in combat, urging the Marines on to greater efforts, pointing out advancing Stealers that the Marines might not have seen, offering tactical suggestions, and so forth. In **Space Hulk**, the Lieutenants are represented by *Command Points* (CPs).

Genestealers have no CPs; only the Marine player gets them.

GAINING COMMAND POINTS

At the start of the game, Marine player takes the six Command Point counters and place them in an opaque container, such as a cup. During the *Command Phase*, pull one of these out of the cup to find out how many Command Points you get to spend during that turn and the following Genestealer player's turn.

Important! Don't tell the Stealer player how many Command Points you have until the Endphase!

After you have drawn a Command counter, look at it and place it face-down in front of you.

The CPs must be spent during your turn or the next Genestealer player's turn; you may not save them until your following turn. Any CPs left over after the Stealer player's turn are lost.



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.

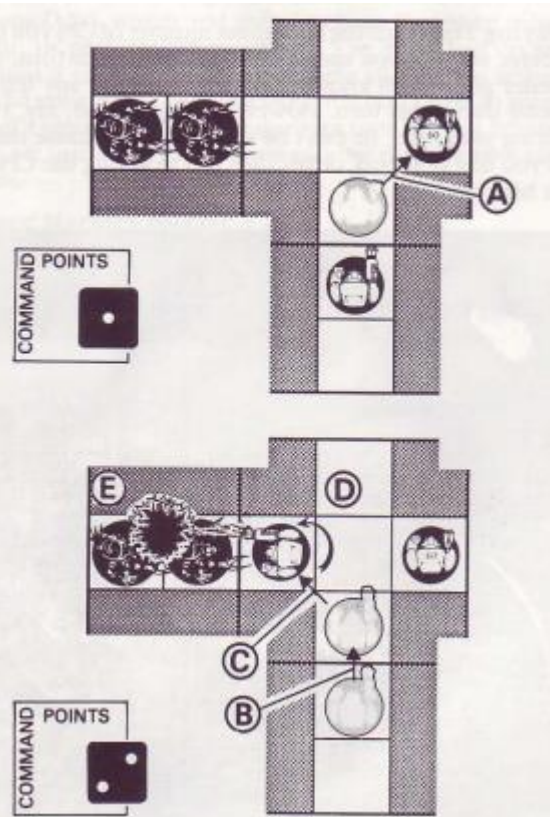
Example of Spending CPs

The Marine player has drawn a 4 Command Point counter. 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.

Spending CPs During Your Action Phase

During the Marine Action Phase, you can spend CPs on any Marine in any way you wish, in fact, you can spend CPs on one Marine while another is active; the active Marine 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 Marine perform a 2 AP action).

Example of spending CPs During Marines Action Phase



The Marine player has two Command Points. Neither of the two Marines shown has been activated yet. He wishes to flame the two Stealers around the corner but the Marine is in the way of his Flamer Marine. He spends 1 CP to move the Marine into the side corridor (A), then Activates the Flamer Marine, who moves down the corridor (2 APs) and turns to face the Stealers (1 AP) (B, C, and 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 AP to have the Marine fire his flamer, toasting the Stealers (F). The Marine player may now Activate the Marine in the side corridor; the Marine will have its full complement of 4 APs.

How to Read the Examples



Spending Command Points During the Stealer's Action Phase

You can spend CPs on a Marine during the Stealer player's Action Phase; however, you may do so only if your Marine sees a Stealer perform an action. (This represents your Lieutenant seeing the movement through the Marine's vidcameras).

To see a Stealer, your Marine must have a Line of Sight (LOS) to the Stealer. Line of sight is explained in detail in the *Marine Shooting* section of the rules; for now, all you need to know is that the Stealer must be in front or to the side of the Marine, and there can't be anything between the two models blocking the Marine's view.

In addition, you can spend CPs on a Marine only **after** a Stealer in his LOS has performed an action. (That is, if the Stealer just stands there and does nothing for its entire turn, the Marine Lieutenant won't pay any attention to it.) 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.

Finally, during the Stealer player's Action Phase, you may spend CPs only to have one Marine perform one single action at a time. You can spend 2 CPs to have a Marine perform a 2 AP action, like firing a flamer, but you cannot spend 2 CPs to have a Marine fire twice. The Stealer player is always allowed to perform another action before you can spend more CPs.

This rule is in effect even if more than one Marine sees a Stealer perform an action: you can spend CPs only to have one of them perform one action. If the Stealer then subsequently performs other actions, you can spend CPs on the same Marine as before, or on another Marine with LOS to the Stealer.

To spend CPs during the Stealer player's turn, wait until a Stealer performs an action in one of your Marine's LOS, then simply announce that you are spending CPs on that Marine. After you have finished, the Stealer player resumes his move (until you interrupt again).

Keeping Track of Command Points You Have Spent

Though you shouldn't tell the Stealer player how many total CPs you received during the Command Phase, you must tell him how many you are spending as you spend them.

As you spend CPs, you keep track of the number you have spent with one of the dice. When you haven't spent any CPs, put the dice off to one side; when you spend one or more CPs, turn the dice's face to show the total points you have spent and place it on top of the Command Point counter. If you spend more points later on, simply turn the dice to show the new total.

Example of Keeping Track of CPs

If you spent two CPs to have a Marine fire his flamer; you would turn the Command Dice so that it showed 2 and place it on top of the Command Point counter. If later in the turn you spent another point you would then turn the dice to 3.

Revealing the Command Counter

You reveal the Command Point counter, to the Stealer player, during the Genestealers Endphase. If you spent more CPS than you had, you lose immediately.

After you have revealed the Command Point counter, place it back in the cup with the other counters, give them a shuffle and Pick another to start the Marine Players Turn.

White Dwarf #142 Q&A: Clarifying CPs (p18)

Q: In the Genestealers 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?

A: Yes.

Q: 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?

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

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

A: Yes. For example, he could step backwards. When command points are used, the Space Marine can do any one action normally allowed by the rules.

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

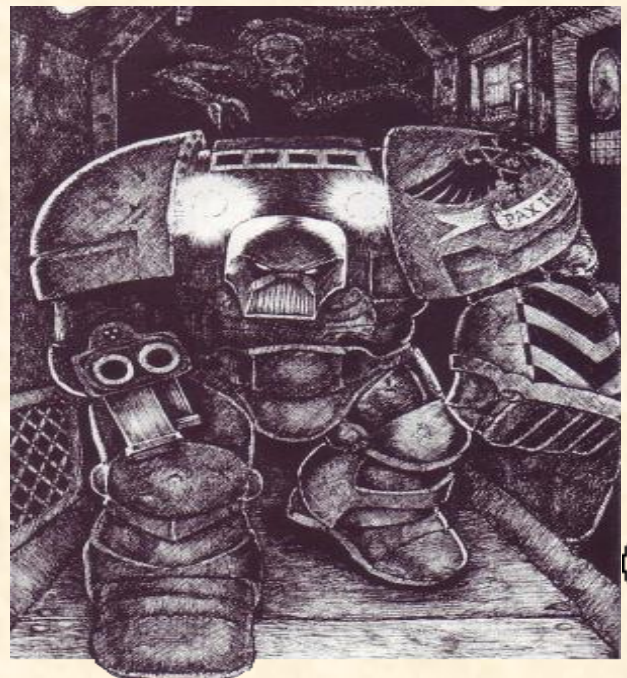
A: Yes. The important thing to remember is that spending the CPs means the Space Marine loses overwatch.

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.

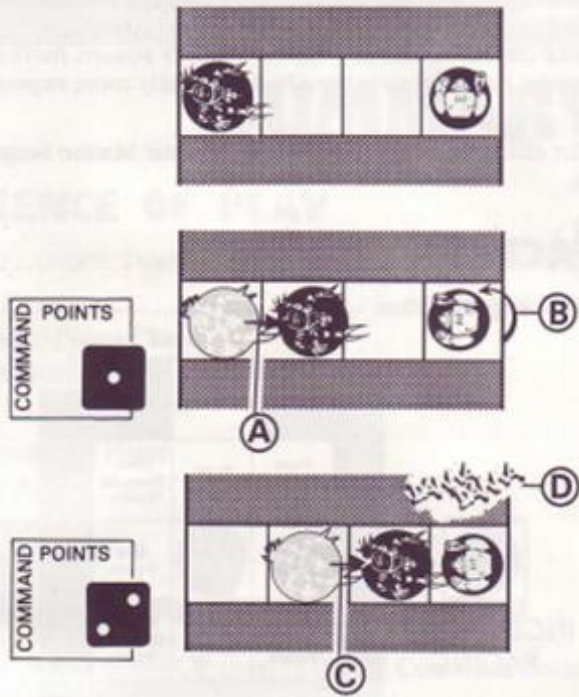
This can also be useful when you want to do something other than shoot. Common examples are stepping out of line of sight when facing a Genestealer Hybrid.

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

A: Yes. Provided the Genestealer isn't in the same board section as the Space Marine with the flamer, the Space Marine can shoot at him...



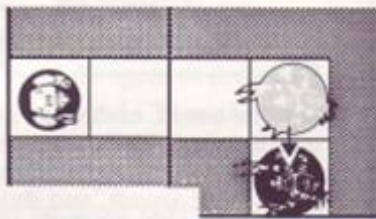
Examples of Spending CPs During Stealer's Action Phase



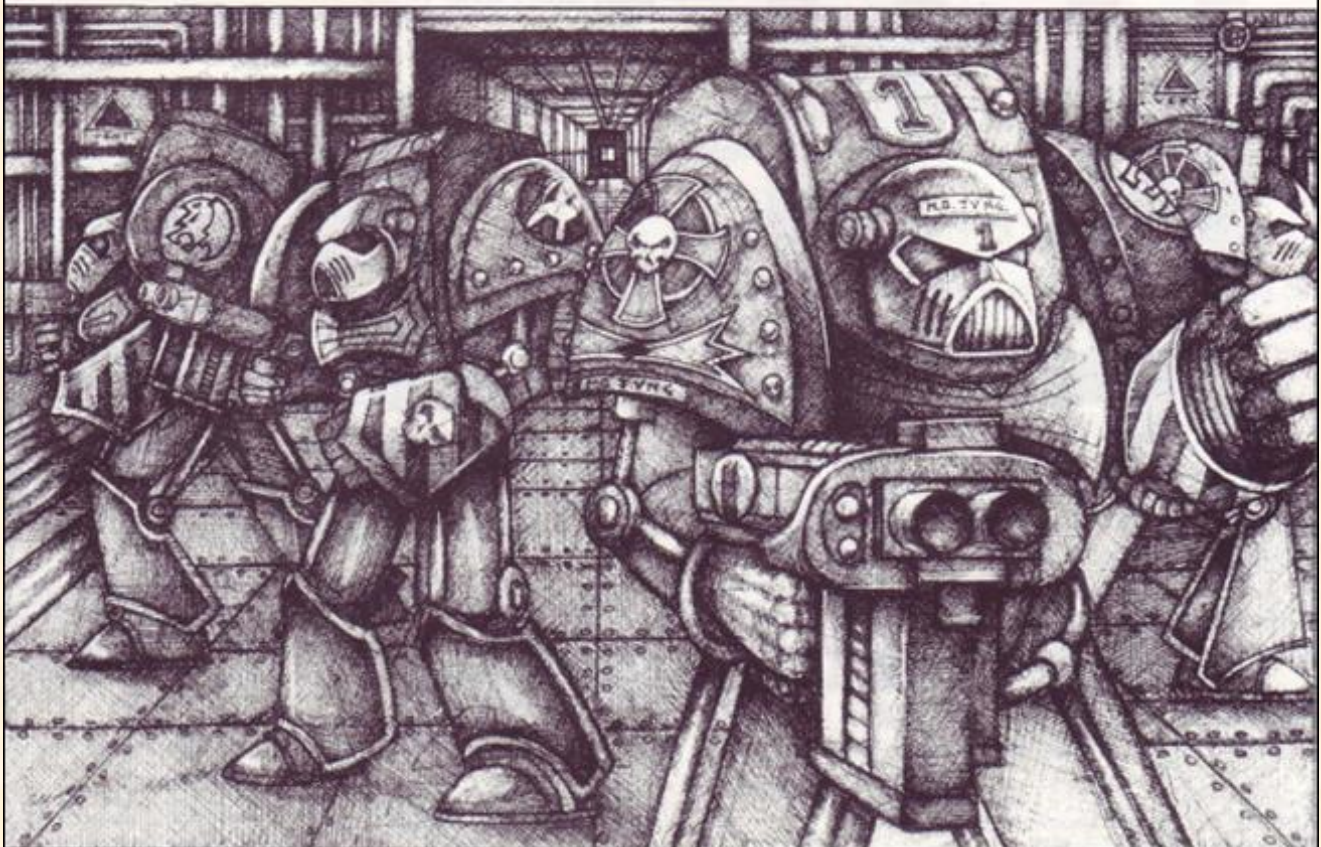
It is the Stealer player's Action Phase. The Marine player has 3 CPs left; caught rather stupidly facing in the wrong direction, the Marine is about to get attacked from the side by an angry Genestealer. The Stealer moves towards the Marine (A).

The Marine has a line of sight to the moving Stealer, so the Marine player may spend CPs on him. The Marine player spends a 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.



MOVEMENT

The corridor sections of the map are divided into squares. A piece can move into any adjacent empty square, *including* empty diagonally-adjacent squares (see below) if, of course, its player pays the APs. It is usually more expensive to move backwards than forwards.

Note: that you pay APs for each square you move. If, for example, you wished to move your Marine Sergeant four squares forwards, you would have to pay 4APs to do so.

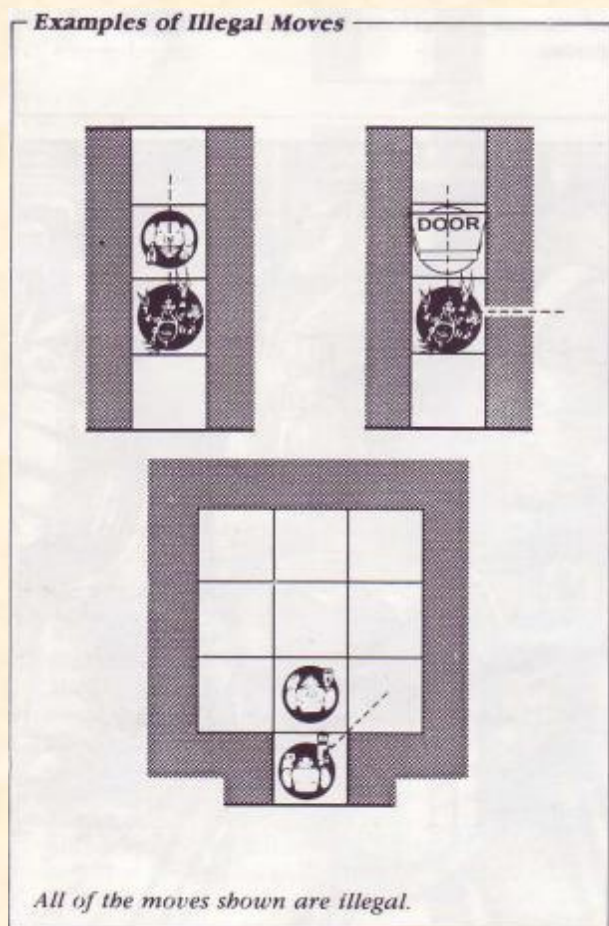


Illegal Moves

You cannot move a piece into a square containing another piece, a closed door, or through a wall. In addition, you cannot move a piece into an empty diagonally-adjacent square if both intervening squares are occupied by other pieces and/or corners.

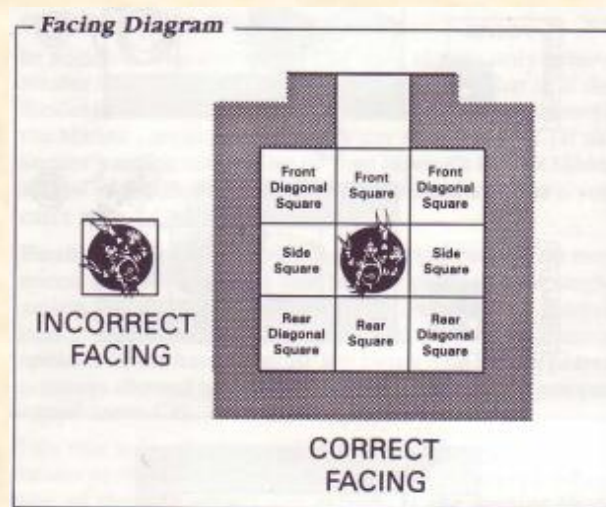
Key:

----- Is the path the model wants to travel.



FACING

When a piece is moving, it keeps its current facing (see below); you must pay APs, for a turn action, to change the models 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.



How Facing Affects Movement

Your models pay different amounts of APs to move in 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 armour 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.

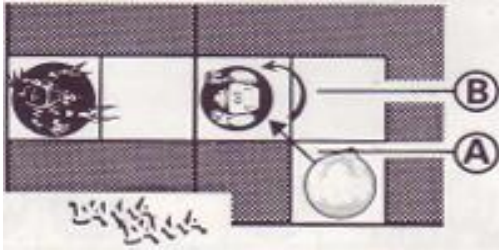
Remember that models keep their current facing when moving. Turning is a separate action from movement.

Turning

You may use APs to turn a model - that is, to change its facing by 90° or 180° while staying in the same square.

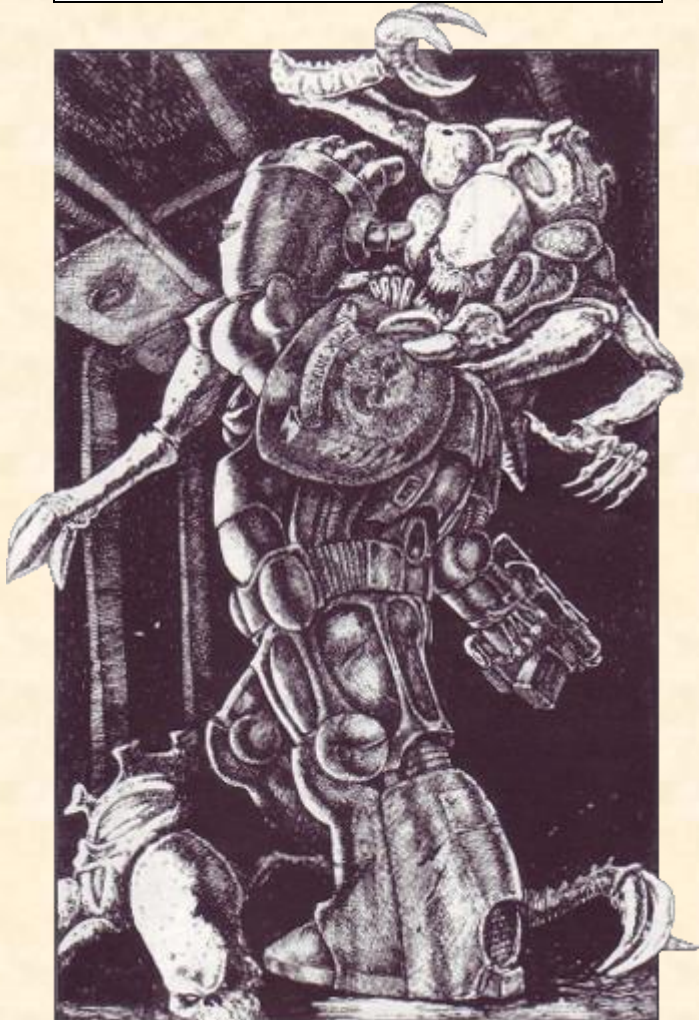
- A Marine pays 1 AP to turn 90°; 2 APs to turn 180°.
 - A Genestealer pays 0 APs to turn 90°; 1 AP to turn 180°.
- (Note** that a Stealer cannot make two 90° turns in a row for free; it would have to pay the 1 AP cost for making a 180° turn).
- Blips have no facing; they never turn.

Example of Turning

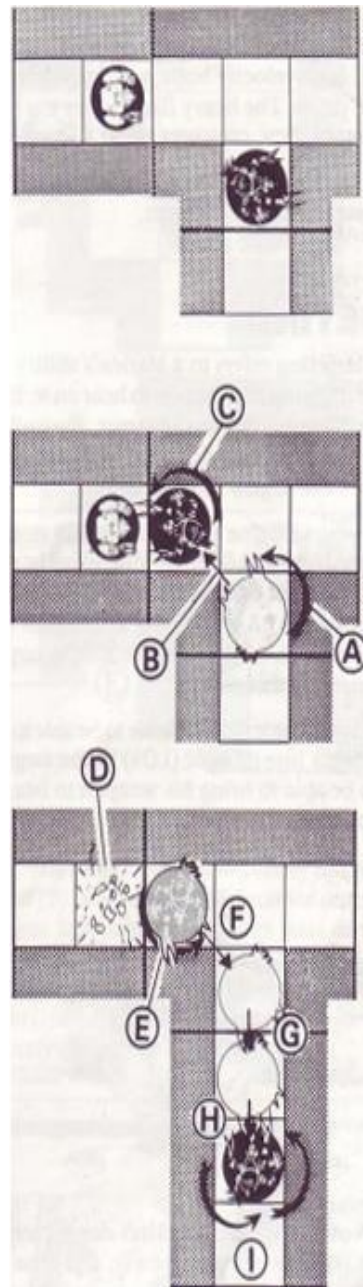


(A): The Space Marine pays 1AP to move forward, to the front diagonal square.
 (B): He then pays another 1AP to turn 90° to face down the corridor.
 He may then spend his remaining 2APs to blow away the Genestealer down the corridor.

***Note on (B):** The Marine, with a Storm Bolter, 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.



Example of Turning



Picture 1: The Space Marine has foolishly neglected to go into overwatch mode, so the newly-activated Genestealer (with 6APs) decides to go and kill him.

Picture 2: (A) It makes a 90° turn for free (0AP),
 (B) Moves forward (1AP),
 (C) Makes another 90° turn for free (0AP),

Picture 3: (D) Rips the dead of the Marine (1AP),
 (E) Makes another 90° turn for free (0AP).
 (F) Moves down the corridors 1 spaces (1AP),
 (G) Moves down the corridors 1 spaces (1AP),
 (H) Moves down the corridors 1 spaces (1AP),
 (I) Then spends its last 1AP turning 180° (1AP)

A Terminator Marine's Squad is his home. The Sergeant is his mother and father both, the legion his god. He respects only the Emperor, his Chapter Brothers and his enemies; he holds all others in contempt. With the squad, he's complete – he'll take on the galaxy and win, or die with a smile on his face.

-From *The Litany of Arms*

MARINE SHOOTING

Marines are armed with the very best weaponry in the Imperium. The Storm Bolter, the Space Marines' standard firearm, fires small, high-velocity bolts with explosive tips, capable of blasting through eight inches of plasteel as though it were tissue paper. The heavy flamer fires jets of volatile chemicals that explode violently, filling the target area with burning flames. Few creatures stand a chance against this awesome firepower.

The Genestealer is one of them.

TARGETING

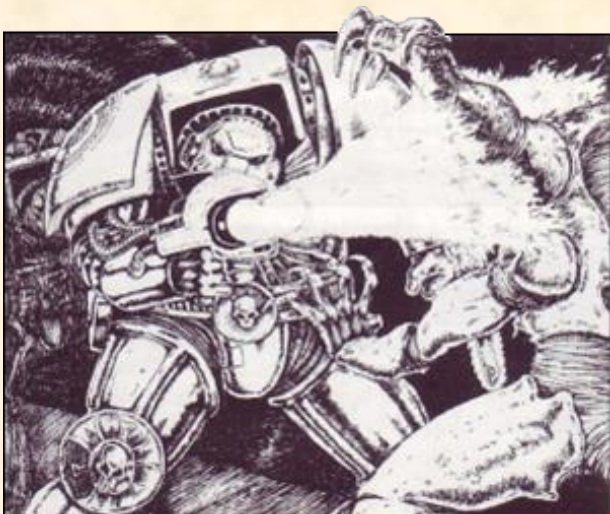
The term targeting refers to a Marine's ability to (A) see a target, and (B) bring his weapon to bear on it. If the Marine can do both, he can fire at the target. Basically, a Marine can see to the front and sides; but he may only bring his weapon to bear on targets in front of him in a 90° Arc.

In most cases, a Marine will be firing his 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



Playing Note: Since Genestealers don't carry weapons, they don't shoot at things far away, and thus never have to worry about fire arcs or LOS - except, of course, they will probably worry a *lot* about staying out of the Marines' fire arcs and LOS...

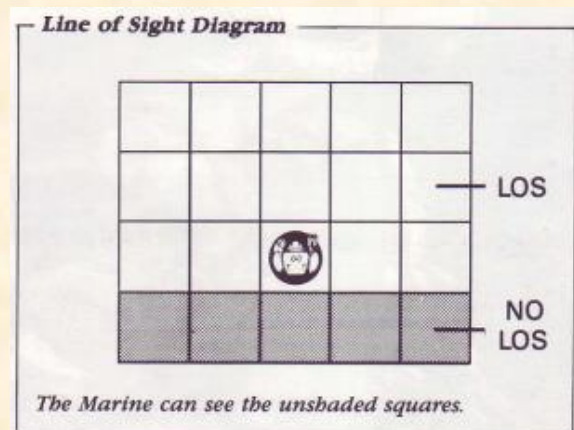


"To admit defeat is to blaspheme against the Emperor."

- Renfrew Commistat, Chaplain,
Iron Hands Legiones Astartes.

Line of Sight (LOS)

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 armour, they can see for unlimited distance, in the corridors of a space hulk (provided there's nothing in the way).



Blocking LOS

If there is a model, wall, corner, door, or a burning square (see Flamers p20) between the Marine and his target, the LOS is blocked.

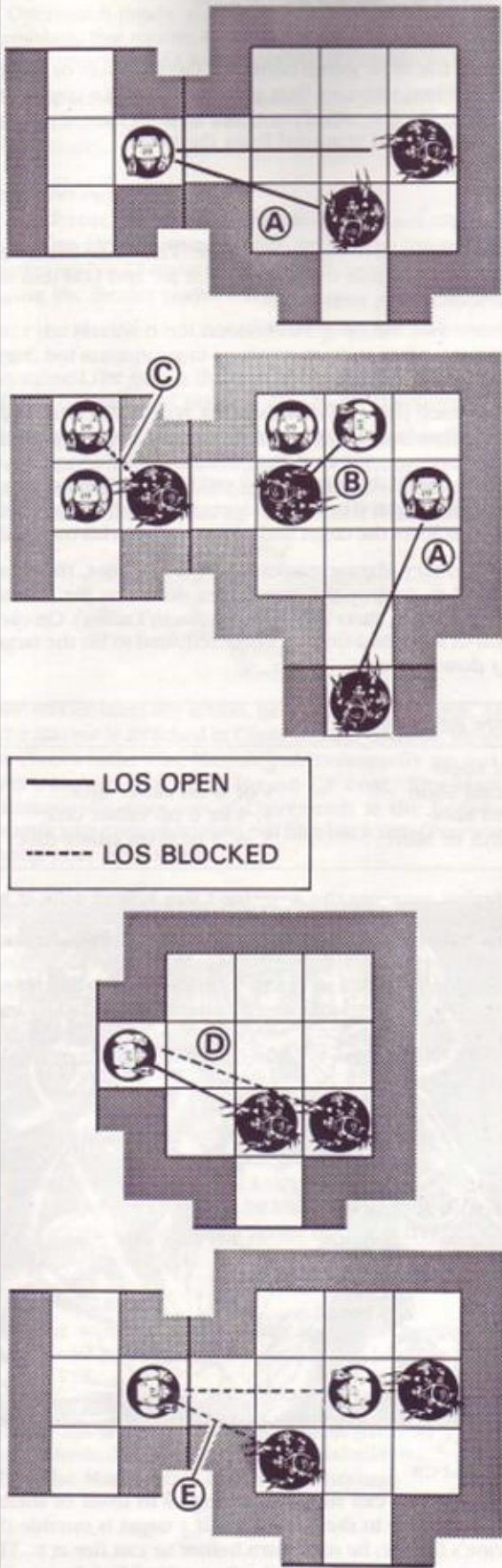
Judging Diagonal LOS

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 centre of the Marine's square to the centre of the target's square: if the line passes over a square containing something which blocks the LOS (like a Marine, another Genestealer, Crate etc, then LOS is blocked.

If the line passes directly between two squares, LOS is blocked only if both squares are blocked.

WalBanger Edit: A good rule I use is that if you are X squares away from a corner, then you can only see models X squares or more past the other side of Corner (Symmetrical: as shown by the "A line" in the next Picture).

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.

White Dwarf #142 Q&A: Clarifying LOS (p19)

Q: 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?

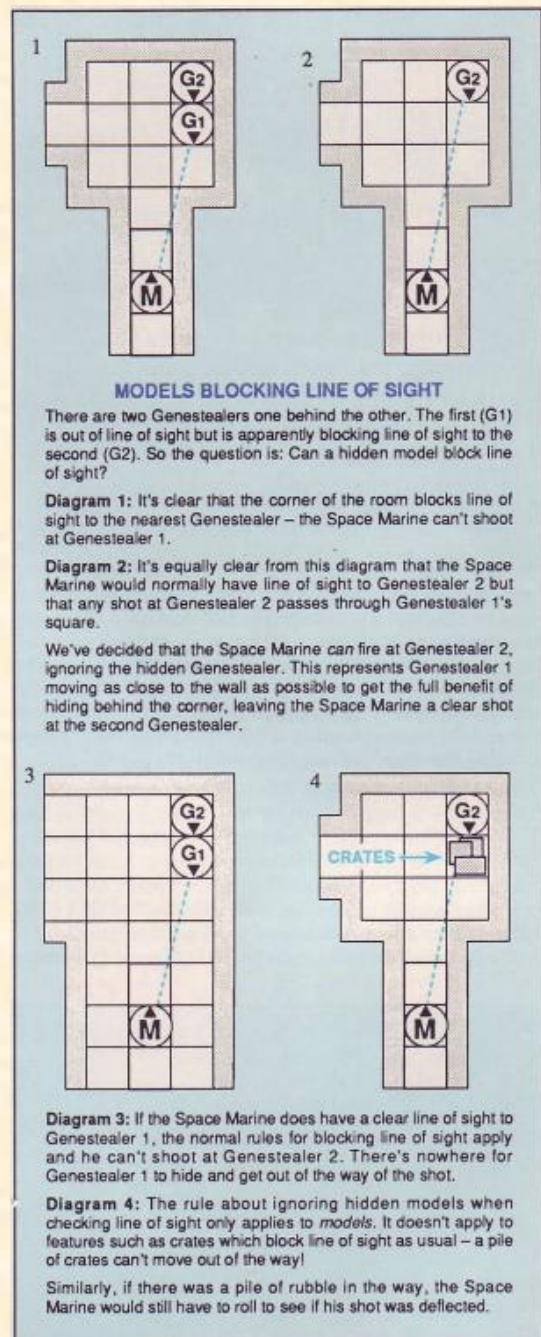
A: No

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.



MODELS BLOCKING LINE OF SIGHT

There are two Genestealers one behind the other. The first (G1) is out of line of sight but is apparently blocking line of sight to the second (G2). So the question is: Can a hidden model block line of sight?

Diagram 1: It's clear that the corner of the room blocks line of sight to the nearest Genestealer - the Space Marine can't shoot at Genestealer 1.

Diagram 2: It's equally clear from this diagram that the Space Marine would normally have line of sight to Genestealer 2 but that any shot at Genestealer 2 passes through Genestealer 1's square.

We've decided that the Space Marine *can* fire at Genestealer 2, ignoring the hidden Genestealer. This represents Genestealer 1 moving as close to the wall as possible to get the full benefit of hiding behind the corner, leaving the Space Marine a clear shot at the second Genestealer.

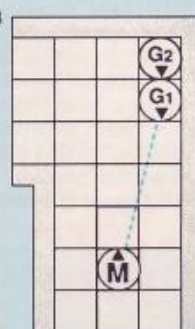


Diagram 3: If the Space Marine does have a clear line of sight to Genestealer 1, the normal rules for blocking line of sight apply and he can't shoot at Genestealer 2. There's nowhere for Genestealer 1 to hide and get out of the way of the shot.

Diagram 4: The rule about ignoring hidden models when checking line of sight only applies to *models*. It doesn't apply to features such as crates which block line of sight as usual - a pile of crates can't move out of the way!

Similarly, if there was a pile of rubble in the way, the Space Marine would still have to roll to see if his shot was deflected.



FIRING WITH THE STORM BOLTER

Marines can fire their Storm Bolters at Genestealers, closed doors or other targets. When a Marine fires his Storm Bolter at a target, roll two dice: if a 6 is rolled on either or both dice, the target is destroyed and removed from the board.

Range

Storm Bolter have unlimited range. They *may* fire at any target that is within the Marine's fire arc and LOS (*Overwatch* is slightly different see below p19).

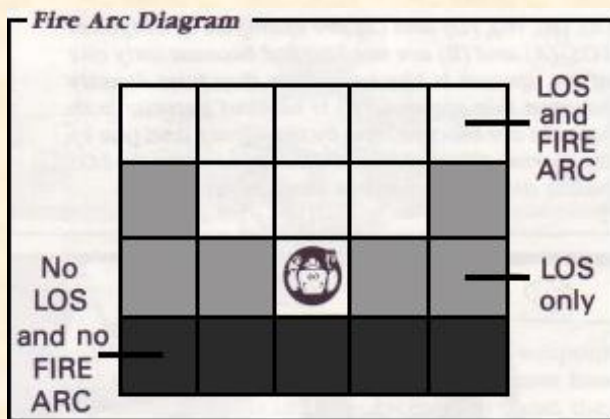
Sustained fire

In sustained fire, a Marine is firing repeatedly at a single target, allowing a sophisticated targeting computer in his Terminator armour to adjust his aim. The computer is effective only if the Marine stays still and concentrates upon hitting the target; if he moves or ceases firing, the targeting computer loses the target and he must rely on his own skill.

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

Fire Arcs

Space Marines can fire only at targets in front of them - that is, that are in the *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 Space Marines 90° 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* (see below p19), and, if you can, save a CP or two for the Genestealer player's turn, just in case...

Score Required to Hit:

First Shot: 6

Second Shot: 5 or 6 on either dice

Third Shot: 4, 5 or 6 on either dice

Fourth or More: 3, 4, 5 or 6 on either dice

A Marine receives the sustained fire bonus only if he continuously fires at the target. If he moves, moves and fires (see p20), opens a door, switches targets, another Marine is activated or the Action Phase ends, fights a round of Close Assault combat (**Note:** If he's using CPs after a successful defence he does get Sustained fire - see above p12 White Dwarf Q&A), 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: 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 p19).

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 spends 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.

OVERWATCH FIRE

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 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 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.

Playing Note: Of course, 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).

Overwatch

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

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.

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 in reality they would fire simultaneously - and there's always a chance a Marine's Storm Bolter will jam...

Jams

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

Effects of Jams

A Marine with a jammed Storm 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 Jams

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 any more Stealers down the corridor, the Marines could be in for a bad day...

White Dwarf #121 Overwatch Extra Rules (p28)

Q: Can a Space Marine use overwatch to target a Genestealer in combat?

A: No, If the Combat was a Draw; Yes, If the Genestealer Won.

White Dwarf #142 Q&A: Clarifying Overwatch (p16)

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

A: Yes. The Genestealer finished his action in the Marines LOS.

Q: A Genestealer closes & door between itself and a Space Marine In overwatch. Can the Space Marine shoot at the Genestealer or the door?

A: No, The Genestealer finished his action out of Marines LOS. He can't shoot the door because a Space Marine in overwatch is only allowed to fire at a Model that's just taken an action.

Q: When a Space Marine in Overwatch Jams, how many command points does it cost to go back into overwatch?

A: It costs 3 CPs: 1 CP to unjam the Storm Bolter and 2 CPs 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	Space Marine
First action	Pays 1 CP to clear the jam
Second action	Pays 2 CPs to return to overwatch
Third action	Takes an overwatch shot

Q: A Space Marine has just survived a Genestealer close assault. Do nearby Space Marines on overwatch shoot at the Genestealer?

A: Yes. In fact, they must! (unless they don't have LOS)

Note: No chance of hurting fellow Marine.

Note: This also applies if the Model dies in Close Assault.

Q: If a Space Marine forces a Blip to convert into the line of sight of another Space Marine on overwatch, does the model on overwatch get a shot?

A: No-newly converted Genestealer hasn't taken an action.

Q: Does a Space Marine In overwatch shoot at a Genestealer that turns 90° - after all, this is a free action for Genestealers?

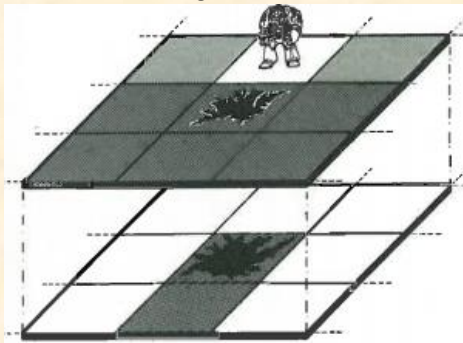
A: Yes. Even though turning 90° costs no Aps, for a Genestealer, it's still an action.

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.

White Dwarf #144 Q&A: Clarifying Overwatch (p37)

Q: Can a Space Marine cover a pitfall with Overwatch?

A: Yes, but limited, see Diagram Below:-



Move & Fire ability

Some weapons allow you to move & fire simultaneously, look at the weapon chart to see how many APs you have to pay with that weapon.

The firing 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.

Note: 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.

White Dwarf #144 Q&A: Clarifying Move&Fire (p36)

Q: Does the 'Move & Fire' rule apply to turning 90°?

A: Yes! Turning 90° and firing can be done for 1AP.

WalBanger Edit: Move & Fire with New Races, Weapons and features: The Formula to work this out is: Move AP + Weapon AP - 1 = Total AP cost.

So for example:

Moving Forward, through rubble & firing with a:

Storm Bolter: 2 + 1 - 1 = 2 AP Total

Melta Gun: 2 + 2 - 1 = 3 AP Total

Examples of Move and Fire

A Marine pays 1 AP and executes a move forward and fire action. The fire 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 shoot at the monster.

FIRING WITH FLAMERS

Unlike storm bolters, which are fired at specific targets, Flamer Marines fire their flamers at entire room or corridor sections, filling them with flame and possibly killing everything in them.

You don't have to roll to see if the Flamer Marine hits his target; as long as one space of the section is within the Marine's fire arc, LOS, and is within range (see below), the shot hits automatically.

A Flamer Marine can target a square containing a model; he can't target a square containing a closed door.

Range

Flamers have a maximum range of 12 squares: at least one square of the target section must be 12 or fewer squares from the Flamer Marine, Count from the square in front of the Marine to the target square.

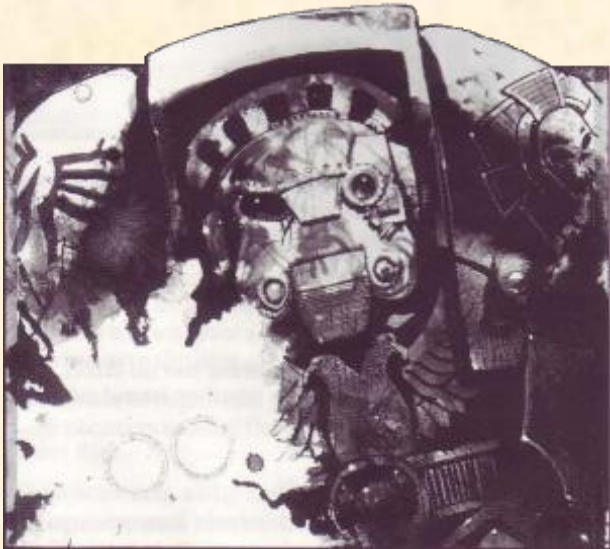
Effects of Flamer Hits

Flamers effect entire map sections (except parts blocked by closed doors; see below). 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.

In addition to killing lots of Stealers, flamer hits make the flaming sections impassable; pieces cannot enter a section which has taken a flamer hit until after the Flame marker is removed in the Endphase. Surviving pieces within the section can move about freely, but no others may enter.

As the hit fills the entire section with smoke and flames. Marines may not trace LOS through a square in a burning section. A Marine *may* trace a LOS to a target within, but on the edge, of a burning section, as long as there are no burning squares between him and the target.

Gaming Note: A Flamer Marine may sometimes find it useful to fire at an empty map section, to keep Stealers from entering it.



Flamers and Doors

Flamers can't destroy or shoot through closed doors. Thus, if the only square of a section a Flamer Marine can see contains a closed door, he cannot shoot at that section.

Also, if a section which takes a flamer hit has any closed doors in it, 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. 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.

Example of Flamer Hits and Doors

The Marine fires his flamer at the adjacent corridor section. His shot threatens two Stealers, but the fire cannot damage the Stealer behind the closed door. 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. If not, it too may move around the corridor freely.

Multiple Flamer Hits

You can fire a flamer at a corridor section more than once during a turn (if, say, one or more Stealers survive the first hit). Simply pay the APs, place the additional marker, and roll to see if the Stealers survive.

Flamer Ammunition

A Flamer Marine can carry enough 'flamer juice' for six shots - which is why there are six Flame counters for each flamer. When a Marine fires a flamer, make sure that you use the correct Flame marker to mark the burning corridor: when he is out of Flamer markers, the Marine is out of ammo and may not fire for the rest of the game (unless you have a reload).

Unfortunately, Flamer Marines do not carry backup weapons. Once they've run out of flamer juice, they've got to use their bare hands...

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.

Note: This is the only way a Flamer Marine may flame the corridor section he is in. Removing Flamer Markers During the Endphase, the Stealer player removes all Flame markers on the board.



White Dwarf #142 Q&A: Clarifying Flamers (p19)

Q: Can you flame a section containing other Space Marines?

A: No! A space Marine would never even consider firing at a Genestealer if it meant destroying another Brother Marine.

However, it is worth pointing out that does not apply to Genestealers. They'll sacrifice themselves without hesitation, for the survival of the Brood.

The same goes for psychic section effects, self-destructing thunder hammers, firing assault cannon on full auto when there's a friendly model in the line of fire, and so forth.

CLOSE ASSAULT

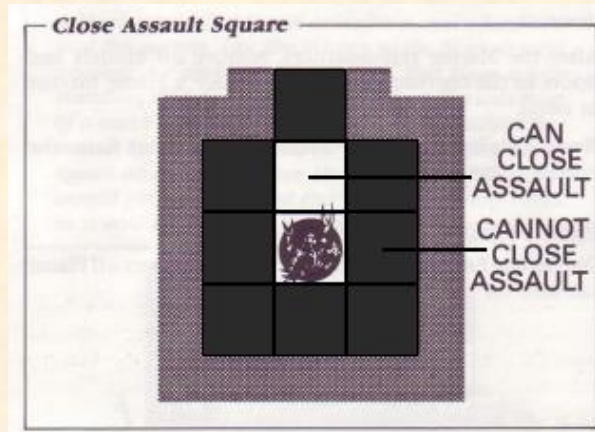
Close Assault (or as I call it "Melee") is hand-to-hand combat between 2 sides, like Genestealer and Marine. Since the Stealers have no weapons, this is the only way that they may damage the Space Marines. Despite the Space Marines' fantastic Terminator armour and mighty power glove, the Stealers are 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 (but loses Overwatch).

A model can close assault if its target is in its front square. Models may not assault targets in their front diagonal squares, side squares, or rear squares.

You never *have* to initiate close assault with another model. 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.



HOW TO CONDUCT CLOSE ASSAULTS

The attacker pays 1 AP; the target does not have to pay any APs to defend against the assault.

The attacker and defender each roll the CA Dice (Close Assault Dice) and apply any Skill & Weapon CAB (Close Assault Bonus) they have.

The highest individual dice-roll wins. The loser of a close assault is destroyed.

Examples of Close Assault

A Genestealer close assaults a Space Marine:
The Stealer rolls 3d6 (CA Dice), getting 2, 3, and another 3 and adds NO CAB.
The Space Marine rolls 1d6 (CA Dice), getting a 4.
Since the Marine's roll is higher than any of the Stealer's rolls, the Marine wins and the Stealer is destroyed (if the Marine is facing the Genestealer).

A Stealer attacks a Marine Sergeant:
The Stealer rolls 3d6 (CA Dice), getting 1, 3, and 6; luckily, and adds NO CAB.
The Sergeant rolls 1d6 (CA Dice), getting a 6 and adds +1 CAB; resulting in a Score of 7...
The Sergeant wins instead of a draw.

Ties

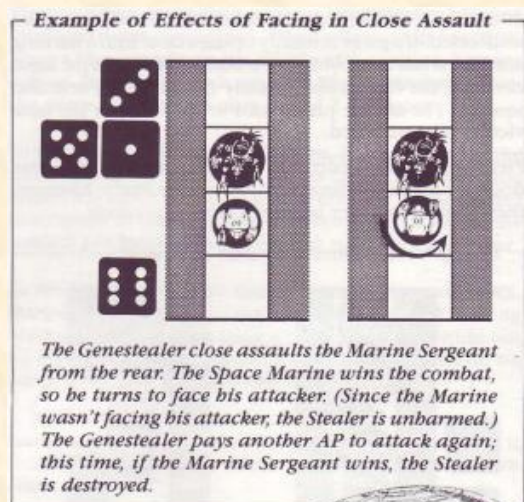
If the assault rolls are tied, the combat has no effect. The attacker may, of course, initiate another round of close assault, if he pays the AP cost.

Defending Side/Rear Attacks

If a piece is attacked from the side or rear, it cannot actually damage its attacker: in fact, they are at a great disadvantage, to represent this: -

If you roll Multiple Dice then you lose 1d6 to a minimum of 1d6, so a Genestealer would only have 2d6 instead of 3d6, also you don't get any weapon +CAB bonuses (but you do still get Skill +CAB, for example a Sergeant would still get +1, but not the +2 for a Thunder Hammer.

Also, if the 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 does NOT kill the attacker but instead he may turn to face his attacker at no AP cost. They can then use their normal attack dice and +CAB's and if they then win again, he kills the attacker this time.



WALBANGERS ADVANCED ASSAULT

I have added/edited a few parts to the Close Combat to try and make it more balanced across the board for ALL races, and set out some universal guide lines so other races can be added in future as well. I changed things that don't really make sense like a Sergeants Power Sword (The Elite sword, only given to the most worthy of warriors) only allowed you to parry while a Chain Sword given to any low life (yes I'm looking at your Guardsman lol) got to Parry and got a +1 CAB, making it a better weapon, when in reality it shouldn't be.

Bonuses

Skill Close Assault Bonus (CAB):

This is added to every dice roll you make in Close Combat.

Weapon Close Assault Bonus (CAB):

This is only added to the dice roll when facing the enemy.

CA Dice

This is the number of 6-sided dice you roll in combat, everyone is assumed to have 1d6, unless that models' rules tell you different (like a Genestealer rolls 3d6 to represent its speed and extra limbs).

Extra close combat weapons

If a model is armed with Extra Close Assault weapons (NOT a Pistol), they get +1 CA Dice per weapon they can use, while facing the enemy; so a space Marine with 2 power swords would get 2d6 in Combat when facing an enemy (and 2 parries).

Note: Common Sense is the Rule here, if you somehow equip a Human with 20 Swords he can only use 2 so he would roll 2d6 not 20d6 as it would be impossible for him to use all, but if models (like Tyranid Warriors) have multiple arms, they would be able to use extra weapons.

Parrying

Some Weapons are designed to be able to parry people's attacks, like power swords. To represent this after everyone has rolled their CA Dice the person with the parry can force the enemy to reroll 1 of their Dice.

If both sides can Parry, then you both have to decide if your parrying BEFORE any rerolls are done.

2 Parry's

If you have 2 weapons that can parry, you may only force a re-roll of each dice once.

Example; if you have 2 power swords and you assault a Terminator, he rolls 1d6 and you can force him to reroll that dice once and whatever the new roll is final, even though you have a 2nd re-roll you can only use 1.



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 Extra friendly model that is stood in front, side and rear squares touching the target.

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, the Genestealer has used his last AP to attack.

In the same turn a second Genestealer 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.

Disclaimer: There will be times that there are exceptions to these rules but they will be listed under the Weapons themselves in the Descriptions and Weapons Chart (Example: Storm Shields can parry attacks from the Front AND the left side).

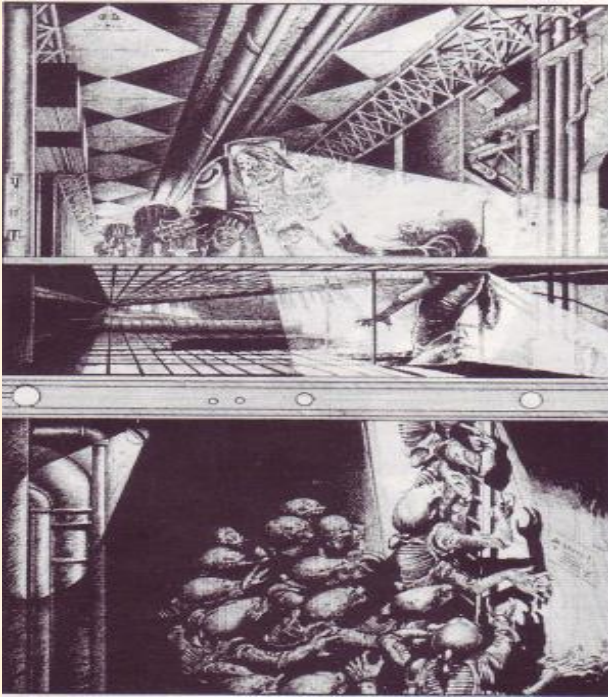
Shooting into Combat

Models in Overwatch cannot shoot into combat. Thus, if a Genestealer attacks, but the result is a draw, models in overwatch cannot fire at the Genestealer, this is because they become a whirling mass and so is almost impossible to pick out the enemy you are trying to aim for.

Note: if the Genestealer wins; models in Overwatch that have LOS to the Genestealer can fire at it (in fact remember they all HAVE to fire).

MULTI-LEVEL GAMES

Space craft are often multi-levelled. The rules below can be used to design and play missions of your own which cover more levels than the traditional single-levelled game.



LADDERS

Ladder counters lead down from one level to the next. They don't block movement or LOS. Ladders can be attacked in the same way as doors, in close assault. If destroyed they become a Pitfall.

All models can enter ladder hole spaces without risk of falling. Marines, Stealers and Blips climb up or down ladders at a cost of 2 Aps (flying units pay 1AP). The model, Climbing or Descending the ladder, may face in any direction, in the new square.

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 model 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.

Genestealer/Harlequin/Flying units and Pitfalls

Genestealers, Blips and Harlequins: Can enter and pass through pitfall squares without risk of falling. They can climb/jump 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 model can face any way he wishes.

Flyers: Can move up or down the pitfall at a cost of 1 AP.

Other Models and Pitfalls

Holes in the floor are not meant to be there, so they are difficult to move around. Models cannot climb up through a pitfall. In fact, because they are so unsafe, when a model moves into a pitfall square, roll 1d6 and on a roll of a 1 they will turn to the space directly below.

Voluntarily Jump: A Model can also voluntarily jump into a pitfall by announcing that he is doing so as he enters the space and will land the level below for no extra AP (just the 1AP used to move initially into the square) or by paying an additional 1 AP if they decide to jump down it after they have already occupied the square.

Terminators Jumping or Falling into a Pitfall:

-Into a Space that's Empty:

The Terminator player rolls a dice. On a 1-4, the Terminator 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 another model:

The Stealer player rolls a dice:-

1 or 2, the Model is killed and the falling Terminator is prone in that space.

3 - 6, the Model gets out of the way (the surviving player moves it into any empty adjacent square, keeping the same facing) and the Terminator follows the rules above for falling into an empty square. If there are no empty spaces to which the model can retreat, it is killed automatically.

Other Models Jumping or Falling into a Pitfall:

-Into a Space that's Empty:

The Jumping/Falling player rolls a dice. On a 1-4, the Model 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 another model:

The Jumping/Falling player rolls a dice: -

1 - 3, the Model below is killed and the falling Model is placed prone in that space.

4 - 6, the Model below is knocked prone, and the opponent player places the falling Model in any empty adjacent space, also prone. If none of the adjacent squares are empty, the Model below is killed automatically.

Effects of Being Prone

It costs 2 APs for a prone Model to get up; facing any direction.

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 suffers a -1 CAB. In addition, he follows all the rules for not facing his attacker (i.e. No bonuses for weapons. He cannot harm the Stealer, but if he wins or ties the roll, he can get up and face his attacker).

AIR SHAFTS

Only Small Flying Units and Unencumbered Genestealer models can use air shafts.

Genestealers: Pay 1 AP to enter/leave the Air Shaft square, pay 2 APs to climb up or down a level and can face anyway.

Flying Models: Pay 1 AP to enter/leave the Air Shaft square, pay 1 APs to fly up or down a level and can face anyway.

Note: Only the 1st square of the shaft is in LOS.

Note: When converting Blip in air shaft, and no free place is available then extra Models are lost.

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.



LIFTS

Activation

It costs 1 AP to call a lift.

It will arrive and the doors open at the beginning of your NEXT turn.

Note: the doors will close again at the end of your turn.

Doors

To open/close a Lift door is 1AP. You can only open/close lift doors that are on the same floor as you.

Whenever a Lift door is opened, it stays open until the endphase of that player's turn - it then closes automatically. If a model ends its turn on a lift door square, it is crushed to death as the door closes!

To enter a lift is like entering any other room.

Operating the Lift

To activate the lift, it cost 1 AP.

It takes 1 full turn to move 1 floor. Once a lift is in motion it cannot be called to another floor; This is to stop a player who has called a lift being grieved by the other player, by calling it straight back up.

Damaging Lifts

Doors

Lift Doors can be Destroyed in the same way as Regular does. The lift will carry on working as normal. Just no opening/closing of door on that level.

Lift

If the Lift door has been opened/destroyed, the Lift can then be destroyed; by Missiles/Grenades and AOE weapons only (This includes Self-Destructing Thunder Hammers, treat it as a door for these weapons to see if you destroy it, example: A grenade Harness would destroy the lift on a 5+).

Destroyed Lifts

If the lift is Destroyed place pitfall markers on every floor ABOVE the bottom section.

Any models in a lift, that is on the 2nd floor or higher, that survive the Blast from the weapon Automatically fall to the bottom level.

Terminators

Survive but roll to see if they go prone (see pit fall rules)

Other Models

Roll as if they have been shot by a Bolter and +1, to the roll, per floor above 1st floor (bottom of lift)/

Example: A Hybrid falling in a destroyed lift would die on a 1d6 roll of

1st Floor (Bottom of the lift) NO roll needed

2nd Floor 4+

3rd Floor 3+

4th Floor 2+

COMBAT BETWEEN LEVELS

Close Assault

Marines **cannot** initiate close assault between adjacent levels, although a Stealers 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

Weapons can be fired up or down through a ladder or pitfall space. Weapons like Flamers affect only the sector they are targeted at, not the sector above or below. Overwatch fire also occurs through pitfalls and ladders.

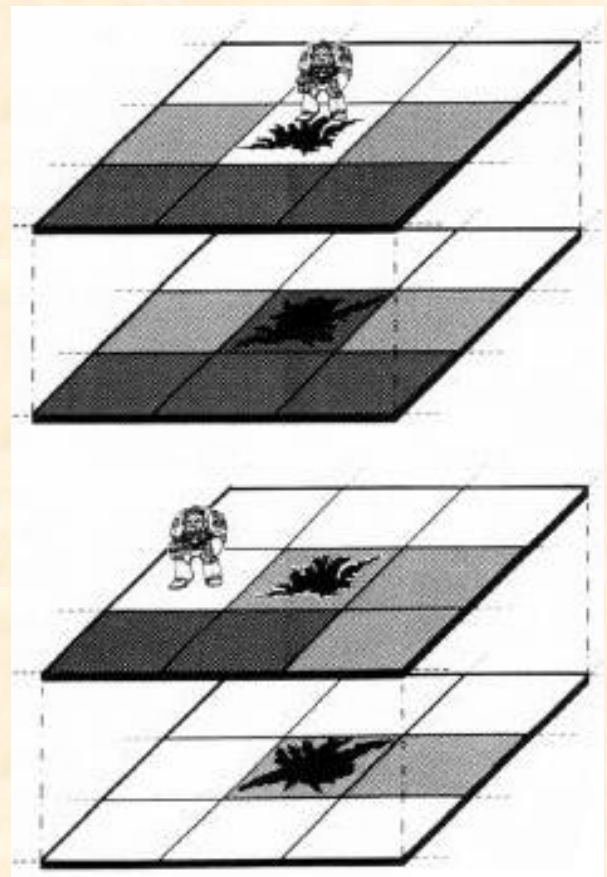
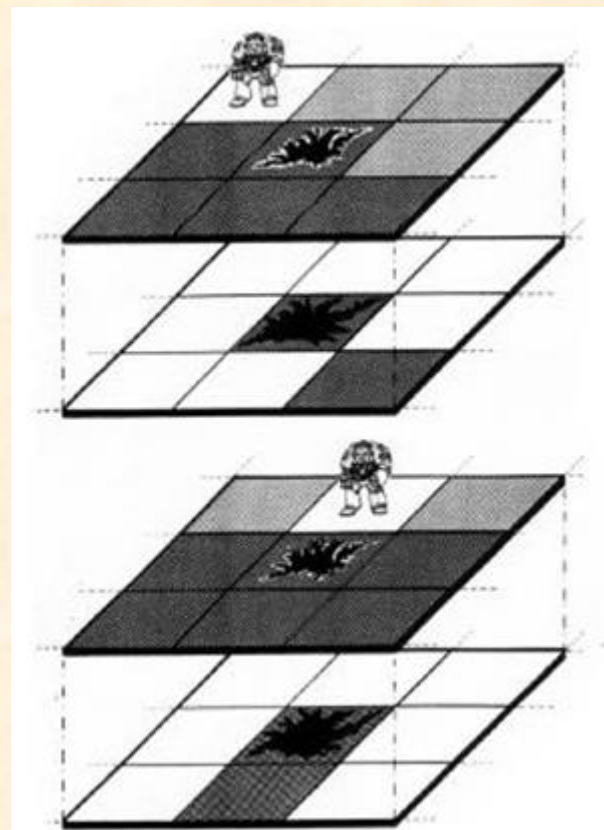
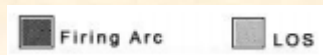
Grenades

Grenades can be fired/thrown down a pitfall or ladder hole within range and in his LOS and arc of fire. A grenade fired onto a square, with a ladder hole or pitfall in it, falls through to the square below on a roll 1 or 2 on a D6 (**note:** Even if the attacker doesn't have LOS to the area it falls into).

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



The diagrams show LOS and fire arc through pitfalls & ladder holes. The 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.

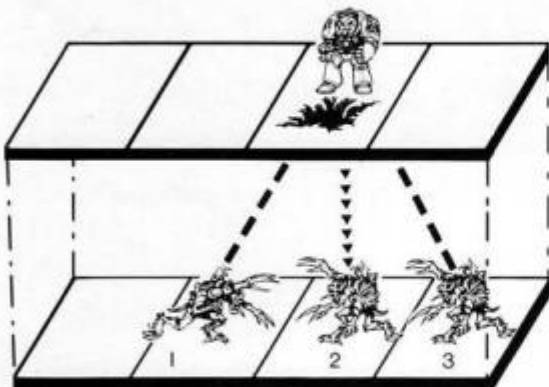
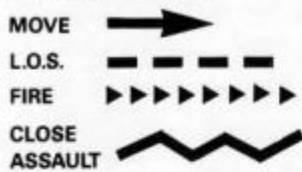


White Dwarf #144 Q&A: Clarifying Overwatch (p37)

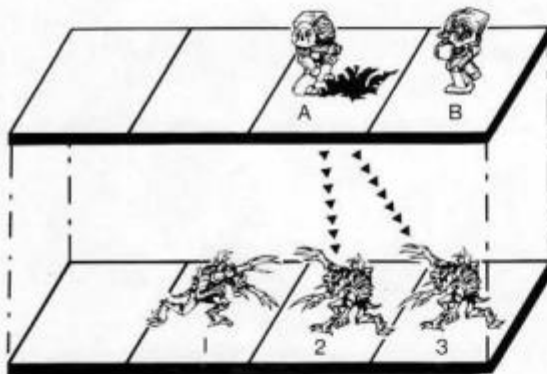
Q: Can a Space Marine cover a pitfall with Overwatch?

A: Yes, but limited, see Diagram to the Left, Bottom.

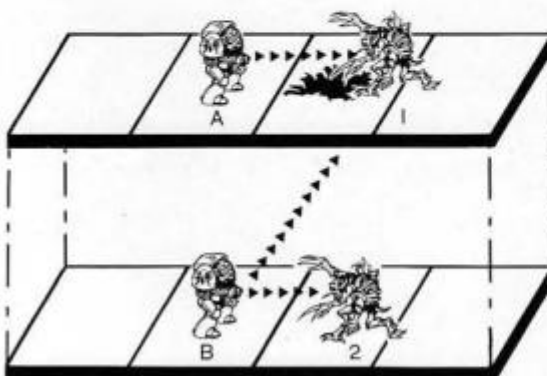
Example of Close Assault and Overwatch Fire Through a Pitfall



The Marine has LOS to Stealers (1) and (3); he has LOS and fire arc to Stealer (2).



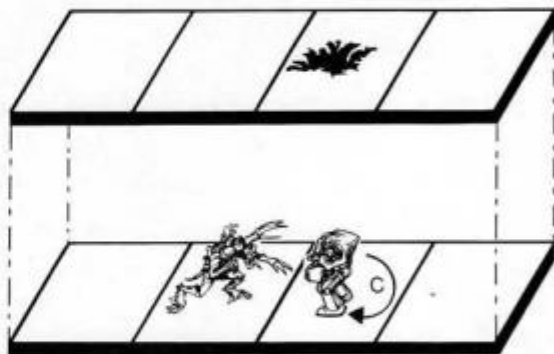
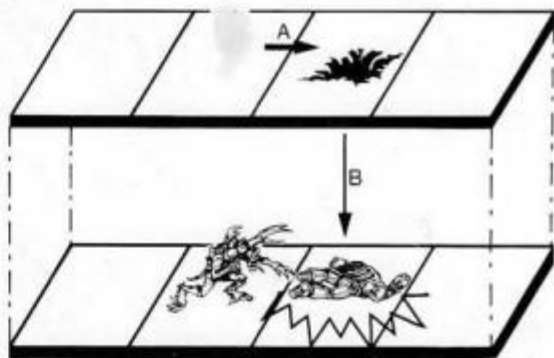
Marine (A) can see and fire at Stealers (2) and (3). Marine (B) cannot see any Stealers - Marine (A) blocks his LOS.



Marine (A) has LOS and fire arc to Stealer (1) but not Stealer (2) - Stealer (1) blocks his view; Marine (B) has LOS and fire arc to both Stealers - the lower Stealer does not block LOS.



Example of Falling Through a Pitfall



The Marine moves into the pitfall square (A). The Marine player rolls to see if he falls: the roll is a 1 - the Marine falls! The Marine player then rolls to see how the Marine lands: the roll is a 3, so the Marine falls prone (B). The Marine player spends 2 APs to have the Marine stand upright; he prudently faces the Marine towards the nearby Stealer (C).

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 *Sensorium's*, or life-detectors. When the Marines are inside the hulk, the Sensorium's 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, two or three moving close together. Thus, until a Marine actually sees a Blip, he won't know exactly how many Stealers are there.

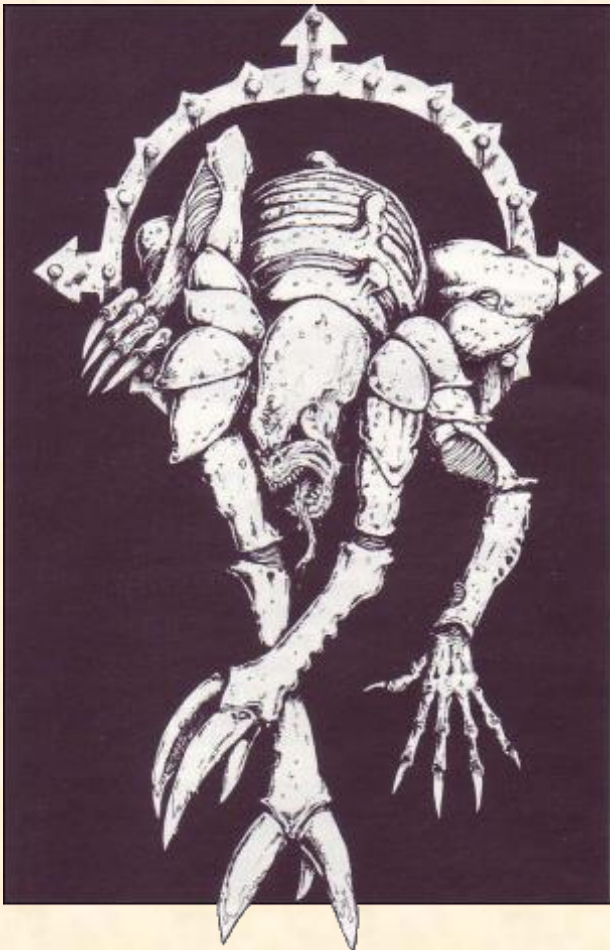
Stealers are brought into play as *Blips*: counters that represent one, two, or three Stealers. The Stealer player moves these counters around the map, facedown, until he wishes to convert them to models, or until a Marine gains LOS to the Blip.

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 much 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

The Stealer player can convert a Blip counter into Stealers: only during his 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.

Newly-converted Stealers can be Activated as normal during that Action Phase; each has its 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, not the Stealer player.

If a Marine gains 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), this is involuntary conversion and the Marine converts the Blip. 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.

How to Convert

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.

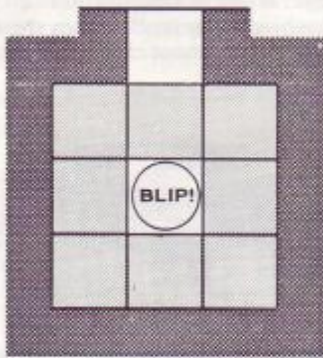
In **voluntary** conversion, the Stealer player cannot place his Stealers in a Marine's LOS.

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*.

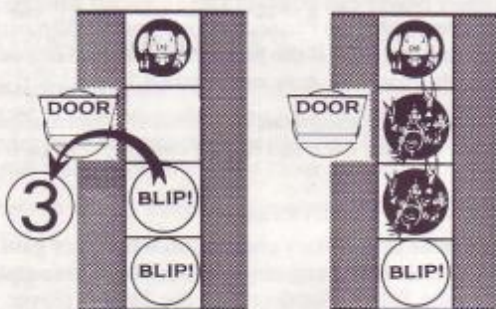
After the Stealers are placed on the map, the *Stealer player* gives the Stealers any facing he wishes, even if it was involuntary conversion and the Marine player placed the Stealers.

Blip Conversion Diagram



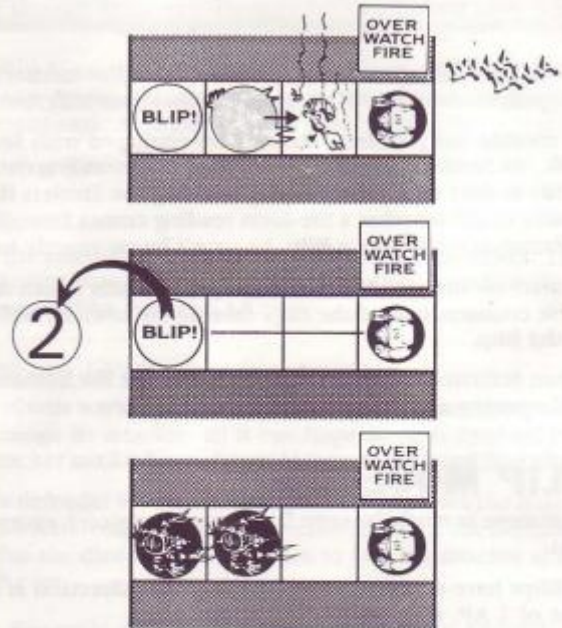
If the Blip marker is converted, one model must be placed in the square where the Blip counter stood, the others may be placed in any of the shaded squares.

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



The Stealer runs towards the Marine, who is in Overwatch mode. The Marine player rolls a 6 and a 2; the Stealer is destroyed. The Marine now has an LOS to the Blip; it is revealed to be a 2 Stealer Blip. The Marine player places the models, and the Stealer player faces them as he wishes. (If the Blip in front moves, the Marine gets an Overwatch attack against it.)

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, even if it represents two or more Stealers.



RUNNING OUT OF STEALERS

In the unlikely event that there are a lot of Stealers on the map and not enough left to convert a Blip, all excess Stealers are lost. However, killed Stealers can be immediately recycled back into play: if you had only three models available, you could convert a Blip into the three models, rush them forward and get them all killed, use those same models to convert another Blip, rush them forward and get them all killed, etc, etc.

"We Killed forty of them; they killed thirty-nine of us. We won."

-Marine Mikkos Pocassa.

NEW BLIPS

With the expansions came new Blips so here is a list of all the blips: -

Original Box Set: 21 (8x1's, 4x2's and 9x3's).

Deathwing: Ambush Blips (4x False Alarms and 2x 1's).

Genestealer: 37 (21+ 2x4's, 2x5's and 2x6's 10xA-J).

If you are just doing standard missions with no Librarians or Psykers, it might be best to stick with the original 21 Blips of 1's, 2's and 3's.

But if you are using Librarians and Psykers then you almost certainly should use the extra blips as it will be 2 easy for Marines.

Also look at the skill level of players: If you are not using Psykers but the Marine player is better, throw in the 2x 4's, 5's and 6's and watch him panic as he runs head long into a room to find 11 Genestealers waiting for him lol.

Remember it's all about Fun!

HYBRID BLIPS

The Hybrid Blips have the same back as the Purestrains (they give the same reading on a Marine's Sensorium), but the bottom side shows a letter from A to J, this represents the type of Hybrid and how they are armed.

In every mission, that including 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.

For convenience when designing your missions, we've included a standard Blip list for Hybrids plus some suggestions of how to adapt it for your own use.

A Hybrid Blip follows all the normal rules for Purestrain Blips. This means, amongst other things, that a Blip can't move into or across a Marine's LOS and can't convert into a model during a 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 which doesn't convert it.

HYBRIDS

Action Points

Once a Hybrid Blip has been converted to the appropriate model, the Hybrid only receives 4 APs each turn. Hybrids have their own AP costs for movement - those are similar to a Purestrain Stealer's (Check Action Points Chart).

To Kill

Hybrids are easier to kill than their Purestrain brethren - they do not have thick carapace armour of Purestrains to protect them. There are separate "to kill" for Purestrains and Hybrids; Check Weapon and psychic charts for roll needed.

Close Combat

Hybrids also have fewer claws and are much weaker than Purestrains. In close assault, a Hybrid only rolls 1d6 with a -2 modifier (giving it a roll of between 0 to 4).

HYBRID PSYKERS

Hybrids with psychic abilities follow all the normal rules for using psychic attack cards and other psychic powers. To play psychic cards, it costs them the same number of APs as a Marine psyker.

Unlike Marine psykers, Hybrid psykers have no CPs and therefore can never make psychic attacks during the opponents turn - they can still play force cards and Aura cards as these don't count as an action and cost no APs.

To use any sort of psychic power, including force cards and Aura cards, Hybrid psykers must be converted to models - as Blips, they have no offensive or defensive psychic abilities whatsoever and are treated just like any other non-psyker Blip.

This means that a Hybrid psyker who is still a Blip when it becomes the target of a section effect attack can't dispel the attack even if the Stealer player has the relevant cards. If the attack has a model effect, the Blip is converted before the attack is resolved and the Hybrid immediately gets the chance to play a psychic card in defence.

STANDARD BLIP LIST

You can use the following Blip list for any games involving Stealer Hybrids with psychic powers. You can also adapt it for your own missions, with your opponent's agreement - if you can't agree, just use the basic list as it stands. When you first draw a lettered Blip from the Blip cup, consult the list below to see what type of Hybrid it is. When it's converted, simply replace the Blip with the correctly armed model.

Blip	Type of Hybrid
A	Psyker with Autocannon
B	Psyker with Conversion Beamer
C	Psyker with Missile Launcher
D	Non-psyker with Autocannon
E	Non-psyker with Conversion Beamer
F	Non-psyker with Missile Launcher
G	Psyker with Basic or Close Assault Weapon
H	Psyker with Basic or Close Assault Weapon
I	Psyker with Basic or Close Assault Weapon
J	Psyker with Basic or Close Assault Weapon

Basic or Close Assault Weapon Blips

If you draw one of these Blips you can choose to have it armed with any of the weapons listed below; you choose the Hybrid's armament when it's placed on the board as a model not when you draw the Blip: -

Basic	Close Assault
Unarmed	
Bolter	
Lasgun	
Plasma Gun	
	Bolt Pistol & Chain/Power Sword
	Las Pistol & Chain/Power Sword
	Plasma Pistol & Chain/Power Sword

VARIANT BLIP LISTS

If you want, you can adapt the standard list when you design your own missions or when you want to replay existing missions with different forces. Make sure your opponent sees the new list before the game starts and agrees to it - remember, if there's any disagreement, use the standard list. If you're playing a game using the mission generator and the Force Lists, work out the new Blip list before either player bids for the Marines.

One reason to adapt the Blip list is to include your own metal Citadel Miniatures of Hybrids and Patriarchs - the rules in this book cover all the Hybrid weapons, and the lettered Blips give you the chance to make sure that you can use your metal miniatures in your Space Hulk games.

Provided your opponent agrees, you can do whatever you like in adapting the list; this section just gives you a few suggestions for some simple variants.

More Purestrains

You can have some of the lettered Blips represent 4 or more Purestrains. If you do this, it's a good idea to have a roughly equal number of 4, 5 and 6 Purestrain Blips. Blips representing more than 6 Purestrains aren't really worth including as you'll rarely be able to find the space to convert this many Stealers unless you're playing with a large proportion of three-wide corridors.

Heavy Weapons

If you've got metal Hybrid Citadel Miniatures armed with heavy weapons, you can change some of the weapons defined in the list so that, for example, one of the autocannon-armed Hybrids is now armed with a Heavy Bolter or a Heavy Plasma Gun. Or you could give Heavy weapons to one or more of the models currently armed with Basic or Close Assault Weapons. This is a good chance to make the Blip set match the models that you've got assembled and painted.

Psykers

You could make all of the Hybrids psychic, giving you a very powerful Stealer force. Or you could reduce the number of psykers, perhaps making all the Hybrids with heavy weapons non-psychic. If you're playing a game without Librarians, you could decide to keep the expanded Blip set but have none of the Hybrids psychic.

Although with the normal rules, all Hybrid psykers share the brood's reserves of psychic power and are treated as 4th level of mastery, there's no reason why you shouldn't either make them all a lower level of mastery or have some psykers at each level. If you choose to have various levels of psykers, make sure that you can tell the models apart so that you know which is which - the easiest way to do this is by painting different tattoos or symbols on the different level Hybrids, or by giving them different coloured clothing.

Magus

If you've got a Magus Citadel Miniature, you can include him in the list. The Magus is a strong psyker and, if he's included in the Blip set, he increases the Stealer player's hand of psychic cards to 5 (whether or not he's been converted and is actually in play). If the Magus is killed, the Stealer player's hand reverts to 4 cards. The Magus is always a 4th level psyker. He is otherwise treated as a normal Hybrid in all respects, although he's very unlikely to be armed with a Heavy Weapons of any sort.

Patriarch

If you've got a Patriarch Citadel Miniature, there are a couple of ways to include it. One of the models is seated in a throne and is perfect for placing on the board at the start of the game, as in the second mission in the Genestealer Expansion - see The Final Assault for the abilities of such an ancient and venerable Patriarch.

If you've got a mobile Patriarch, on the other hand, you can include it as part of the Blip list. The Patriarch is the most powerful of all the Stealers, both in combat and as a psyker.

It has 6 APs like other Purestrains but rolls 4 dice in close assault, each with a +3 bonus, it also allows the Stealer player to have a hand of 6 psychic cards (whether or not the Patriarch is in play).

If the Patriarch is killed, the Stealer player's hand reverts to 4 cards and the psychic shock is so disabling to its children that all Stealer psychic attacks from now on arc treated as if from 2nd level psykers, costing 3 APS each or 2 APs if playing a trump card (psychic attacks by Marine Librarians are unaffected).

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.

A Marine on overwatch will fire at an ambush counter within his arc of fire, even if it is a **False Alarm**. Attacks on revealed Genestealers are handled normally. Those on **False Alarm** 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.

Ambush Counters



Extended Tyranids Force List

Towards the Back of the book are Force Lists, one of the Force Lists has different Tyranid units, that of course are part of a Genestealer army, so you could even play around with adding these, but be careful as some are very strong.

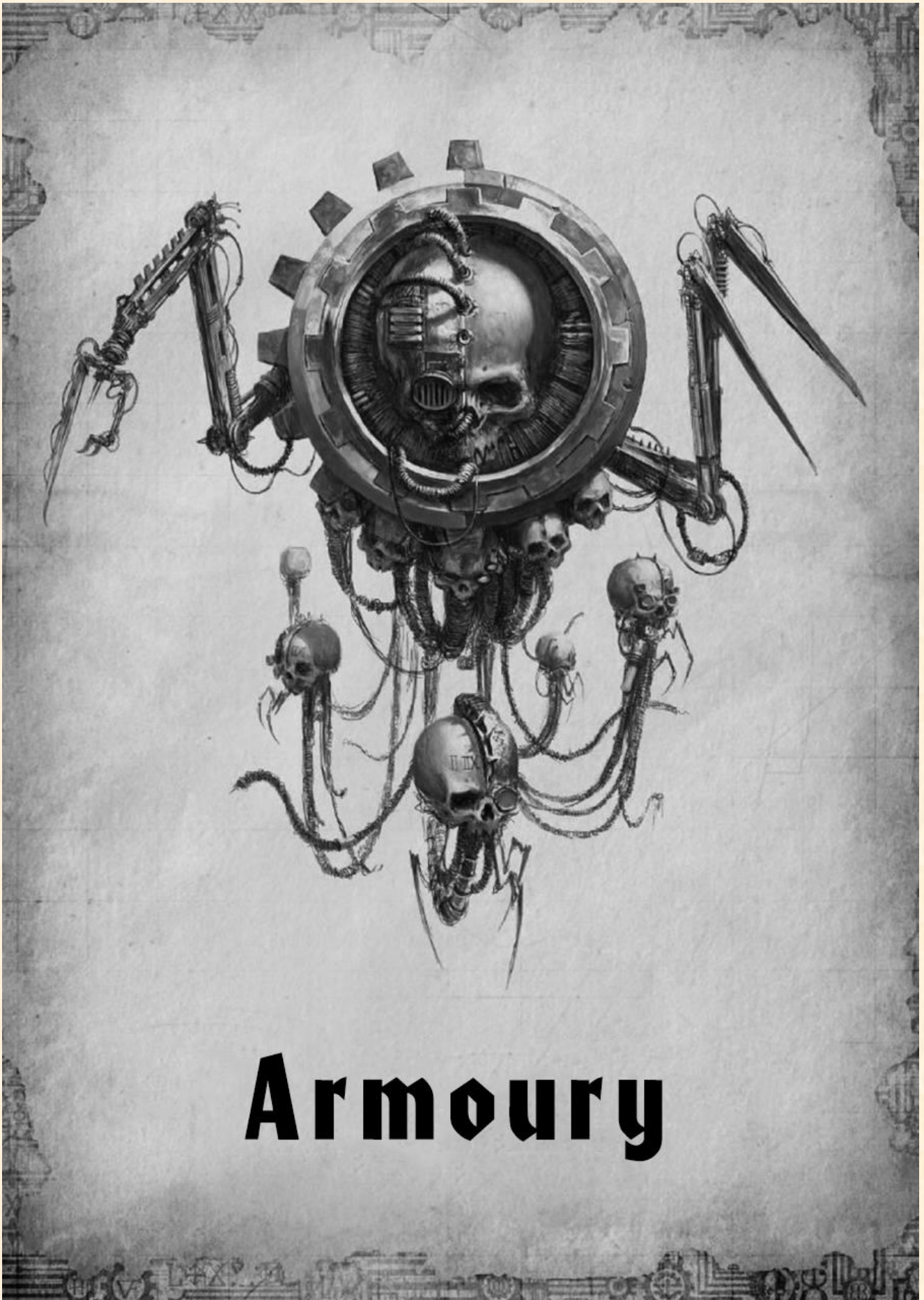
Balancing the List

One of the things that's most fun about adapting the Blip list is trying out new combinations of Stealers - it gives you a chance to experiment with different forces just as the Marine player can with the Terminator and other Force Lists. Unlike the Terminator Force List, however, there are no points values to ensure that your list doesn't get too powerful. This is why you have to make sure both players agree to a variant list before the game begins.

If you're going to make the Stealer forces a lot more powerful by, for example, giving heavy weapons to all the Hybrid psykers or including a Patriarch, you should try to make sure the Marine player has enough Marines to cope with the Stealers.

Of course, if you're using the bidding system with the Terminator Force List, there's no problem - both players get a chance to bid for as many Marines as they think they'll need to take on the Stealer.





Armoury

This section details the rules for all ranged and close assault weapons in Space Hulk. All your old favourites are here plus all the new weapons, including rules for weapons of other races; like Eldar and Imperial Guard (see Force List section), separated into Pistols, Basic, Heavy and Close Assault categories, then placed alphabetically.

Note: that the "To Hit" values in this section's charts only apply to *Blips* and *Genestealers*, because 90% of battles will be against Genestealers. Consult the Weapons Chart to view to-hit values for other models.



Pistol Weapons

Pistols are small and light weight, which means that even though they lack the range and power of *Basic Weapons* it gives them the advantage of being able to be wielded in Close Assault, to represent this they give a +1 CAB Bonus to the *front* and *side* squares when both Attacking and Defending.

Used by:

This weapon is mainly used by, but not always limited to, these troop type.

Type:

This is the Type of weapon its classed as, this may give Restrictions and/or Benefits.

AP cost:

Is the amount of action points it costs to use the weapon.

Range:

1st number is How many squares away the weapon can hit a target normally and 2nd is on Overwatch.

AOE:

Area of Effect, whether it hits a *Single Target*, every model in range of your *Fire Arc* or a *Whole Section*.

Hit Dice:

The Amount of 6-sided dice you roll, to see if you have killed/destroyed each target effected.

To Hit:

The Minimum Number to be rolled on one of the Hit Dice to kill/destroy the target.

Sustained Fire:

This lets you know if the weapon gets a +1 bonus when you stand still and shot at the **same** target, each time you roll to hit.

Note: the number in the Brackets is the LOWEST it can go against a Genestealer.

Example: if the number is a (4+) then it will never kill the Genestealer if you keep rolling 1,2 or 3 on the Hit Dice, no matter how many time you shoot at the same target.

Overwatch:

This lets you know if this weapon can be placed in Overwatch or not.

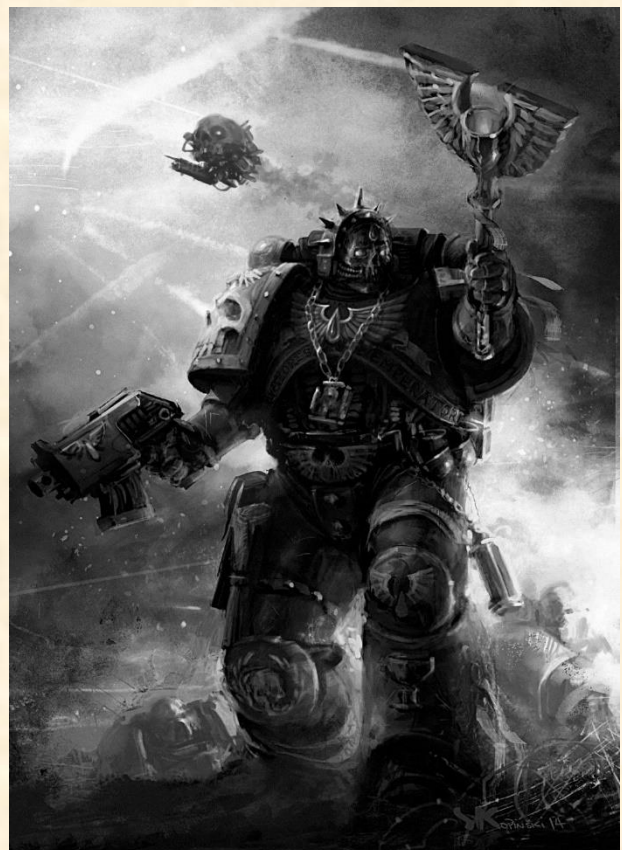
Move & Fire:

This lets you know if you can move and fire with the weapon for free (see weapon charts at back for cost).

Ammo:

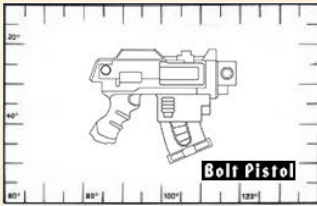
This tells you the amount of ammo the weapon comes with and if you get any reloads with it.

Note: (-) means its unlimited ammo.



Bolt Pistol

Used by:	Space Marines, Chaos Marines, Imperial Guardsmen.							
Type:	Pistol.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	12	Target	1	6+	Yes (4+)	Yes	Yes	-



Bolt Pistols have a shorter range than bolters but their compact size allows them to be used in Close Assault.

Close Assault

Models armed with Bolt Pistols gain a +1 CAB modifier against opponents in their **front** or **side** squares.

Bolt pistols get a sustained fire bonus (max +2).

Sustained Fire Score Required to Hit:

First Shot: 6

Second Shots: 5 or 6 on one dice

Third or More Shots: 4,5 or 6 on one dice

Hand Flamer

Used by:	Elite Personnel.							
Type:	Pistol.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
2AP	3	Fire Arc	1	4+	-	-	Yes	6



The Hand Flamer is a much smaller version of the other 2 flamers, so, even though it's still deadly, it does not throw out huge jets of volatile chemicals. It fires just enough to deal with the problem stood before it.

In game terms this means; the AOE is the 90° Fire arc in front of the model and burns everything in that arc up to 3 squares away and uses up 1 ammo each time.

Because much less Chemicals are used, the area affected doesn't keep burning to next turn; it instantly goes out and so doesn't block LOS or Movement into that area.

Close Assault

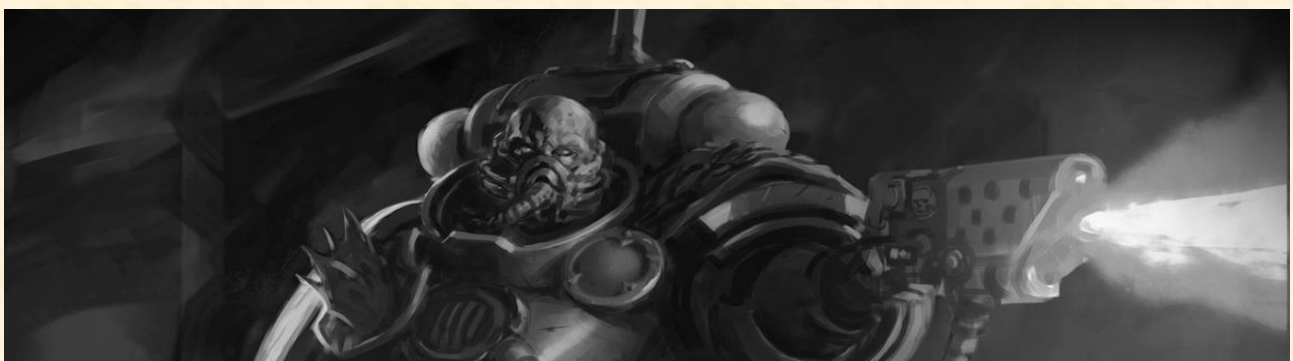
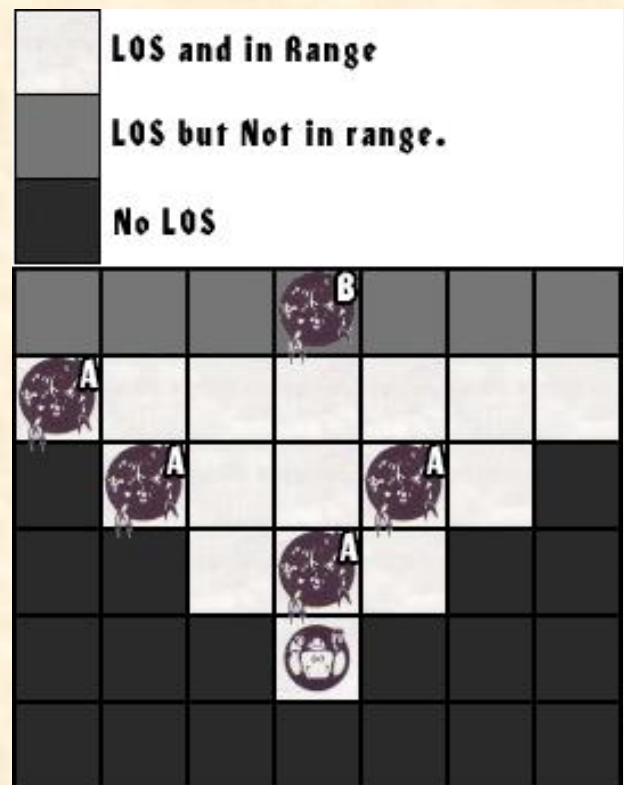
Models armed with Bolt Pistols gain a +1 CAB modifier against opponents in their **front** or **side** squares.

Objectives

The Hand flamer is not powerful enough to complete Mission objectives, that needs a Flamer hit, so cannot complete the Objective like in *Mission 1: Suicide Mission*.

Example

In the Example to the right all Genestealers marked with A are hit by the Hand Flamer; roll to hit individually, but Genestealer B is out of range and so remains unharmed.



Las Pistol

Used by:	Imperial Guard.							
Type:	Pistol.							
Cost to fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	12	Target	1	6+	-	Yes	Yes	-



Because the Las Pistol is a light, hand-held gun, it only has a range of 12 squares but it can be used even when the opponent attacks at close quarters.

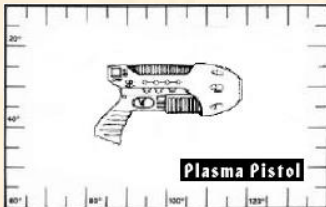
Close Assault

Models armed with Las Pistols gain a +1 CAB modifier against opponents in their **front** or **side** squares.

Las Pistols get no sustained fire bonuses.

Plasma Pistol

Used by:	Officers.							
Type:	Pistol.							
Cost to fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	12	Target	1	5+	Yes (4+)	Yes Special	Yes	-



Plasma Pistols Fire super-heated gas plasma, just like it's bigger brothers, but in a smaller charge.

This results in a less deadly shot but allows it to fire more often and even be placed into overwatch.

Because of the unique design the Plasma pistol it is a much rarer item than the Plasma and Heavy Plasma Weapons and are usually only found in high ranking officers.

Close Assault

Models armed with Plasma Pistols gain a +1 CAB modifier against opponents in their **front** or **side** squares, even if it is *overheating* (see Overwatch) because the weapon can still be used, even if it's just to brand the face of the enemy with the shape of the Plasma Pistol.

Overwatch

The pistol can be used in overwatch but because of the rapid firing in overwatch the weapon can *overheat*, so to prevent this it auto cuts out and cools down to prevent an explosion.

To represent this in game; if, while firing in overwatch, you roll a 1 on the "to hit" roll, then the weapon has overheated and can no longer fire.

Overheating

Place the "Plasma Gun Fired" token by the model and it can no longer fire or in the next turn.

At the beginning of the models next turn, turn the token over to say "Plasma Gun Recharging", just as you would with Plasma Guns (the model still can't fire this turn or go into overwatch). Then at the beginning of the next turn remove the token and the model is free to fire and go into overwatch as normal.

Shuriken Pistol

Used by:	Eldar, Harlequins.							
Type:	Pistol							
Cost to fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	12	Target	1	6+	Yes (4+)	Yes	Yes	-



The shuriken pistol is a favoured weapon of the Eldar & Harlequins. The shuriken pistol works by using a gravitic reaction to propel monomolecular discs

that slice through armour or bone. Each burst of fire catapults a hail of the discs at the enemy.

Close Assault

Models armed with Shuriken Pistols gain a +1 CAB modifier against opponents in their **front** or **side** squares.

Shuriken Pistols get a sustained fire bonus (max +2).

Sustained Fire Score Required to Hit:

First Shot: 6

Second Shots: 5 or 6 on one dice

Third or More Shots: 4,5 or 6 on one dice

Slugga

Used by:	Orks.							
Type:	Pistol							
Cost to fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	12	Target	1	6+	Yes (5+)	Yes	Yes	-



Due to the ramshackle nature of Ork weaponry, every Slugga is different, but most if not all Sluggas are semi-automatic, large-calibre, ballistic side arms.

Though not as sophisticated as most other weapons used in the Imperium, Sluggas are no less effective than other, more advanced side arms when used correctly.

However, as far as the melee-focused Ork holding it is concerned, the effectiveness of a Slugga is of little

importance, as long as it is big and makes a loud noise when it fires.

Close Assault

Models armed with a Slugga gains a +1 CAB modifier against opponents in their **front** or **side** squares.

Sluggas get a sustained fire bonus (max +1).

Sustained Fire Score Required to Hit:

First Shot: 6

Second or More Shots: 5 or 6 on one dice



Basic Weapons

Basic Weapons are the bread and butter of warriors, they have good range, damage and can be deadly in the right hands. They are not too big that they slow down movement of the user, but are useless in Close Assault so give no CAB bonuses.

Used by:

This weapon is mainly used by, but not always limited to, these troop type.

Type:

This is the Type of weapon its classed as, this may give Restrictions and/or Benefits.

AP cost:

Is the amount of action points it costs to use the weapon.

Range:

1st number is How many squares away the weapon can hit a target normally and 2nd is on Overwatch.

AOE:

Area of Effect, whether it hits a Single *Target*, every model in range of your *Fire Arc* or a *Whole Section*.

Hit Dice:

The Amount of 6-sided dice you roll, to see if you have killed/destroyed each target effected.

To Hit:

The Minimum Number to be rolled on one of the Hit Dice to kill/destroy the target.

Sustained Fire:

This lets you know if the weapon gets a +1 bonus when you stand still and shot at the **same** target, each time you roll to hit.

Note: the number in the Brackets is the LOWEST it can go against a Genestealer.

Example: if the number is a (4+) then it will never kill the Genestealer if you keep rolling 1,2 or 3 on the Hit Dice, no matter how many time you shoot at the same target.

Overwatch:

This lets you know if this weapon can be placed in Overwatch or not.

Move & Fire:

This lets you know if you can move and fire with the weapon for free (see weapon charts at back for cost).

Ammo:

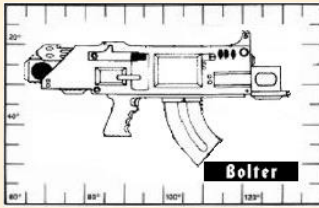
This tells you the amount of ammo the weapon comes with and if you get any reloads with it.

Note: (-) means its unlimited ammo.



Bolter (Bolt Gun)

Used by:	Space Marines, Chaos Marines, Orks.							
Type:	Basic.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	UL/12	Target	1	6+	Yes (4+)	Yes	Yes	-



Like Storm Bolters, Bolters are capable of sustained fire but their maximum bonus is not as good. A model placed in Overwatch has the range of 12 squares. They have a much lower rate of fire than storm bolters, so they do not jam in overwatch.

Bolters get a sustained fire bonus (max +2).

Sustained Fire Score Required to Hit:

First Shot: 6

Second Shot: 5 or 6 on one dice

Third or More Shot: 4, 5 or 6 on one dice

Death Spinner

Used by:	Warp Spiders.							
Type:	Basic.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
Burst: 1AP	6	Target	2	6+	Yes (4+)	-	-	-
Cloud: 1AP	6	Target	2	4+	-	-	-	Special



A **Death Spinner** is the standard weapon used by Warp Spiders. They are deadly weapons that use mono-filament threads to rip through target's. A liquid form of the psycho-reactive substance known as wraithbone is kept in stasis within the weapon's magazine. Once the weapon is activated, this substance is forced, by an electromagnetic propulsive field through an incredibly fine sift, and will solidify into a mass of threads, each, one molecule thick, called mono-filaments which are razor sharp. This mass of threads, called a "spinner cloud," is then catapulted at the enemy with tremendous force.

Before a Death Spinner is fired, the player must declare whether *Burst fire* or *Cloud fire* is being used.

Note: Death Spinner cannot fire both modes in one turn.

Burst mode

When the weapon is fired in this mode, it fires short controlled bursts and can fire as many times as you have APs to spend.

In burst mode Death Spinners get a sustained fire bonus (max +2).

Sustained Fire Score Required to Hit:

First Shot: 6

Second Shot: 5 or 6 on one dice

Third or More Shot: 4, 5 or 6 on one dice

Cloud mode

This mode can only be used if the weapon hasn't been fired this turn and can only be fired once; it is releasing a large cloud of devastating coverage using up all its power for that turn.

Flamer

Used by:	Space Marines, Chaos Marines.							
Type:	Basic.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
2AP	12	Section	1	4+	-	-	Yes	6



The Flamer is fired using either one or both hands and works in much the same way as the Heavy Flamers carried by the Terminators. Almost all the rules given for the Heavy Flamer apply: The Flamer has six shots, 12 range, each shot 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+. Reloading 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.

For more info see page 26.

Grenades

Used by:	Space Marines, Chaos Marines, Imperial Guard.							
Type:	Basic.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
Crack: 2AP	Adjacent Section	Target	1	3+	-	-	-	-
Frag: 2AP	Adjacent Section	Section	1	6+	-	-	-	-
Plasma: 2AP	Adjacent Section	Section	1	4+	-	-	-	-
Melta: 2AP	Adjacent Section	Target	1	Auto matic	-	-	-	8
Blind: 2AP	Adjacent Section	Section	1	-	-	-	-	-



Grenades are hand held devices that can be thrown at an enemy with a timed fuse. They come in many forms, like Crack, Frag, Plasma, Melta and Blind grenades.

Range

Grenades can be thrown into the Adjacent Section and can't be thrown onto the same section as you are stood.

Section Effect Grenades

Targeting rules for section effect grenades are the same as for flamers: 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.

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, in the next board section.

Pitfalls/Ladders etc

If a grenade is thrown into a square with a Pitfall/Ladder it falls through on a 1d6 roll of 1-2 and hits the area below.

Crack Grenades

The Crack Grenade is a type of explosive device used by the military forces of the Imperium of man. Crack Grenades use a shaped explosive charge capable of punching holes in armoured targets such as vehicles or bunkers, and its charge can even rip armour plating apart. Because of its shaped explosive, it can only target 1 target (one square).

Frag Grenades

A Frag Grenade is the standard anti-personnel grenade commonly used by the military forces of Imperium of man. It produces a blast of shrapnel that can shred unarmoured infantry troops. Because if this it hits all models in the board section targeted.

Plasma Grenades

A Plasma Grenade is a grenade available to imperial military forces that uses a deliberate plasma containment failure to unleash a blast of heat and light that bursts forth like a miniature sun. Plasma Grenades are highly lethal against almost all targets. Because if this it hits all models in the board section targeted.

Melta Grenades

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

Blind Grenades

A blind grenade has no effect other than to block LOS in exactly the same way and duration as a flamer hit.

Note: The AOE marker stays in play until end of Enemies turn and doesn't block Movement.

Grenade Harness

Used by:	Captains.							
Type:	Basic.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	8	Section	1	4+	-	-	Yes	10



A Grenade Harness is a type of rapid-fire Imperial Grenade Launcher that has been adapted and mounted onto the back of Captains Power Fist.

The Grenade Harness can unleash a quick barrage of Grenades to serve as an

anti-personnel weapon that softens up the opposition before the Captain leads a charge into combat.

Even though smaller than the standard Grenade launcher its ammo is more deadly, but at the same time; only able to carry 10 Shots.

Because of the way the Grenade Harness is mounted on the back of the Power Fist he is still free to carry another weapon.

Grenade Launcher

Used by:	Imperial Guard.							
Type:	Basic.							
Cost to fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
Crack: 1AP	8	Target	1	3+	-	-	-	-
Frag: 1AP	8	Section	1	6+	-	-	-	-



A Grenade Launcher serves the role of a launcher weapon that can be used and carried by a single un-augmented human. Unlike Missile Launchers, the explosive projectiles fired from a Grenade Launcher are not self-propelled, instead taking a ballistic trajectory

once fired. Hence the Shorter 8 Range, in the confines of a Space Hulk.

The grenades are typically equipped with either Crack or Frag warheads.

Note: You could use the other grenades listed Above, as well, but I feel they would be too powerful to have in mass numbers, especially Melta Grenades.

Lasgun

Used by:	Imperial Guard.							
Type:	Basic.							
Cost to fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	UL/12	Target	1	6+	-	Yes	Yes	-



The Lasgun, sometimes referred to as a Lasrifle, is a directed-energy antipersonnel weapon and is the bread and butter of Imperial Guard. The Lasgun uses a small portable capacitor power pack to produce a focused

pinpoint laser beam which is strong enough to take an ordinary human arm off with one shot but is not as effective against the more durable alien bodies and stronger types of personal armour.

Models armed with a Lasgun can be placed in overwatch, but this reduces their range from unlimited to 12 squares.

Meltagun

Used by:	Space Marines, Chaos Marines, Eldar, Imperial Guard.							
Type:	Basic.							
Cost to fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
2AP	8	Target	1	2+	-	-	Yes	6



The Meltagun, also called a "Fusion Gun," "Melter," or "Cooker," is a powerful, short-ranged anti-armour weapon that produces an intense, energetic beam of heat in the tens of thousands of degrees Centigrade.

Because of the immense heat generated by this weapon it Destroys most things on a 2+ and bulkheads on a 4+.

Optional Rule (decide before game starts)

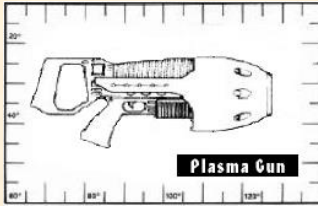
When a target is killed, there is not much left except for a large puddle of molten Metal and flesh, this can be so hot that it can melt through the floor; roll 1d6; on a roll of 6 it has melted that square and possible burnt through to the level below – Place a Pit fall on that square.

Multi Level: If it's above another level it forms a normal pitfall to level below.

Single/Bottom level: Follow pitfall rules but instead of falling below the model can fall prone on same level, as it trips over (roll 1d6; a roll of 1 results in going prone).

Plasma Gun

Used by:	Space Marines, Chaos Marines, Imperials, Hybrids.							
Type:	Basic.							
Cost to fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	UL	Target	1	3+	-	-	Yes	-

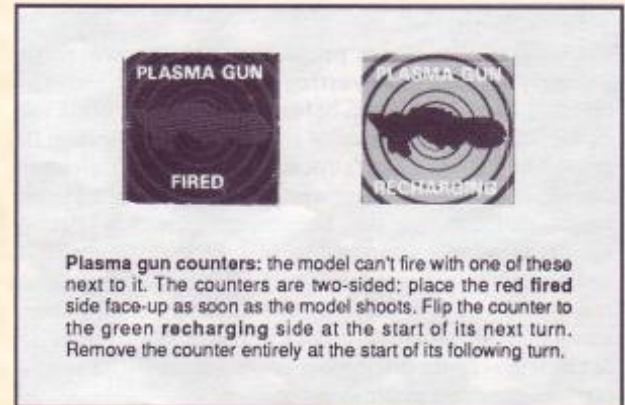


Plasma Weapons make use of hydrogen fuel suspended in a liquid state in either fuel flasks or backpack containers. As the fuel is fed into the miniature fusion core inside the weapon, the hydrogen energises into the plasma state of matter which is held in the core by powerful magnetic containment fields. When fired, the fields dilate open and the plasma is ejected via a linear magnetic accelerator as a bolt of superheated matter akin to a solar flare in appearance and temperature, because of this massive release of energy the weapon needs to cool down and recharge before it can fire again.

Recharging

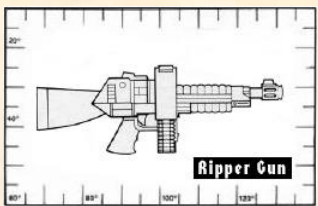
As soon as a plasma gun has been fired, place a plasma weapon counter beside the model, with the fired side face up. At the start of that model's next turn, flip the counter over so that the recharging side is now face up. Then, at the start of that model's next turn (i.e. the second turn after

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 can only be fired once every two turns. Models with plasma guns can't be placed in overwatch.



Ripper Gun

Used by:	Ogryn only							
Type:	Basic (in the hands of a Large Ogryn).							
Cost to fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	12/6	Target	2	6+	Yes (4+)	Yes	Yes	-



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

The Ripper Gun needs a 6 on one of the 2d6 to penetrate the thick hide of a Genestealer. Rippers can be placed on overwatch; but have a very short range as the Ogryn can be easily distracted unless in a life-threatening situation.

Jams

During overwatch; Ripper Guns jam if a double is rolled (just like Storm Bolters); 1AP to clear.

Sustained fire

Because of the rapid fire it benefits from Sustained fire (although not as good as an elite Storm Bolter). They receive a sustained fire bonus (max +2).

Sustained Fire Score Required to Hit:

First Shot: 6

Second Shot: 5 or 6 on either dice

Third Shot or More: 4, 5 or 6 on either dice

Shoota

Used by:	Orks.							
Type:	Basic.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	UL/12	Target	2	6+	Yes (5+)	Yes	Yes	-



A Shoota is a kinetic, automatic ballistic weapon used by the Orks that is chosen not for its efficiency but for the amount of noise it makes and the amount of damage it can do. The best Shootas are deafening and deadly in equal measure.

Shootas are custom built by each Ork and are built to fire as much ammo as possible; because of this they roll 2d6 when shooting.

Jams

During overwatch, Shootas' jam if a double is rolled (just like Storm Bolters); 1AP to clear.

Sustained fire

These weapons do get sustained fire benefit but are terribly inaccurate compared to Imperium and Eldar weapons..... but when they sound this loud who cares!!!! Dakka Dakka Dakka!!!

Shootas get a sustained fire bonus (max +1).

Sustained Fire Score Required to Hit:

First Shot: 6

Second Shot or More: 5 or 6 on one dice

Shotgun

Used by:	Imperial Guard, Scouts.							
Type:	Basic.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	3	Fire Cone	1	5+	-	Special	Yes	-



Shotguns are used mainly to breach rooms, at close quarters where you need snap reactions and no need to take careful aim, the shotguns in Space Hulk have been specially Adapted to fire explosive pellets that are designed more to clear the area than kill targets, but also does a good job of killing to.

AOE

The shotgun's AOE is a unique 3x3 area (9 squares) in front of the shotgun called *Fire Cone*.

A bit like the Assault Cannon; it hits everything in that area, but unlike the Assault cannon it can never hit targets that are behind other obstacles that normally block LOS; for example, other Models or Crates.

Push Back

As described before Shotguns produce a lot of kinetic energy that is hard to stand up to, so if a target survives being shot and the square behind it is empty it is pushed back to that square.

This could even result in some targets being blasted of the edge of a walkway etc, if there is no railing to stop the fall.

Note: the "square behind" means the square furthest away from the shotgun, it's not in relation to the direction the target is facing, remember he's getting pushed back from the blast.

Overwatch

Shotguns can be placed on overwatch but because of their slow reload, it can only fire once, then overwatch is removed.

Note: again, if the target survives it is still pushed back 1 square.

Examples

In **Picture 1** he can only See and Shot 2 Genestealers marked with A. The other 2 on the Left side are out of LOS behind the wall and finally the Furthest away Genestealer is out of range but also blocked by the Genestealer in front of him. Roll 2 separate d6 to see if the 2 Genestealers die or get push back.

Note: If the 2 Genestealers survive the shot, they are pushed back and would be out of range unless he takes a step forward before firing again (or uses *Move & Fire*).

In **Picture 2** he has moved forward and fired so he can now See and Shot all 3 Genestealers marked with A.

Genestealers B are out of range of the *Fire Cone* but also the A Genestealers blocked LOS.

Genestealer C is in the Fire cone but can't be shot because Genestealers A are blocking LOS.

Roll 3 Separate d6 to see if the 3 Genestealers die or get pushed back.



Sniper Rifle

Used by:	Scouts, Guardians, Ratlings							
Type:	Basic.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	UL/UL	Target	1	6+	-	Yes	-	-



A Sniper Rifle is a high-powered and highly accurate projectile or directed energy weapon that is used to attack distant foes and lightly armoured targets at extreme ranges with unerring accuracy. These weapons can be extremely accurate, but need time to aim.

Overwatch

Can be placed in overwatch but cant add CPs.

Aimed Shot

A model using a sniper rifle can take its time to line up the perfect shot to hit the enemys weak spot. In game this means for every AP/CP he spends, he gets to add +1 to the 1d6 roll, but this must be decided BEFORE the roll.

Example: Taking aim at a Genestealer that really needs to be got rid of; The sniper decides to spend 3AP and 1CP lining up his shot (meaning he needs to roll a 2+). He rolls 1d6 and gets a 5; add the 4, results in a roll of 9, that easily beats the 6+ need to kill the Genestealer.

Note: A Natural roll of a 1 is always a miss.

Storm Bolter

Used by:	Terminator Marines, Traitor Terminators, Space Marine Elite, Chaos Marine Elites.							
Type:	Basic.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	UL/12	Target	2	6+	Yes (3+)	Yes	Yes	-



Terminators and Space Marines are armed with the very best weaponry in the Imperium. Storm Bolters, which fire 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 his 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, you can only target enemies within 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).

Jams

During overwatch, Storm Bolters jam if a double is rolled; 1AP to clear.

Storm Bolters get a sustained fire bonus (max +3).

Sustained Fire Score Required to Hit:

First Shot: 6

Second Shot: 5 or 6 on either dice

Third Shot: 4, 5 or 6 on either dice

Forth or More Shot: 3, 4, 5 or 6 on either dice



Shuriken Catapult

Used by:	Eldar.							
Type:	Basic.							
Cost to fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	UL/12	Target	1	6+	Yes (3+)	Yes	Yes	-



Shuriken Catapults are manufactured by the Eldar. Utilising gravitic pulses, a mono-molecular disc of plasti-crystal is taken from the weapon's magazine and accelerated down the barrel of the weapon, hurling it at the target at incredible velocity. The accelerator creates a peristaltic shift from the front to the rear of the firing chamber, hurling the shuriken missiles forward at a tremendous velocity.

Sustained Fire

A burst of several missiles can be fired in a fraction of a second in this way and so benefits from Sustained fire.

Shuriken Catapults get a sustained fire bonus (max +3).

Sustained Fire Score Required to Hit:

First Shot: 6

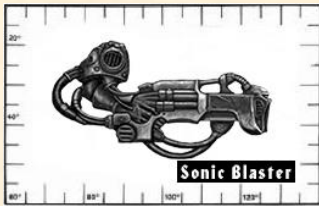
Second Shot: 5 or 6 on one dice

Third Shot: 4, 5 or 6 on one dice

Forth Shot or More: 3, 4, 5 or 6 on one dice

Sonic Blaster

Used by:	Noise Marines							
Type:	Basic.							
Cost to fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	UL/12	Target	3	6+	Yes (5+)	Yes	Yes	-



The Sonic Blaster is a weapon that when fired unleashes wave after wave of devastating harmonics that literally rips its target apart with the power of extreme sound. The Sonic Blaster is the preferred weapon of Slaanesh Noise Marines.

Sonic Blasters on Overwatch

A Marine armed with a Sonic Blaster may go into Overwatch mode at a cost of 2 APs.

Cover

Because Sonic Blasters fire sound waves, cover is pretty much useless unless it's totally solid, so there is no chance

of Rubble causing a deflection; treat Rubble as an empty square when firing through/over it.

Jams

During overwatch, Sound waves are being fired off so fast that they sometimes go off key and so have to quickly be "re-tuned".

For easy of game we will still call this a jam and still happens if a double is rolled, which yes means it will happen more often than a Storm Bolter etc; 1AP to clear.

Sonic Blaster get a sustained fire bonus (max +1).

Sustained Fire Score Required to Hit:

First Shot: 6

Second or More Shot: 5 or 6 on either dice



Triskele

Used by:	Howling Banshees Exarchs.							
Type:	Basic.							
Cost to fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	8	3xTarget	1	4+	-	-	Yes	-



A Triskele is a deadly Eldar ranged weapon composed of three blades that can be thrown in a great coruscating arc that slices through anything in its path, as if moved by some mystical power, before returning to its owner, ready to be used in Close Combat.

Only Exarchs of the Howling Banshees Aspect Shrine wield these.

3x Targets

When thrown, the Triskele bounce from target to target, slicing its way through, before returning back to the Exarchs hand.

In game this means you can hit up to 3 different Targets in the same section. But you must have LOS to them; if

you kill a model and that reveals the target behind it, you can then hit them (Like an Assault cannon on Full Auto) up to a Maximum of 3 Targets.

Example: There are 3 Genestealers in a corridor section, you can only see the 1 Genestealer because it blocks LOS to the 2 behind him.

The Exarch throws her Triskele, rolling a 4, killing the 1st Genestealer which reveals the 2nd Genestealer, allowing her to roll for the 2nd target. This time she rolls a 2; meaning it survives and the Triskele returns to her hand, ready to be used again.

Note: if you don't kill a target and don't Have LOS to another target the Triskele comes back; it cant hit same target twice.

Close Assault

The weapon can also be used as a Power Weapon, in Close Assault, Giving a +1 CAB.





Heavy Weapons

These are HUGE weapons that deal massive amounts of damage. The trade of is that the carrier's Mobility and Close Assault capabilities are effected.

To represent this, models receive a **-1 CAB**, cannot turn **90°** for free, cannot *Move & Fire*; in fact, if they have moved at all this turn, they may not fire at all (also if they have fired, they can't move afterwards).

Overwatch: A heavy Weapon can't move and fire but it can Move and go into overwatch (if it has overwatch ability). This is to represent a model moving into position and preparing himself for any enemy movement.

Used by:

This weapon is mainly used by, these troop type.

Type:

This is the Type of weapon its classed as, this may give Restrictions and/or Benefits.

AP cost:

Is the amount of action points it costs to use the weapon.

Range:

1st number is How many squares away the weapon can hit a target normally and 2nd is on Overwatch.

AOE:

Area of Effect, whether it hits a Single *Target*, every model in range of your *Fire Arc* or a Whole *Section*, Etc.

Hit Dice:

The Amount of 6-sided dice you roll.

To Hit:

The Minimum Number to be rolled on one of the Hit Dice to kill/destroy the target.

Sustained Fire:

This lets you know if the weapon gets a +1 bonus when you stand still and shot at the **same** target, each time you roll to hit.

Note: the number in the Brackets is the LOWEST it can go against a Genestealer.

Example: if the number is a (4+) then it will never kill the Genestealer if you keep rolling 1,2 or 3 on the Hit Dice, no matter how many time your shoot at the same target.

Overwatch:

This tells you if this weapon can be placed in Overwatch.

Move & Fire:

This lets you know if you can move and fire with the weapon for free (see weapon charts at back for cost).

Ammo:

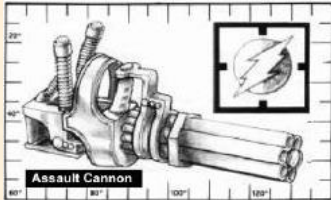
This tells you the amount of ammo the weapon comes with and if you get any reloads with it.

Note: (-) means its unlimited ammo.



Assault Cannon

Used by:	Terminator Space Marines, Traitor Terminators.							
Type:	Heavy (Terminator Armour makes it NOT a Heavy Weapon), no 90° turn for free, -1 CAB.							
Cost to fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
Burst: 1AP	UL/12	Target	3	5+	Yes (3+)	Yes	Yes	10 + 1 Reload
Full: 2AP + 5 Ammo	UL	Fire Arc	3	3+	-	-	-	-



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.

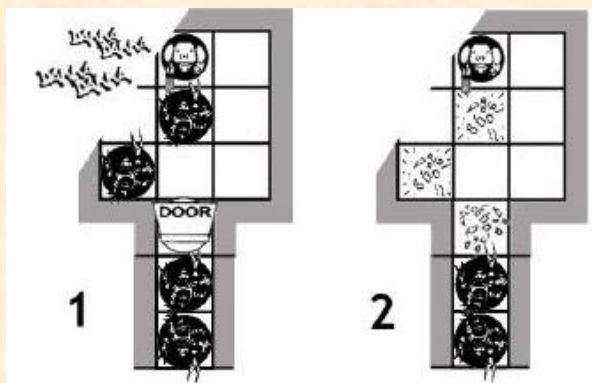
Bursts

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.

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, Doors etc) in the Marine's LOS and arc of fire. If any of the dice score 3 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.

Example of Full Auto



The Marine in figure 1 has five shots left in his assault cannon, and decided to use them all to fire on full auto. He rolls for all of the targets in his firing arc, beginning with the one directly in front of him. He rolls three dice, getting a 1, 4, and a 6 – the first Genestealer is destroyed. He rolls twice more and successfully destroys another stealer and a door, revealing a new target. The Marine rolls to hit the Genestealer that was formerly hidden by the closed door. Unfortunately, he rolls a 2, 2 and a 1 so the stealer survives. Full auto fire now ends because there are no more old or new targets to fire upon.

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 either with a D10, 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.

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 (see below).

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 malfunction Violently.

After the first reload, each time the Assault Cannon is fired, if the Marine player rolls a triple - all three dice come up the same number - the Assault Cannon malfunctions.

The Marine firing the cannon is killed automatically. In addition, the Marine player rolls a dice for each model, bulkhead and door in the same section where he just blew up and is destroyed on a roll of: -

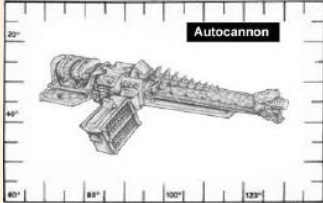
Genestealer or door: 4+

Terminator or Bulkhead: 5+

The Assault Cannon can malfunction in **overwatch** or **normal** fire and when firing **burst** or **full auto**, but only after the 1st reload.

Autocannon

Used by:	Genestealer Hybrids, Chaos Marines.							
Type:	Heavy, no 90° turn for free, -1 CAB.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
Short: 1AP	1-12	Target	1	3+	Yes (2+)	-	-	-
Long: 1AP	13+	Target	1	3+	Yes (2+)	-	-	-



The autocannon is a large-calibre gun which fires high-velocity, mass-reactive, explosive ammunition - this gives the weapon a hefty recoil and the firer must brace himself firmly to take the shock. Within the confines of a space hulk, the autocannon has an unlimited range, but is particularly effective at closer ranges where it can lay down an impenetrable hail of fire making full use of its large ammunition supply.

Because of the massive recoil, a model firing an autocannon must be stationary; *Move & Fire* actions are not possible.

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.

Note: The range effects "To Hit" so check the chart properly.

Sustained Fire

A burst of several missiles can be fired in a fraction of a second in this way and so benefits from Sustained fire.

Autocannon get a sustained fire bonus (max +1).

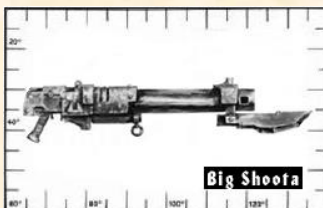
Sustained Fire Score Required to Hit:

First Shot: 3, 4, 5 or 6 on one dice

Second Shot or More: 2, 3, 4, 5 or 6 on one dice

Big Shoota

Used by:	Orks.							
Type:	Heavy, no 90° turn for free, -1 CAB.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	UL/12	Target	2	5+	Yes (4+)	Yes	-	-



A Big Shoota is a loud, heavy, large-calibre machine gun that bucks and sparks when the trigger is pulled. It is simply a larger caliber version of the standard Shoota, and has greater range and damage potential. A Big Shoota is also often fitted with an attached bayonet for melee. It is essentially the Orks' most common heavy weapon.

Jams

During overwatch, Big Shootas' jam if a double is rolled (just like Storm Bolters); 1AP to clear.

Sustained Fire

These weapons do get sustained fire benefit but are terribly inaccurate compared to Imperium and Eldar weapons..... but when they sound this loud who cares!!!! Dakka Dakka Dakka!!!

Big Shootas get a sustained fire bonus (max +1).

Sustained Fire Score Required to Hit:

First Shot: 5 or 6.

Second Shot or More: 4, 5 or 6 on either dice.

Blast Master

Used by:	Noise Marines							
Type:	Basic/Heavy no 90° turn for free, -1 CAB.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
Varied: 1AP	UL/12	Target	3	6+	Yes (5+)	Yes	Yes	-
Single: 2AP	UL	Section	3	5+	-	-	-	-



The Blast Master is a heavy Sonic Weapon that when fired focuses a throbbing bass note into an explosive sonic crescendo that can burst eyeballs and rupture internal organs. By varying the frequency of the blast, the effect of the weapon can be altered to produce different effects.

Varied Fire

In this mode, short bursts of ultra-sonic waves are shot towards a single target, overwhelming their senses until they collapse to the floor, blood pouring out of every orifice. Because it is short bursts you can still *Move & Fire* without any penalties.

Single Fire

Single fire mode releases a continuous stream of focused noise that is so devastating it rips apart the very ground. To fire in this mode the model has to stand still while the beam of sound does its work; because of this *Move & Fire* is not allowed and takes longer to perform; 2APs.

Sustained Fire

In Varied Frequency Blast Master benefits from Sustained fire, getting a sustained fire bonus (max +1).

Sustained Fire Score Required to Hit:

First Shot: 6 on one dice

Second Shot or More: 5 or 6 on one dice

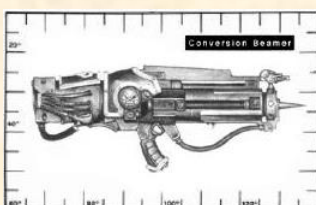
Heavy Weapon

Even though this is not as heavy as other heavy weapons, it is still unwieldy and so you still receive -1CAB and no 90° turn for free, but you can move before you fire in both Firing modes.



Conversion Beamer

Used by:	Hybrids.							
Type:	Heavy, no 90° turn for free, -1 CAB.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
2AP	UL	Target	1	4+	-	-	-	-



The conversion beam, or beamer, converts matter into pure energy, creating an energy field or beam which builds up slowly, increasing in intensity as it extends further from the Gun. 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 armoured targets, such as

Terminators, and instantly eradicate large static objects like bulkheads and doors.

Because of the required stability to fire a conversion beam, it costs 2APs to fire and the firer cannot perform a *Move & Fire* or move at all the turn it wants to fire.

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.

Cyclone Missile Launcher

Used by:	Terminators Only.							
Type:	Heavy (Terminator Armour makes it NOT a Heavy Weapon). -1 CAB, can't <i>Move & Fire</i>							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
Crack: 2AP	UL	Target	1	2+	-	-	-	6
Plasma: 2AP	UL	Section	1	4+	-	-	-	6



The Cyclone Missile Launcher is designed to be part of a Marine's Terminator Armour. Despite its bulk, the Cyclone does not interfere with the Marine's normal movement as the Terminator Armour compensates for the load with automated load distributing systems. The Marine carries a Storm Bolter in his right hand, and a Guidance System in his, meaning the Marine does not have a Power Glove, so suffers -1 CAB.

Note: He also cannot pick up Items.

Ammo:

The Launchers comes with 6 Crack and 6 Plasma Missles.

Aiming:

Because the Launcher uses a Targeting system the Terminator can not *Move & Fire*, in fact it cant move at all in the turn it wants to fire or has fired.

Malfunction:

There is a chance the Launcher will Malfuction and blow up, if the Terminator has at least 1 missile left, under the following circumstances roll a 1d6 and on a 1 or 2 the Launcher has been hit and explodes: -

Death: If at any point the Terminator Dies.

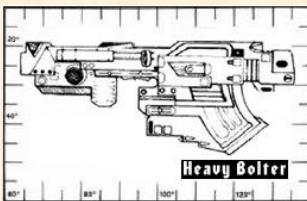
Tied Combat: If a Close Assault is a tie.

Explosion:

If the Launcher Explodes roll 1d6 for each model and obstical in the same section and on a 4+ they are killed.

Heavy Bolter

Used by:	Space Marines, Chaos Marines, Imperial Guard.							
Type:	Heavy, no 90° turn for free, -1 CAB.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	UL/12	Target	2	6+	Yes (3+)	Yes	-	-



As this is a much larger weapon than the standard bolter, models with heavy bolters roll 2d6 and benefit from sustained fire.

Move and fire actions are not possible with heavy bolters but they can be put into overwatch.

Jams

During overwatch, Heavy Bolters can jam if a double is rolled (just like Storm Bolters); 1AP to clear.

Sustained Fire

Once set up and in position, this weapon can lay down a huge rate of fire obliterating anything that moves in front of them.

Heavy Bolters get a sustained fire bonus (max +3).

Sustained Fire Score Required to Hit:

First Shot: 6

Second Shot: 5 or 6 on either dice

Third Shot: 4, 5 or 6 on either dice

Forth or More Shot: 3, 4, 5 or 6 on either dice

Heavy Flamer

Used by:	Terminator Space Marines, Traitor Terminators.							
Type:	Heavy (Terminator Armour makes it NOT a Heavy Weapon), no 90° turn for free, -1 CAB.							
Cost to fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
2AP	12	Section	1	2+	-	-	-	6



The heavy flamer fires jets of volatile chemicals that explode violently when ignited, filling the target section with burning flames and smoke. The Flamer

comes with enough fuel for six shots, and has a max range of 12, each shot affects an entire board section and blocks movement and LOS in that section, and can turn an entire map section into a deadly chemical blaze.

For more info see page 26.

Las Cannon

Used by:	Imperial Guard.							
Type:	Heavy, no 90° turn for free, -1 CAB.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
2AP	UL	Target	1	2+	-	-	-	-



The Las Cannon is a formidable Laser Weapon whose energetic beam of coherent light is capable of penetrating most armoured Targets. It is the favourite anti-tank

weapon of the Astra Militarum and is also commonly used by the Space Marines.

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 downsides are offset by the devastating power of the weapon — Terminators, for example, are killed on a 2+ or better.

Missile Launcher

Used by:	Imperial Guard, Space Marines, Chaos Marines.							
Type:	Heavy, no 90° turn for free, -1 CAB.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
Crack: 2AP	UL	Target	1	2+	-	-	-	-
Plasma: 2AP	UL	Section	1	4+	-	-	-	-



A Missile Launcher is a weapon that can fire several types of, usually guided, Missile. A missile is a self-propelled projectile, usually incorporating an electronic guidance system, and tipped with a high-explosive chemical, kinetic or plasma-based warhead.

Crack Missiles

Also called "Krak" Missiles, are primarily intended to serve as anti-vehicle weapons, and contain a high-strength

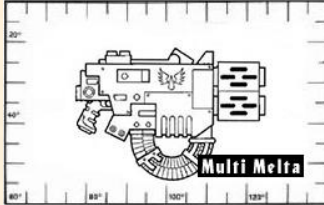
shaped charge with a relatively small blast radius that causes massive damage to anything it hits with minimal collateral damage. In game they are single target, mass damage missiles.

Plasma Missiles

Are the larger incarnations of Imperial Plasma Grenades and are highly effective against most foes. A single salvo of Plasma Missiles can easily turn enemy troops into a smoking crater. Plasma Missiles utilise a deliberate plasma containment failure that erupts into a blast of white-hot energy upon impact.

Multi Melta

Used by:	Imperial Guard, Space Marines, Chaos Marines.							
Type:	Heavy, no 90° turn for free, -1 CAB.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
2AP	1-6	Target	2	2+	-	-	-	-
2AP	6-12	Target	2	3+	-	-	-	-



The Multi-Melta is a heavier version of the standard Imperial Meltagun that is composed of multiple Meltagun barrels. The Multi-Melta is also known, like other Melta Weapons, as a "Cooker" or "Vape Gun" and is a formidable anti-personnel and anti-armour weapon.

Compared to other weapons, in a similar size class, a Multi-Melta has a short range but is very potent, and deals more damage the closer it is to the target.

Optional Rule (decide before game starts)

When a target is killed, there is not much left except for a large puddle of molten Metal and flesh, which is so hot it can melt through the floor; roll 1d6; on a roll of 6 it has melted that square and possible burnt through to the level below – Place a Pit fall on that square.

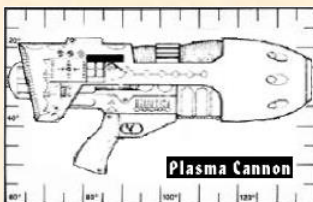
Multi Levels: If it's above another level it forms a normal pitfall to level below.

Single/Bottom level: Follow pitfall rules but instead of falling below the model can fall prone on same level, as it trips over (roll 1d6; a roll of 1, results in falling prone).



Plasma Cannon

Used by:	Imperial Guard, Space Marines, Chaos Marines.							
Type:	Heavy, no 90° turn for free, -1 CAB.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
Rapid Fire: 2AP	UL	Target	1	3+	-	-	-	-
Maximal Fire: 2AP	UL	Section	1	2+	-	-	-	-



Before a Plasma Cannon is fired, the player must declare whether *Rapid fire* or *Maximal fire* is being used.

Rapid Fire

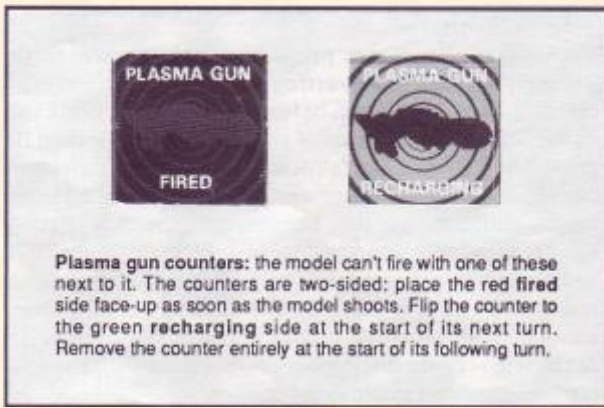
This option only uses a small amount of the heavy plasma gun's vast energy reserves; so, no plasma weapon counter is placed beside the model when it fires. It can fire again in the same turn in either mode (Rapid or Maximal).

Maximal Fire

This option releases the weapon's energy in a single, all-

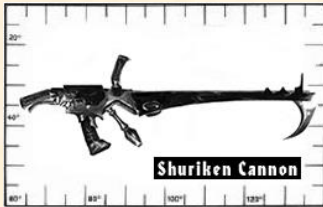
out burst affecting all the models and features in one section. The heavy plasma gun has unlimited range but at least one square in the target section must be within the firer's LOS. Once the heavy plasma gun has been fired on maximal fire, place a plasma weapon counter beside the model as described above.

Models with heavy Plasma Cannons cannot be placed in overwatch and cannot Move&Fire, in fact they can't move in the turn they want to fire.



Shuriken Cannon

Used by:	Eldar, Harlequins.							
Type:	Heavy, no 90° turn for free, -1 CAB (unless you have a Flip Belt).							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
Other Troops: 2AP Death Jester: 1AP	UL/12	Target	2	5+	Yes (3+)	Yes	Yes	-



Shuriken Cannons, like Shuriken Catapults works by Utilising gravitic pulses, taking a mono-molecular disc of plasti-crystal from the weapon's magazine and accelerated down the barrel of the weapon, hurling it at the target at incredible velocity.

Death Jesters

Death Jesters, equipped with a flip belt, move like elegant dancers on the battle field and so treat a Shuriken Cannon as a basic weapon and only pay 1AP to fire the weapon; Note: So, Death Jesters can *Move & Fire*, can turn 90° for free, no -1 CAB penalty, etc.

But does count as a 2 handed weapon, so can't have a Close Combat Weapon as well.

Jams

During overwatch, Shuriken Cannons can jam if a double is rolled (just like Storm Bolters); 1AP to clear.

Sustained Fire

These Cannons can fire a high rate of fire and because of this benefit from Sustained fire.

Shuriken Cannons get a sustained fire bonus (max +2).

Sustained Fire Score Required to Hit:

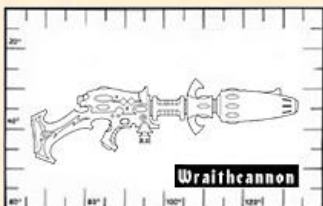
First Shot: 5 or 6 on either dice

Second Shot: 4, 5 or 6 on either dice

Third Shot or More Shot: 3, 5 or 6 on either dice

Wraithcannon

Used by:	Eldar.							
Type:	Heavy, no 90° turn for free, -1 CAB (unless you have a Flip Belt).							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
1AP	12	Target	1	4+	-	-	-	-



Wielded by Wraithguard and powered by the psychic energy of it's spirit stone, the Wraithcannon opens a small, temporary rift from realspace into the Warp

that tears apart its target through the unleashing of potent gravitic forces and then swallows the remains. The Wraithcannon is often used as a potent anti-armour weapon against otherwise difficult to penetrate targets.

Close Assault Weapons

If you are armed with: -
2 Close Assault weapons.
or
2 Pistols.
or
A Pistol and Close Assault weapon.
You get +1 CA Dice (see Below).

Used by:

This weapon is mainly used by, but not always limited to, these troop type.

CA Dice:

This is Close Assault Dice; the number of d6 this weapon gives you to roll in Close Assault.

Note: If you have Multiple Close Assault Weapons or Pistols AND can use them you get +1 CA Dice per weapon (for example a Tyranid Warrior armed with 4 bones swords would get 4d6 in combat as they can use 1 sword in each of its 4 arms).

Note: Remember some weapons like lightning claws already have the 2d6, so you don't get extra CA Dice for the 2nd claw).

Note: When Attacked from Side or Rear -1 CA Dice (minimum 1)

CAB Front:

This is the Close Assault Bonus you add to your CA Dice rolls, when you attack or are attacked from the **Front**.

CAB Side:

This is the Close Assault Bonus you add to your CA Dice rolls, when you are attacked from the **Side**.

CAB Rear:

This is the Close Assault Bonus you add to your CA Dice rolls, when you are attacked from **Behind**.

Parry:

This tells you if you can parry an Attackers or Defenders CA Dice, remember you have to be facing the target to parry them. You are never forced to parry so, if the opponent rolls low, you can leave them with the low rolls. If you do make someone reroll, and it's a better roll than it was originally, the 2nd roll is final score.

Remember: if you have 2 weapons that can parry, like 2 Power Swords, you may force them to reroll a dice only once *each*, even if they only roll 1 CA Dice in combat (the 2nd parry is wasted).

Pick up Objects:

This tells you if you can pick up an object and carry it, some weapons like Lightning claws do not allow the user to carry an items, if you are able to carry an item; this represents you placing your weapon away, like a power sword in its sheath, so you can't use the Close Assault weapons while carrying an item (you can put the item down).

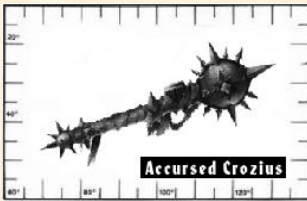
Notes:

This tells you of special effects/features that this weapon has that are not "standard" and over right any other rules.



Accursed Crozius

Used by:		Dark Apostle.				
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1	-	-	-	Yes	Yes	



An Accursed Crozius is a special form of Daemon Weapon, and serves as the mark of office and primary melee weapon of a Dark Apostle.

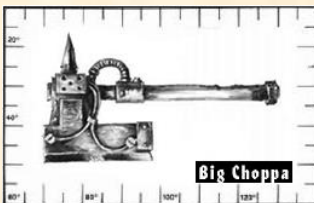
It resembles a heavy mace whose head has been formed into the shape of the eight-pointed Star of Chaos. Twisted

and warped from the pure Crozius Arcanum of Loyalist Space Marine Chaplains into something hideously blasphemous, the Accursed Crozius mocks the Imperium of Man with its mere existence.

In the hands of a skilled warrior, like a chaplain, it can be used to parry attacks.

Big Choppa

Used by:		Orks.				
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1	+2	-	-	-	Yes	1AP Destroy Door Automatically 2AP Destroy Bulkhead Automatically



Choppas are a general term given to any Ork close combat weapon, typically heavy swords, short swords, daggers and axes. Enormous axes with jagged metal teeth,

Big Choppas are chosen more for their sheer weight than subtlety. A Big Choppa is often wielded by Ork Nobz and Warbosses. Some Big Choppas are even outfitted with whirring chainsaw blades or circular saws instead of a standard axe blade.

Doors

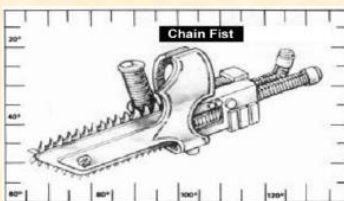
A Marine armed with a chain fist cuts through a door for a cost of 1 AP. The door must be in the Marine's front square. As usual, a destroyed door is removed from play, and the square is treated as a clear square from then on.

Bulkheads

A Marine armed with a chain fist can cut through bulkhead 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 Fist

Used by:		Terminators.				
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1	-	-	-	-	No	1AP Destroy Door Automatically 2AP Destroy Bulkhead Automatically



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 Models with Chain Fists receive no CAB bonus or penalty.

Doors

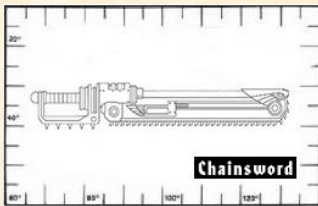
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Bulkheads

A Marine armed with a chain fist can cut through bulkhead 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.

Chainsword

Used by: Eldar, Space Marines, Chaos Marines.						
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1	+1	-	-	-	Yes	No Parry



The Chainsword is the preferred close combat melee weapon of many of the military forces of the Imperium of Man and versions are also used by the warriors of the Orks and the Eldar. The Chainsword is essentially a sword with powered teeth that run along a single-edged blade like that of a chainsaw. Most versions of the weapon make use of monomolecularly-edged or otherwise razor-sharp teeth.

Chainswords are not subtle weapons, and wielding one is a statement in its own right: they are horrific tools of war, designed to bite, tear and eviscerate where more primitive blades merely cut and slice. Because of its Size, Weight and Rotating teeth it gets a +1 CAB.

WalBangers Edit

I removed the parry off the Chainsword as it made no sense to be "better" than the Elite Power Sword and it is a much heavier and more difficult weapon to wield, so makes sense that it's difficult/impossible to parry with.

Crozius Arcanum

Used by: Chaplains.						
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1	-	-	-	Parry	Yes	



A Crozius Arcanum is a mace or staff that is used as both a melee weapon and the primary badge of office of Space Marine Chaplains. This duality of purpose presents no philosophical conundrum for the Chaplains, as for them

battle itself represents the most valuable form of worship of the Emperor of Mankind. It is normally shaped in the form of either a staff or a mace, topped by the double-headed Aquila of the Imperium or a winged skull that represents the Emperor's sacrifice for humanity.

In the hands of a skilled warrior, like a chaplain, it can be used to Parry attacks.

Harlequins Kiss

Used by: Harlequins.						
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1	+2	-	-	-	No	Gets Stuck on a 1d6 roll of 1 (after winning CA) If happens in enemies turn place token by model and can't be freed until Harlequins Turn. 1AP to free self. No bonus in Death Dance.



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 armour. 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.

Caught up

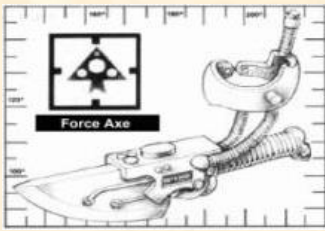
The Harlequin's Kiss is a weapon with a drawback; sometimes the wire gets caught inside the victim's body and can leave the Harlequin wide open. After killing an opponent, the Harlequin player rolls a D6. On a score of a 1 the Kiss gets caught inside the victim and the Harlequin must spend 1 AP to free 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.

Death Dance

The Harlequin's Kiss is not a fast weapon and therefore is not of any use in a death dance, where speed of the blows count, so +0 CAB but you do still get the +1 CA Dice if you normally would.

Force Weapons

Used by:		Librarians, Psykers.				
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1	-	-	-	-	Yes	+1 CAB per Psi Point/Cards spent.



Librarians and some Psykers are armed with a force weapons, which can be in many shapes, like a 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 weapon but give no Bonuses. A psyker, however, can channel his psychic energy through the psimatrix to increase the strength of a blow. Every attack benefits from the psykers 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 may 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 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 +1 CAB. A Librarian facing away from his attacker cannot enhance his roll by PSI points.

If playing with Psychic Attack Cards

Before dice are rolled in a round of close assault, a Librarian can play as many of his psychic attack cards as he likes, adding each card's CAB. A Librarian facing away from his attacker cannot enhance his roll by playing cards.

Frost Axe

Used by:		Terminators.				
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1	+1	-	-	-	Yes	1AP Destroy Door Automatically 2AP Destroy Bulkhead Automatically



Fergus Forgrim, a legendary Iron Priest, crafted these extremely rare Weapons from an unknown and scarce metal, which increased its lethality in battle.

Today, each Frost Blade and Frost Axe is considered amongst the most prized weapons of the Space Wolf Chapter.

Doors

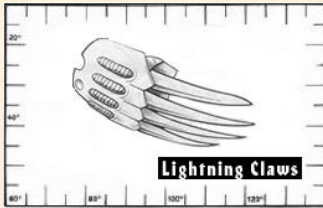
A Marine armed with a chain fist cuts through a door for a cost of 1 AP. The door must be in the Marine's front square. As usual, a destroyed door is removed from play, and the square is treated as a clear square from then on.

Bulkheads

A Marine armed with a chain fist can cut through bulkhead 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.

Lightning Claws

Used by: Terminators, Space Marines, Chaos Marines.						
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1 Claw: 1	1d6 +1	-	-	-	No	
2 Claws: 2	2d6 +2	1d6 +2	1d6 +2	-	No	1d6+2 from Sides/Rear



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.

Pair

Lightning claws are Usually worn in pairs, as the Marine's sole armament. When worn in a pair they are deadly, Marines roll 2d6 CA Dice, instead of just one, and also add +2 CAB to the highest dice roll.

Single Claw

Lightning claws can be used singular but are far less effective, so they not only loss 1 CA Dice but also only get +1 CAB and no CAB bonus if attacked from the side or rear.

Note:

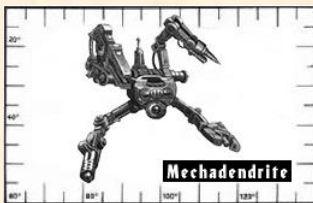
Lightning claws can only be used as a pair when a Marine is facing his opponent. The Marine rolls only 1d6 against opponents to his side or rear but still gets his close assault bonus.

WalBangers Edit

I added the rule of being able to use 1 Claw so that people can use Models they have, that might only be armed with 1 claw and a main weapon, but I didn't want them to be too powerful so I think I came up with the best solution.

Mechadendrite

Used by: Techmarines						
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1	-1	-1	-1	-	Yes	Does not count as a 2 nd Close Assault Weapon; so, no CA Dice Bonus. Has Heal Ability if used by an Apothecary.



A Mechadendrite is the term used for a large assortment of bionic tentacle-like and robotic arm limb prosthetics used by the Tech-priests of the Adeptus Mechanicus and the Techmarines of the Adeptus Astartes. A Mechadendrite is used by the Tech-priest or Techmarine for micro-construction and repair, maintenance tasks, scientific research and even defensive firepower. Most

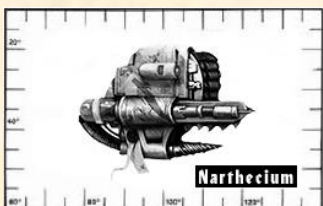
Mechadendrites contain a number of tools, devices or weapons that are intended to serve the specific functions required by their use. A Mechadendrite is hard-wired into the central nervous system of the Tech-priest or Techmarine and surgically attached to the spine, so that it is controlled by its user's mind using neural impulses just like a biological limb.

Combat

In the close environment of a *Space Hulk* the Arms Hinder in Close Combat, not help as they get caught on things.

Nartheicum

Used by: Apothecary						
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1	-1	-1	-1	-	No	Does not count as a 2 nd Close Assault Weapon; so, no CA Dice Bonus. Has Heal Ability if used by an Apothecary.



A Nartheicum is a tool of a Space Marine Apothecary's trade, containing implements specially designed for treating Marines physiology and for performing first aid without having to remove the patient's Power Armour.

It also comprises various counterseptics, skin patches, transfusions and other compounds engineered for the Space Marines' physiology, and several stasis tubes for storing any recovered gene-seed taken from a dead Space Marine's Progenoid Glands.

In battle, an Apothecary carries a number of specialised items of equipment, integrating a variety of tools into his single, wrist-mounted Nartheicum unit. The Apothecary may have crafted many of these tools himself according to his own needs.

Nemesis Force Weapon

Used by:		Grey Knights.				
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1	-	-	-	-	Yes	+1 CAB per Psi Point/Cards spent. Drawn Combat gets to fire at Opponent. Storm Bolter. Psychic Blast.



Nemesis force weapons are the standard class of armament used by Grey Knight Terminators. The Nemesis is a doublehanded 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 Fire

At range, it acts exactly like a standard Storm Bolter; including, Sustained Fire, *Move & Fire*, Overwatch and Jamming.

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

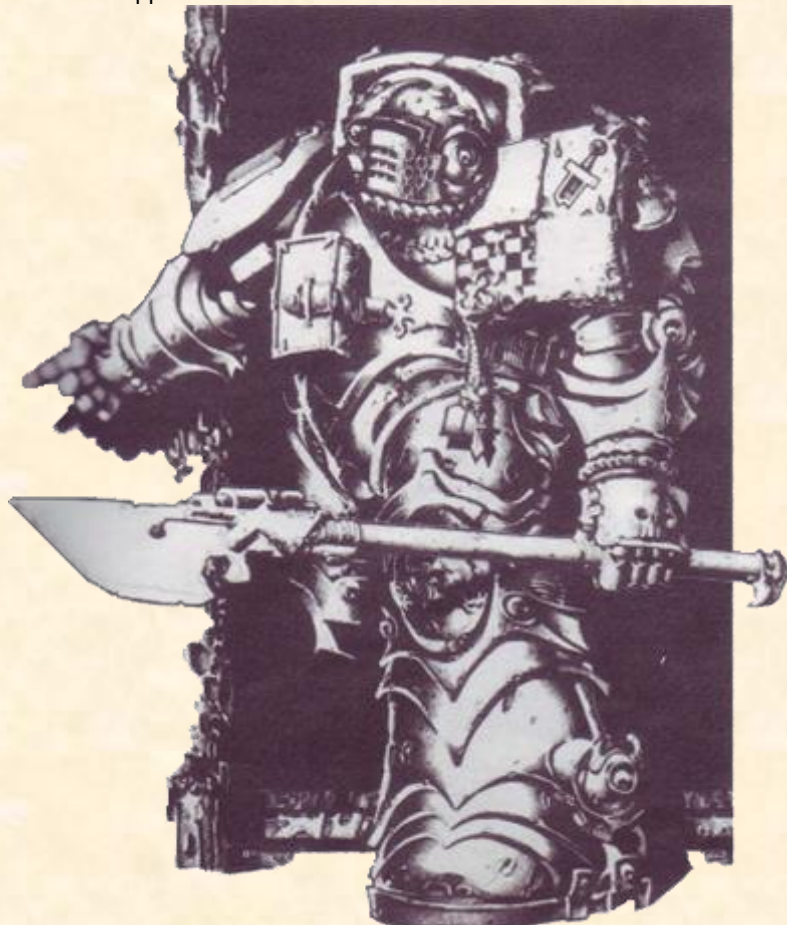
can then reverse his Nemesis weapon and fire the Storm Bolter at his opponent. A Purestrain is removed on a result of 3 or better, and a Hybrid is killed automatically. It costs 0 APs to make this additional attack.

Psychic Blast (1AP)

For 1AP 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 cards 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.



Grey Knights touch a chapter relic before teleporting into battle

Power Axe

Used by:		Terminators				
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1	+1	-	-	-	Yes	1AP Destroy Door Automatically 2AP Destroy Bulkhead Automatically



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 power axe can also be employed using heavy chops to literally break the door down.

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.

Bulkheads

A Marine armed with a chain fist can cut through bulkhead 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.

Power Fist

Used by:		Terminators, Captains, Champions.				
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1	+1	-	-	-	Yes	Please note that this +1 CAB is already included in Terminator Armour.



A Power Fist (also known as a Power Glove) is essentially an over-sized, armoured gauntlet that generates an energy field around it, one that is capable of violently disrupting any solid matter it touches. It is a favoured close combat weapon for many warriors of the Imperium of Man, but is Most Common and Standard fitting with Terminator Armour.

WalBanger Edit: Honesty time; Ok so it's hard to make up rules for this weapon because its "standard for

Terminators", so we kind of need to ignore the bonus their...

If you really need it explained: Terminators already have the +1 CAB included in their stats (normal Space Marines are -2 CAB without Terminator Armour and Power Fist). To explain the +1 CAB to Front/Sides/Rear it's because the Terminator armour is Designed special to work with the Power Fist, so it is lethal when defending from any angle.

Edit 2: In fact, now I have thought about a Cyclone receives -1 CAB because he has replaced the Power fist... Sooo ya makes sense 😊.

Power Claw

Used by:		Ork Bosses				
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1	+3	-	-	-	Yes	1AP Destroy Door Automatically 2AP Destroy Bulkhead Automatically



The Power Claw is a crude, over-sized, armoured gauntlet used by Ork warriors that generates an energy field around it, one that is capable of violently disrupting any solid matter it touches.

Similar to an Imperial Power Fist, this deadly close-combat weapon takes the form of a servo-motored claw, large even for an Ork, that ends in two or more snapping blades that spark with discharges from an unstable disruptive energy field.

Doors

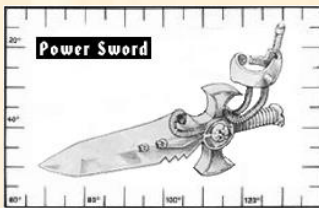
An Ork armed with a Power Claw can smash/Klaw his way through a door for a cost of 1 AP. The door must be in the Orks front square. As usual, a destroyed door is removed from play, and the square is treated as a clear square from then on.

Bulkheads

An Ork armed with a Power Claw, given enough time, can cut through bulkheads for a cost of 2 APs. The bulkhead must be in the Orks front square. A destroyed bulkhead is removed from play, and the square is treated as a clear square from then on.

Power Sword

Used by: Terminators, Imperial Guard, Eldar, Harlequins.						
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1	-	-	-	Yes	Yes	Parry



Power Swords are extremely effective weapons awarded to only the battle-proven best or Elite troops. Usually only Captains carry 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 opponents 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.

Storm Shield

Used by: Terminators, Space Marines, Chaos Marines.						
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
-	-	-	-	-	Yes	Can Parry Front and Left side



Terminator Armour.

A Storm Shield is much rarer than most other shields and is usually used by only the most decorated of Marines; often Vanguard Veterans or Veterans wearing

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. Storm shields are normally paired up with the Thunder Hammer to create a Devastating Combo.

Note: A storm shield can be used to parry a CA Dice, but only when Combat is from the Front or Left side.

Thunder Hammer

Used by: Terminator Marines, Traitor Terminators						
CA Dice	CAB Front	CAB Side	CAB Rear	Parry	Pick up Objects	Notes
1	+2	-	-	-	Yes	Self-Destruct



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. A Thunder Hammer is usually carried in conjunction with a storm shield. Models equipped with a Thunder Hammer receives a +2 CAB when he is facing his opponent. The Marine's assault modifier is not increased when defending against attacks made from the side or rear.

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.

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 Players action phase or the Stealers action phase by using the model's own APs or spending a CP as appropriate.

Detonating in Combat

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.

Note: The Marine player has to declare he's detonating BEFORE he rolls, but after the Stealer has rolled.



PSYCHIC POWERS

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 **warp space**, although it is also known as Chaos, the otherworld, the ether, the empyrean, the void and the immaterium. Warp space 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 warp space 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 colour. 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 colours of psychic power draws on a certain type of emotion or energy from warp space. This gives each colour 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 colour, 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 colour into himself, draining the surrounding area as he concentrates and focuses the colour. When he uses his powers, he further weakens the distinction between warp space and realspace, allowing more power to flow through, providing additional impetus to his attack and replenishing the mist of colour that surrounds him. To those with psychic second sight, it appears that the psyker is the center of a maelstrom as fragments of colour whip and twist around him. As he gathers all the energy of one colour, 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 defence. 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 colour; 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 homeworld. Where one may see bolts of startling colour, 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 colour 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.



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 coloured 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 adamantine 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.

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 Lexicanian, Codicier, Epistolary and Chief Librarian. Each of these enters battle ready to support his brothers with a range of psychic attacks and defences. 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 Lexicanian prepares a report of each battle for the chapter's records. The Codicier evaluates the reports of Lexicanians 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 honour 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.



PSYCHIC COMBAT

There are 2 ways you can use Psykers in Space Hulk:

- 1) Basic Psi Points (Implemented in the 1st Expansion: Deathwing 1990).
- 2) Full Psychic Card System (Implemented in the 2nd Expansion: Genestealer 1991).

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 **Basic 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 **Full Psychic Card System**

BASIC PSI POINTS

MARINE LIBRARIANS

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 CAB. 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.

Note: This also applies to any other Psykers in the Force Lists.

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 some other type of Tracker. When the Librarian has spent all of his points, he cannot spend any more during that mission.

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

Librarians/Psykers and Close Assault

Librarians/Psykers are usually armed with a force weapon, special weapons which allow them to channel the power of their minds into their blows, other weapons can't be used in this way.

Using 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 +1 CAB. A Librarian facing away from his attacker cannot enhance his roll by PSI points.



Five Generations of Genestealers: Purestrain to 4th generation Hybrid Magus

FULL PSYCHIC CARD SYSTEM

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.

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 description; the cards also have a variety of symbols on them showing which suit or colour 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 colour.

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 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.

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

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 channelling and shaping the warpstuff, he parts the darkness, splitting it into different colours of energy in the same way that a prism splits light into beams of colour.

These colours 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 coloured whirlpools of emotion in the warp that form the great Chaos Powers.

In Genestealer Expansion, we deal with four of the eight psychic colours. Each psychic power is linked to one of the four colours and the 44 psychic attack cards are split into four suits or colours of 11 cards each: **Psionic**, **Power**, **Kinesis** and **Temporal**. A card's suit is shown by the coloured 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 mindreading 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 colours 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 travelled. 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 a powerful mystical number, found in many psychic symbols and formulae, and the three-armed figure is frequently associated with psychic power of this colour.

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.



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 colour the darkness. In realspace, this causes local imbalances between the eight colours of psychic power: one colour 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 colour 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 colours 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.

Colour track: This shows the four suits of psychic power.



Trump suit counter: Moves left to 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 colour 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 colour 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.

Self

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.

Model

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 given 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.

Door

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

Feature

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.

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, exactly the same as Heavy Flamers (i.e. only one square needs to be in range and 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.

White Dwarf #142 Q&A: Clarifying Section Effects

If the Librarian is attacked by a section effect and stops it, either with his free force defence or by playing force cards, the effect is completely dispelled - it doesn't affect any models in that section.

This means that if you're expecting to be attacked by a Genestealer psyker, you can provide protection for your Marines by keeping them in the same section as a Librarian.

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).

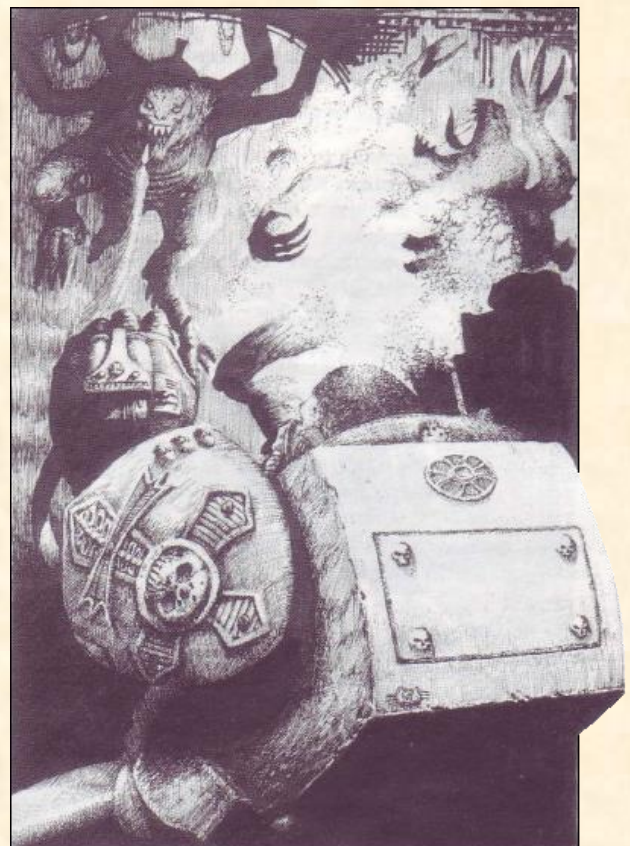
It is possible to cast non-section effect psychic attacks into the section, or to cast any effect out of the section (unless it's marked by a Miasma, which blocks all psychic activity).

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.



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 180° 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, or imperial Guard using "Going to one Knee" skill, etc.

Blind Targeting

With blind attacks, the psyker isn't restricted to LOS: he can project the psychic effect about him in a 360° 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.

Note: 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 channelling psychic energy into his blows, using this power to slip attacks past his enemy's defences 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 other bonus CABs.

Note: You must play the card before the dice are rolled.

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

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 aurora before harmlessly dispersing. Setting up such defences 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 are known as **force cards**; These have a **force icon**, in the bottom right corner, that shows the colour 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 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.

White Dwarf #142 Q&A: Clarifying Force Cards (p12)

Many of the psychic cards have a coloured icon in the bottom right corner - this is the force icon and it has the same colour and symbol as one of the four psychic suits. Cards with one of these icons are known as **force cards**. Aura cards are also force cards - they count as force cards against their own suit (ie the suit shown by the main icon in the top left corner).

The four suits and their colours are:



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 (i.e. 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 defence 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.

White Dwarf #142 Q&A: Clarifying Force Cards (p12)

When a psyker is the target of a psychic attack he can use a force card to block the attack. He simply lays down a card with a force icon of the same colour as the attacking card's suit - so a Psionic card is dispelled by a force card with the yellow Psionic symbol in the bottom right corner.

Playing a force card like this completely dispels the attack - so neither the psyker nor any other models are affected (unless already dead like with Lightning Arc).

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 defence, 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 colour 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.

Attacker played the last card: the card he originally played has its full effect.

For example: A Hybrid psyker Smite a section that contains a Librarian. Smite is from the psionic 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.

White Dwarf #142 Q&A: Clarifying Force Battles (p12)

See Next Page.

Force Battles (continued White Dwarf #142 Q&A)

A force battle represents each psyker throwing extra energy into a psychic attack or defence. Whoever lays down the most cards have unleashed the most psychic energy and wins the battle.

The two psykers take it in turn to lay down force cards. The one who lays down the last card wins. If it's the attacker the psychic attack takes place as normal. If it's the defender, his psychic defences have proved too strong and the attack is dispelled.

A force battle works like this:

- 1) The attacking psyker plays a psychic card.
- 2) The defending psyker (who must be a target of the attack) plays a force card with a force icon of the same colour as the attacking card's suit. This stops the attack.
- 3) The attacking psyker now plays his own force card - again this has a force icon of the same colour as the original attacking card. This makes the attack effective again.
- 4) Steps 2 and 3 are repeated until one player either doesn't have a force card of the right colour or doesn't want to play any more cards. Whoever played the last card wins the force battle.

It's as simple as that - see the example on next page, in the blue box, for a more detailed run-down of a force battle in action.



Aegis Suits

It's easy to forget that a Space Marine Librarian gets the equivalent of a free force card against every psychic card that affects him.

A Librarian wears an Aegis suit. This is a specially modified suit of Terminator or Powered armour that includes a **psychic hood**. The psychic hood contains a psi-matrix crafted from an intricately interlaced web of psychically-attuned crystals. The psychic hood amplifies the Librarian's natural psychic defences and gives him greater protection from psychic attacks.

Every time a Space Marine Librarian is attacked by a psychic affect, he automatically gets a free force defence of the right colour. He doesn't have to use a card or pay any APs and it doesn't count as an action.

This means that to attack a Librarian, an enemy psyker needs to have at least one force card to enhance his attack and this will overcome the Librarian's free force defence and the attack affects the Librarian as usual, of course the Librarian can also play a force card, as normal from his hand to defend against the attack and this leads to a normal force battle - whoever lays the last card wins the battle.

White Dwarf #142 Q&A: Clarifying Section Effects

If the Librarian is attacked by a section effect and stops it, either with his free force defence or by playing force cards, the effect is completely dispelled - it doesn't affect any models in that section.

This means that if you're expecting to be attacked by a Genestealer psyker, you can provide protection for your Marines by keeping them in the same section as a Librarian.

The Librarian's Aegis suit incorporates a **Psychic Hood**, which is designed to augment the Librarian's defence against psychic attack



LIBRARIAN IN AEGIS SUIT OF TERMINATOR ARMOUR:

EXAMPLE FORCE BATTLE

This example force battle shows you how the cards work and which of the coloured icons you use at each stage.

The attacking player lays down his psychic card – let's say it's a Hellfire, which makes it a Power card (red).

If one of the targets of the Hellfire is a psyker, the defending player gets the chance to dispel the attack with a force card. If he doesn't have a force card of the right colour, of course, the Hellfire takes effect.

However, we'll assume the defending player does have a force card with a red force icon – say, the Burst of Speed card with the red icon. He plays this and dispels the attack.

Remember that it's the force icon in the bottom right corner that counts – it doesn't matter that Burst of Speed itself is from the Temporal (blue) suit.

If the attacking player also has a force card with a red force icon – say the Smite card with the red icon – he can play this to enhance his attack so that it is once more in effect.

If he didn't have a red force card, the Hellfire would have been dispelled.

If the defending player doesn't have another red force card, the Hellfire now takes effect as usual.

If he does have another red force card he can choose to play it and dispel the Hellfire again. Say he's got an Aura card from the Power suit – as it's an Aura card it counts as a force card against its own colour.



This icon shows the suit of the psychic attack. This is the colour that counts for the force battle. In this case it's the Power suit so only red force icons count.

For the initial attack, it doesn't matter what colour this icon is – it has no effect on the attack.



When the defending psyker plays a force card, ignore this icon.

This is the icon that counts for a psychic defence – it must be the same suit/colour as the attack. In this case, it's red to match the Hellfire's suit.



If the attacker reinforces the psychic attack, this icon still doesn't matter – it only counts for the original attack.

If you're reinforcing an attack with a force card it's the same as dispelling them – this icon must be the same suit/colour as the attack.



Only in the case of an Aura card does this icon count for force battles.

Because they count as force cards against their own suit, Aura cards don't have a separate force icon in this corner.

This can go on as long as both players have got force cards with the right colour force icons (red in this example).

They keep taking it in turns to lay down force cards and whoever lays down the last card wins.

If the attacker wins, the psychic card works as usual – if the defender wins, the psychic card is dispelled and has no effect.

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 colour 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.

White Dwarf #142 Q&A: Clarifying Aegis Suit (p13)

The Librarian's free force defence doesn't work against unstoppable psychic attack. These aren't stopped by force cards and the Librarian's Aegis suit isn't an exception.

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.

White Dwarf #142 Q&A: Clarifying Drawing Cards

Q: If a psyker is in a Miasma or Stasis section effect - can the player still draw psychic cards?

Genestealers

The Genestealer player gets to draw the same number of cards regardless of how many psykers he's got in play.

Space Marines

This one isn't so clean cut. The rules say that the Space Marine player's psychic hand is 2 cards plus one card for each Space Marine in play. We've thought about this and there is obviously an argument for reducing the Space Marine psychic hand when a Librarian enters these effects. However, we've decided not to worry about it in order to keep things simple.

A: So, the rule is Miasma or Stasis fields, doesn't affect your Psychic Hand. You only reduce the Space Marines' psychic hand if a Librarian is either killed or moves off the board.

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.

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 defence 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 defence.

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 (i.e. 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.

Note: 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.

Action Points for playing Psychic cards

Action	4 th Level		3 rd Level		2 nd Level		1 st Level		Is an Action
	Active	Inactive	Active	Inactive	Active	Inactive	Active	Inactive	
Playing a card from: the trump suit	Free	1	1	2	2	3	3	4	Yes
any other suit	1	2	2	3	3	4	4	5	Yes
Playing a force card	Free								No
Playing an aura card	Free								No
Enhancing close assault	Free								No
Dispersing section effect	Free								No
Psychic blast from a Nemesis Weapon	1	1	2	2	3	3	4	4	Yes

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.

White Dwarf #144 Q&A: Clarifying Auras (p38)

A Psyker using an Aura cannot enter a Vortex, Hellfire or Stasis section. Only a model already in the section, who has survived the attack, that can move in that section.





PSIONIC

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-coloured 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 colour 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.

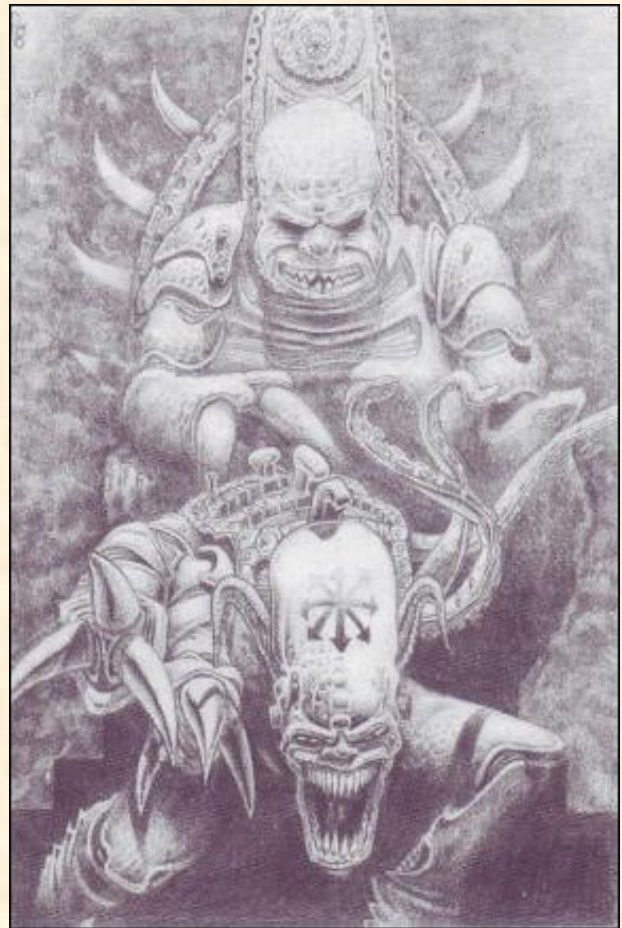
A psyker within a Miasma field cannot use psychic cards to enhance close assault rolls, as the psyker can no longer channel his power into the blows.

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.



THE POWER SUIT

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.

White Dwarf #142 Q&A: Clarifying Assail(p14)

1) The player casting the Assail can now choose to place an Assailed model prone.

A prone model has no LOS and cannot move, shoot or close assault until it gets up. If a prone model is attacked in close combat, he gets -1 CAB. In addition, he follows all the rules for not facing his attacker (i.e. No bonuses for weapons. He cannot harm the Stealer, but if he wins or ties the roll, he can get up and face his attacker).

The AP costs for a prone model to get up arc as follows:

Model	AP
Terminator	2
Space Marine	1
Imperial Guard	1
Eldar	1
Harlequins	0
Genestealers & Hybrids	0

2) A model that is Assailed cannot spend CPs as a response to the psychic attack - he's too disorientated 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 Model can spend CPs as usual if another action is later taken in his line of sight (remember, a prone model has no line of sight).



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 armour 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
Hybrids	Auto
Genestealer & Blips	2
Imperial Guard	2
Eldar	3
Space Marines	3
Terminators	3
Doors	No Effect
Bulkheads	No Effect

White Dwarf #144 Q&A: Clarifying Auras(p38)

A Psyker using Aura cannot enter a Vortex or Hellfire section.

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.

Lightning Arc (updated White Dwarf #142 Q&A:)(p14)

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 6 hits on up to 6 **different** models or features.

These targets can be anywhere within 12 squares of the caster. The caster doesn't have to decide in advance which six targets he's going to attack, provided each target is only attacked once.

The usual rules for blind targeting apply, except:

You can't target through an Intervening model.

If the only route you can trace to a model is blocked by another model, you can't make that attack. This means that if a target survives an attack, you can't attack anything behind that target unless you can trace an alternative route to it.

Also, you can't target through doors, bulkheads, crates and psychic section effects that block LOS, although you can target through normal section effects (e.g. flamer hits).

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

Target Roll to Kill

Target	Roll to Kill
Blips	-
Hybrids	2
Genestealer	3
Imperial Guard	2
Eldar	3
Space Marines	3
Terminators	4
Doors	4
Bulkheads	No Effect

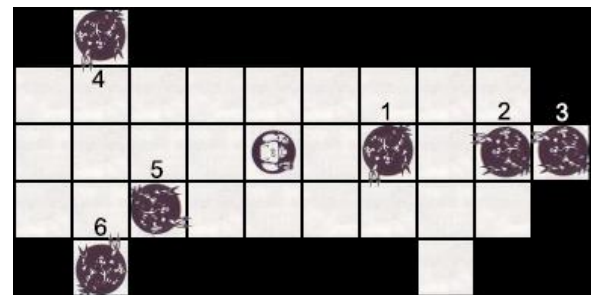
The Lightning Arc continues until all six hits have been used, or until there aren't any targets within range that haven't already been hit and survived. If at any point a psyker survives by using either a force or an Aura card, the Arc is halted and any remaining hits are lost.

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 converts to a Hybrid psyker he immediately gets to play a force or Aura card in defence.

Note: Each attack must be directed at a different target.

Remember: If a psyker saves himself with a force card or an Aura card, the Lightning Arc is dispelled and can't make any more attacks.

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 LOS 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 Killed.

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 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 the caster is 12 or less Squares away from the Target.

Note: in this example Genestealer 6 is 4 Squares away.





THE KINESIS SUIT

KINESIS

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, that are directly in front of the caster (as if you were going to Close Assault it); 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.

Note: Any doors attacked in this way are destroyed.

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.

White Dwarf #144 Q&A: Clarifying Blast (p38)

Q: Does Miasma block Psychic **Effects** from entering a Section?

A: Yes. However, if a Blast is used on an object, it can travel through the Miasma and Destroy any models it hits on the way. Because Blast acts firstly on the object and then it is purely physical force, which is not effected by Miasma.

Jinx

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

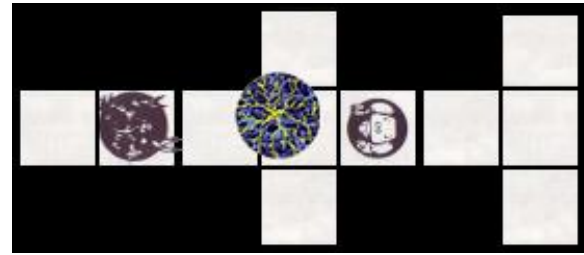
A Jinx stops all the weapons within the targeted section from working. As the Jinx only affects mechanical devices, psychically-attuned weapons are unaffected; for example, a bolter doesn't work but a force weapon operates as usual. This only affects weapons actually in the target section; models can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

Note: Items like the Grey Knights; Nemesis Force Weapon, can be used in Close Combat as normal, but the Storm Bolter part can't.

Note: Techmarines can Jam the door in the position it is currently in. If the door is open, it cannot be closed and then jammed, and similarly if the door is closed it cannot be opened then jammed.

Example of Jinx effect



The Marine currently **cannot** fire at the Stealer, but if he takes a step back, his weapon becomes functional and he can fire (he can even *Move & Fire* backwards for 2AP as he fires AFTER he has moved).

Note: He can fire through the Jinx field at the Stealer.

Example 2: If the Stealer enters the field and attacks the Marine, he can fight in close assault as normal — his power glove is not affected.

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 on anyone, or anything, is in the way (i.e. standing in the door's square).

Note: 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 warpspace 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.

Note: He can Teleport up to 8 squares away.

White Dwarf #142 Q&A: Clarifying Teleport/Miasma

Q: Can you teleport **through** a Miasma?

A: No. Miasma blocks all psychic effects from the section it's in, to the section it's in and through the section it's in. It's the only psychic section affect that completely blocks all other psychic abilities, including free targeting attacks through the section.



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.

Note: The bonus applies to both psychic and physical attacks, and is for both ranged and close assault combat. so over watch would hit Genestealers on a roll of 5 or 6.

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 Warp 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.



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.

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.

Playing Different Level Psykers

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	Cost of playing a Psychic Attack Card from:	
		Trump Suit	Other Suit
1 st	Lexicanian	3AP	4AP
2 nd	Codicier	2AP	3AP
3 rd	Epistolary	1AP	2AP
4 th	Chief	0AP	1AP



PSYCHIC ATTACK CARDS REFERENCE TABLE

Psychic Card	Area of Effect	Targeting	Range	Un-stoppable	Dice (D6)	ROLL TO KILL OR DESTROY					Remains on Section
						Blip	Pure-strain	Hybrid	Marine	Door*	
Psionic	Aura	-	-	Yes	-	-	-	-	-	-	-
	Control	Free	12	No	-	-	-	-	-	-	-
	Miasma	LOS	12	No	-	-	-	-	-	-	Yes
	Scan	Free	12	Yes	-	-	-	-	-	-	No
	Smite	LOS	12	No	-	Auto	Auto	-	-	-	No
Power	Assail	Blind	12	No	-	-	-	-	-	-	-
	Hellfire	LOS	12	No	1	2	3	3	-	-	Yes
	Lightning Arc	Blind	12	No	1	2	3	4	4	-	-
	Vortex	LOS	8	No	-	Auto	Auto	Auto	Auto	Auto	Yes*
	Blast	LOS	UL	Yes	-	(Auto)	(Auto)	(Auto)	(Auto)	Auto	-
Kinetics	Jinx	Blind	12	No	-	-	-	-	-	-	Yes
	Switch	Free	12	Yes	-	-	-	-	-	-	-
	Teleport	Free	8	Yes	-	-	-	-	-	-	-
	Burst of Speed	Self	-	Yes	-	-	-	-	-	-	-
Temporal	Prescience	Self	-	Yes	-	-	-	-	-	-	-
	Stasis	Section	6	No	-	-	-	-	-	-	Yes
	Warp Time	Section	12	No	-	-	-	-	-	-	Yes

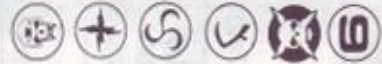
Door: open doors have slid back into their cavities within the walls of the space hulk and are never destroyed.

Lightning Arc: Model* = the Lightning Arc delivers 6 hits on up to 6 different models - roll 1 dice for each hit.

Vortex: Yes* = the Vortex marker stays on the board but may move - roll in the section effects endphase of each turn.

Blast: (Auto) = the Blasted feature kills automatically - the Blast itself cannot affect a model.

PSYCHIC COMBAT SUMMARY



PSIONIC - YELLOW: Control, Miasma, Scan and Smite
POWER - RED: Blast, Jinx, Switch and Teleport
KINESIS - GREEN: Assail, Hellfire, Lightning Arc and Vortex
TEMPORAL - BLUE: Burst of Speed, Prescience, Stasis and Warp Time
UNSTOPPABLE: Force cards can't dispel an attack from this card.
CLOSE ASSAULT BONUS: Add bonus (+1 to +6) to close assault roll.

AREAS OF EFFECT

SELF: only affects casting psyker.
MODEL: affects a single model. Blips are converted if hit - converted Hybrids can immediately play psychic cards in defence.
DOOR (Switch): only affects doors.
FEATURE (Blast): affects features such as open doors and crates. Blast has no effect on models, but they can be damaged by the Blasted feature.
SECTION: affects all models, Blips and features in a single section. Blips are not converted so Hybrid psykers can't play psychic cards in defence. If the attack remains on the section, place correct psychic effect marker. Sections can't be targeted if only visible square on section contains an open door.

FORCE CARDS

Cards with a force icon in the bottom right corner can be used to dispel psychic attacks. They can only be played by the psyker who is the target of the attack (whether model or section). A card is only effective against cards of the same suit as shown by its force icon (ie the force icon matches the symbol in the top left corner of the attacking card). A force card automatically dispels an attack. If the other player also has a card with the same force icon, he can use it to reinforce his attack - the original card now takes effect. Both players can continue to play cards to dispel and reinforce attacks until one runs out of cards with the correct force icon. If the defender played the last card, the attack is dispelled; if the caster played the last card, the attack has full effect.

DISPERSING SECTION EFFECTS

If a psyker has LOS to a section containing an effect marker, he can try to disperse it during the section effect endphase. To do this, he plays a card with a force icon matching the symbol and suit of the original attack card. The other player can try to stop him by playing reinforcing cards as with normal force battles - to do so, he only needs a psyker in play, not necessarily with LOS to the section.

AURA CARDS

An Aura nullifies one kill from a psychic or non-psychic attack - it must be played immediately after the kill. It doesn't stop any other effects of the attack (ie other models in a section are affected normally). Auras act as force cards against cards of their own suit (ie force icon and suit symbol are the same).

List of the 44 Psychic Cards and Tracker:

 <p>AURA EFFECT: SELF</p> <p>The psyker throws a psychic shield around himself that nullifies any kill he has just suffered. If the kill was the result of a psychic attack, any other psychic effects still take place. A model in overwatch who is saved by an Aura does not lose overwatch.</p> <p>4</p>	 <p>AURA EFFECT: SELF</p> <p>The psyker throws a psychic shield around himself that nullifies any kill he has just suffered. If the kill was the result of a psychic attack, any other psychic effects still take place. A model in overwatch who is saved by an Aura does not lose overwatch.</p> <p>4</p>	 <p>ASSAIL EFFECT: MODEL TARGETING: BLIND RANGE: 12</p> <p>The target model is flung about by a series of blows as if from a giant invisible assailant. Move the model up to three squares in any direction, even onto section effects (provided they don't block movement), and choose its facing. Overwatch is lost. If played in an enemy turn, the model loses three APs.</p> <p>4</p>	 <p>AURA EFFECT: SELF</p> <p>The psyker throws a psychic shield around himself that nullifies any kill he has just suffered. If the kill was the result of a psychic attack, any other psychic effects still take place. A model in overwatch who is saved by an Aura does not lose overwatch.</p> <p>4</p>	 <p>CONTROL EFFECT: MODEL TARGETING: FREE RANGE: 12</p> <p>The Psyker 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. The enemy model cannot be made to fire on friendly models or do something obviously suicidal.</p> <p>5</p>	 <p>CONTROL EFFECT: MODEL TARGETING: FREE RANGE: 12</p> <p>The Psyker 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. The enemy model cannot be made to fire on friendly models or do something obviously suicidal.</p> <p>2</p>	
 <p>ASSAIL EFFECT: MODEL TARGETING: BLIND RANGE: 12</p> <p>The target model is flung about by a series of blows as if from a giant invisible assailant. Move the model up to three squares in any direction, even onto section effects (provided they don't block movement), and choose its facing. Overwatch is lost. If played in an enemy turn, the model loses three APs.</p> <p>3</p>	 <p>AURA EFFECT: SELF</p> <p>The psyker throws a psychic shield around himself that nullifies any kill he has just suffered. If the kill was the result of a psychic attack, any other psychic effects still take place. A model in overwatch who is saved by an Aura does not lose overwatch.</p> <p>4</p>	 <p>AURA EFFECT: SELF</p> <p>The psyker throws a psychic shield around himself that nullifies any kill he has just suffered. If the kill was the result of a psychic attack, any other psychic effects still take place. A model in overwatch who is saved by an Aura does not lose overwatch.</p> <p>4</p>	 <p>BURST OF SPEED EFFECT: SELF</p> <p>Playable only in the psyker's own turn. The psyker creates an accelerated time field around himself, making it seem that everyone else is hardly moving at all. Playing this card ends the psyker's move - however, the psyker remains active and gets to spend his normal AP allowance all over again.</p> <p>4</p>	 <p>BURST OF SPEED EFFECT: SELF</p> <p>Playable only in the psyker's own turn. The psyker creates an accelerated time field around himself, making it seem that everyone else is hardly moving at all. Playing this card ends the psyker's move - however, the psyker remains active and gets to spend his normal AP allowance all over again.</p> <p>5</p>	 <p>BURST OF SPEED EFFECT: SELF</p> <p>Playable only in the psyker's own turn. The psyker creates an accelerated time field around himself, making it seem that everyone else is hardly moving at all. Playing this card ends the psyker's move - however, the psyker remains active and gets to spend his normal AP allowance all over again.</p> <p>6</p>	
 <p>AURA EFFECT: SELF</p> <p>The psyker throws a psychic shield around himself that nullifies any kill he has just suffered. If the kill was the result of a psychic attack, any other psychic effects still take place. A model in overwatch who is saved by an Aura does not lose overwatch.</p> <p>4</p>	 <p>AURA EFFECT: SELF</p> <p>The psyker throws a psychic shield around himself that nullifies any kill he has just suffered. If the kill was the result of a psychic attack, any other psychic effects still take place. A model in overwatch who is saved by an Aura does not lose overwatch.</p> <p>4</p>	 <p>BLAST EFFECT: MODEL TARGETING: LOS RANGE: UNLIMITED</p> <p>Blasts an inanimate feature (eg door or crate - does not affect models). Move the feature 6 squares back directly away from the psyker along a line of squares (ie not diagonally). Features and models in the path are automatically destroyed - if a model survives by playing an Aura, anything behind is safe.</p> <p>6</p>	 <p>JINX EFFECT: SECTION TARGETING: BLIND RANGE: 12</p> <p>Jinx stops all weapons in the section from working, except for psychically-attuned weapons (such as force weapons), and prevents doors opening and closing. Models can shoot through or into an affected section as normal, and the effect doesn't block movement or LOS.</p> <p>5</p>	 <p>JINX EFFECT: SECTION TARGETING: LOS RANGE: 12</p> <p>Jinx stops all weapons in the section from working, except for psychically-attuned weapons (such as force weapons), and prevents doors opening and closing. Models can shoot through or into an affected section as normal, and the effect doesn't block movement or LOS.</p> <p>2</p>	 <p>HELLFIRE EFFECT: SECTION TARGETING: LOS RANGE: 12</p> <p>Each model and feature in the section takes a hit as a roaring blaze of psychic energy erupts around them. The effect blocks LOS and movement, though surviving models may move out of the section if they wish (as with a flamer hit).</p> <p>2</p>	
 <p>BLAST EFFECT: FEATURE TARGETING: LOS RANGE: UNLIMITED</p> <p>Blasts an inanimate feature (eg door or crate - does not affect models). Move the feature 6 squares back directly away from the psyker along a line of squares (ie not diagonally). Features and models in the path are automatically destroyed - if a model survives by playing an Aura, anything behind is safe.</p> <p>6</p>	 <p>BLAST EFFECT: MODEL TARGETING: LOS RANGE: UNLIMITED</p> <p>Blasts an inanimate feature (eg door or crate - does not affect models). Move the feature 6 squares back directly away from the psyker along a line of squares (ie not diagonally). Features and models in the path are automatically destroyed - if a model survives by playing an Aura, anything behind is safe.</p> <p>4</p>	 <p>AURA EFFECT: SELF</p> <p>The psyker throws a psychic shield around himself that nullifies any kill he has just suffered. If the kill was the result of a psychic attack, any other psychic effects still take place. A model in overwatch who is saved by an Aura does not lose overwatch.</p> <p>4</p>	 <p>HELLFIRE EFFECT: SECTION TARGETING: LOS RANGE: 12</p> <p>Each model and feature in the section takes a hit as a roaring blaze of psychic energy erupts around them. The effect blocks LOS and movement, though surviving models may move out of the section if they wish (as with a flamer hit).</p> <p>5</p>	 <p>MIASMA EFFECT: SECTION TARGETING: LOS RANGE: 12</p> <p>A field of rapidly-changing random psychic energy manifests itself visibly as ever-shifting, multi-coloured lights. Psykers in the affected section cannot play any cards as all Miasma blocks LOS but not movement.</p> <p>6</p>	 <p>MIASMA EFFECT: SECTION TARGETING: LOS RANGE: 12</p> <p>A field of rapidly-changing random psychic energy manifests itself visibly as ever-shifting, multi-coloured lights. Psykers in the affected section cannot play any cards as all Miasma blocks LOS but not movement.</p> <p>1</p>	
 <p>PRESCIENCE EFFECT: SELF</p> <p>The psyker is able to see a short distance into the future and can predict the movement of his targets. He receives a +1 bonus to close combat and ranged attacks (except those with area effects) until the end of the next enemy turn.</p> <p>3</p>	 <p>PRESCIENCE EFFECT: SELF</p> <p>The psyker is able to see a short distance into the future and can predict the movement of his targets. He receives a +1 bonus to close combat and ranged attacks (except those with area effects) until the end of the next enemy turn.</p> <p>4</p>	 <p>SWITCH EFFECT: DOOR TARGETING: FREE RANGE: 12</p> <p>The psyker can open or close the targeted door. Spacraft doors are designed not to close on anyone, and this effect won't work if a model is standing in the door's square. Switch also doesn't work on a door in a Jinxed section.</p> <p>4</p>	 <p>TELEPORT EFFECT: SELF TARGETING: FREE RANGE: 5</p> <p>The square to which the psyker teleports must be empty; this includes psychic section effects, but the psyker can teleport into a normal section effect (eg a flamer hit) if he wishes - any damage rolls should be taken immediately upon entering the section.</p> <p>6</p>	 <p>VORTEX EFFECT: SECTION TARGETING: LOS RANGE: 8</p> <p>A vortex of pure psychic energy destroys everything in the target section. Check for vortex movement at the end of each psychic effects endphase before rolls for decay, dispersal or damage. On 1-4 the vortex moves in the direction of the arrow on the template; on 5-6 it stays put.</p> <p>1</p>	 <p>VORTEX EFFECT: SECTION TARGETING: LOS RANGE: 8</p> <p>A vortex of pure psychic energy destroys everything in the target section. Check for vortex movement at the end of each psychic effects endphase before rolls for decay, dispersal or damage. On 1-4 the vortex moves in the direction of the arrow on the template; on 5-6 it stays put.</p> <p>6</p>	
 <p>SWITCH EFFECT: DOOR TARGETING: FREE RANGE: 12</p> <p>The psyker can open or close the targeted door. Spacraft doors are designed not to close on anyone, and this effect won't work if a model is standing in the door's square. Switch also doesn't work on a door in a Jinxed section.</p> <p>3</p>	 <p>LIGHTNING ARC EFFECT: MODEL TARGETING: BLIND RANGE: 12</p> <p>The Lightning Arc inflicts six hits on up to six different models or features. The psyker has a free choice of which targets within range are affected and how many hits each takes. If a psyker survives by using a Force or Aura card, the effect is halted and remaining hits are lost.</p> <p>5</p>	 <p>LIGHTNING ARC EFFECT: MODEL TARGETING: BLIND RANGE: 12</p> <p>The Lightning Arc inflicts six hits on up to six different models or features. The psyker has a free choice of which targets within range are affected and how many hits each takes. If a psyker survives by using a Force or Aura card, the effect is halted and remaining hits are lost.</p> <p>4</p>	 <p>SMITE EFFECT: SECTION TARGETING: LOS RANGE: 12</p> <p>All enemy models within the affected section are hit by a powerful burst of psychic energy. Unless they can defend themselves, the models are instantaneously killed - the card goes onto the discard pile. Friendly models are unaffected.</p> <p>4</p>	 <p>SMITE EFFECT: SECTION TARGETING: LOS RANGE: 12</p> <p>All enemy models within the affected section are hit by a powerful burst of psychic energy. Unless they can defend themselves, the models are instantaneously killed - the card goes onto the discard pile. Friendly models are unaffected.</p> <p>6</p>	 <p>SMITE EFFECT: SECTION TARGETING: LOS RANGE: 12</p> <p>All enemy models within the affected section are hit by a powerful burst of psychic energy. Unless they can defend themselves, the models are instantaneously killed - the card goes onto the discard pile. Friendly models are unaffected.</p> <p>5</p>	
 <p>LIGHTNING ARC EFFECT: MODEL TARGETING: BLIND RANGE: 12</p> <p>The Lightning Arc inflicts six hits on up to six different models or features. The psyker has a free choice of which targets within range are affected and how many hits each takes. If a psyker survives by using a Force or Aura card, the effect is halted and remaining hits are lost.</p> <p>6</p>	 <p>SCAN EFFECT: SECTION TARGETING: FREE RANGE: 12</p> <p>The psyker Scans a section containing Blips or an enemy psyker - this converts all Blips and allows the card player to examine two cards in the enemy player's hand per psyker in the section. The Scan is instantaneous and the card goes immediately onto the discard pile.</p> <p>3</p>	 <p>SCAN EFFECT: SECTION TARGETING: FREE RANGE: 8</p> <p>The psyker Scans a section containing Blips or an enemy psyker - this converts all Blips and allows the card player to examine two cards in the enemy player's hand per psyker in the section. The Scan is instantaneous and the card goes immediately onto the discard pile.</p> <p>4</p>	 <p>WARP TIME EFFECT: SECTION TARGETING: LOS RANGE: 12</p> <p>The psyker draws on the strange fluxes within the warp to slow down time for models inside the affected section. The points cost for any action is doubled, even when models are moving onto or off the affected board section.</p> <p>5</p>	 <p>WARP TIME EFFECT: SECTION TARGETING: LOS RANGE: 12</p> <p>The psyker draws on the strange fluxes within the warp to slow down time for models inside the affected section. The points cost for any action is doubled, even when models are moving onto or off the affected board section.</p> <p>2</p>		
 <p>STASIS EFFECT: SECTION TARGETING: LOS RANGE: 6</p> <p>Freezes time in a board section. The section is effectively out of the game - Stasis causes no harm but the models inside can't perform any actions and are completely immune to attack or other psychic effects. Blocks LOS and movement.</p> <p>1</p>	 <p>STASIS EFFECT: SECTION TARGETING: LOS RANGE: 6</p> <p>Freezes time in a board section. The section is effectively out of the game - Stasis causes no harm but the models inside can't perform any actions and are completely immune to attack or other psychic effects. Blocks LOS and movement.</p> <p>6</p>	 <p>TELEPORT EFFECT: SELF TARGETING: FREE RANGE: 8</p> <p>The square to which the psyker teleports must be empty; this includes psychic section effects, but the psyker can teleport into a normal section effect (eg a flamer hit) if he wishes - any damage rolls should be taken immediately upon entering the section.</p> <p>1</p>	 <p>PSIONIC</p>	 <p>POWER</p>	 <p>KINESIS</p>	 <p>TEMPORAL</p>



WE NEED YOU

FORCE LISTS

FORCE LISTS

Over the next few pages, you will find Rules and Points Costs for using different Forces/Races in the **Space Hulk** missions, instead of the standard Terminator squads (although you can also use Terminators and use different Troops/Weapons, if you would prefer).

The Force Lists allows players to customise and 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 and/or Librarian etc. 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 races, squads and weapon combinations in each game.

Before you use the Force Lists, players should decide, together, if the following options are allowed: -

- **-Hero's:** This is only an idea at the moment but I'm thinking of adding Special Hero rules for Characters like Khârn the Betrayer, Fabius Bile etc, but I haven't finished or even started the rules for this yet.
- **-Psykers:** Are you going to allow Psykers in the game? If so, are you going to use PSI Points or Full Psychic Card System?
- **-Blips:** Which set of Blips are you going to use? Or use the Tyranid Force List?
- **-HQs:** Are you going to allow Special Characters (we will call them HQs), these can be very powerful and some players might not like them in the game.
- **-Points System:** Are you going to use a bidding system or a set points system (see below).
- **-Creating a Force:** Which section on the Force List will you use: -
 - **Pre-made Squads:** With limited Customisation - this is the easiest and probably the fairest way of creating a Force.
 - **Full Points List:** Which allows the most customisation, allowing your force to be what you want and with any weapons upgrades you like.
This option could go terribly wrong, especially if you don't have experience on how everything works.



Hero's

These are super strong Characters like Khârn the Betrayer, Fabius Bile, Mephiston, Azrael, Jain Zar, to name but a few are overpowered, but also very points heavy.

These Hero's could win a game single headedly, so be careful in using them. I haven't done the rules for these yet as it's going to be hard to balance them.

Psykers

These can be Very powerful models especially if you are going to use the Full Psychic Card system, so make the choice to include these or not separate to the HQs decision.

If you are including Psykers in the game remember they have 2 Points values; The 1st points value is for Psykers using PSI Points system and the 2nd, more expensive value, is for the Full Psychic Card System.

Blips

You need to decide if you want to play with standard Blips from the original rules of: -

8x 1 Genestealer
4x 2 Genestealers
9x 3 Genestealers

Or the Extended Blip Set: -

8x 1 Genestealer
4x 2 Genestealers
9x 3 Genestealers
2x 4 Genestealers
2x 5 Genestealers
2x 6 Genestealers
and 1 of each of the letters from A-J

Also think about adding the **Ambush** rules as well which contain: -

4x False Alarms
2x 1 Genestealers



If Psykers are being used you should use the Expanded Blip set which include the extra 16 Blips.

If no Psykers are being used, consider using the Expanded Blip set without A-J (useful if the Genestealers are struggling to win).

HQs

These are the strong leaders of your teams like Captains, Chaplains, Apothecary's etc, again decide if these are going to be allowed and if are you going to limit the number (personally I would limit it to a MAX of 1 of each or even just 1-2 total).

POINTS SYSTEM

Determining Force Points

You have to decide if you are going to use the: - **Bidding System** or the **Set Points List**.

Bidding System

Bidding is one 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 decide on what is allowed and not allowed (as described on last page), then they both 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 new 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 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 of winning 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.



Set Points List

The easiest way to determine how many points the Marine player has to buy his force, is to look at the squad(s) that mission is 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.

A standard Terminator squad, consisting of 1 Sergeant with Power sword, 1 Flamer Marine and 3 Marines with storm bolters, is worth 11 points on the force list.

Also, if you are a good Genestealer player, you could say "normally this is an 11 Point map but I'll give you 15 points",

but don't be too confident as a few points could make a MASSIVE difference.

Above all else just have fun! You could even play around with the system to come up with your own styles...

Note: If the Genestealers are using the Expanded Blip set; with the 4,5,6 and A-J Blips, for every 11 points the Terminator player should add another: -

5 points if using no Psykers.

7 points if using Psykers with Psi point Rules.

19 points if using Full Psychic Card system.

See Chart below.

Points available for Forces Lists When using:

Number of Squads	Standard Blips	Extended no Psykers	Extended Psi Points	Extended Psychic Cards
1	11	16	18	30
2	22	32	36	82

Games with Other Types of Forces

The lists within the following Sections, will allow you to play matches with a wide variety of forces, besides Terminators. Using these rules, you can create scenarios that pit regular Space Marines, Eldar, Imperial Guard or even Chaos Terminators against the Genestealer menace. Or 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!

CREATING YOUR FORCE

Each of the Force Lists are broken down into 4 sections: -

- **Description** of the Race/Force
- **Pre-made Squad List**
- **Full Points List**
- **Unique Weapons and Abilities.**

Before you use the Force list you need to decide, whether you're going to use **Pre-made List, Full points list** or even a **Combination** of the 2: -

Pre-made Squad List

This section has a selection of premade squads that are balanced and fair with a few options to upgrade some models and weapons in that squad, just pay the points and you have a force in Seconds.

There will always be a "Standard Squad" option for each Race, so that you can quickly and easily swap to any force you want in any mission. For example, if you want to use Imperial Guard and it's: -

Mission 1: Suicide – You just select 1 Imperial Guard "Standard Squad" and choice options to make it 11 points.

Mission 3: Rescue – You select 2 of the Imperial Guard "Standard Squads" and choice options to make it 22 Points.

It's that simple.

Now of course you don't have to pick the standard squads you could go for other squad options listed, BUT remember your mission – If you need a flamer it's no good selecting squads that don't have a Flamer in.

Note: Remember any limitations you have agreed, like the number and type of HQs, if you agreed to the use of Psychic powers or not and what system to use, etc.

Full Points List

This section is designed for the more advanced players to make a Force, totally how you want it, from scratch, or if you want certain models you already own to be armed with what they have on the model.

Just remember the Limitations you have agreed upon and build your force using those guidelines. So, if you want 10 Marines with Lightning Claws and the points allow it, then use them 😊.

Note: It also shows the Full Stats for each model, which is the same no matter which List you will use.

Combination

You could also combine the 2; say have 2 Standard Terminator Squads and have them led by a Chaplain or Psyker etc.



TERMINATOR FORCE LIST

Terminators are Space Marine Veterans who have earned the right to wear Tactical Dreadnought Armour, better known as Terminator Armour, and serve as their Chapter's greatest infantry assets, each essentially serving as a walking tank.

Once trained in the use of Terminator Armour, a Space Marine is counted first among his brothers and is expected to conduct the most difficult of missions and to perform beyond even the lofty standards of the Adeptus Astartes. Boarding Tyranid infested Space Hulks, launching teleport attacks, assaulting enemy Titans and spearheading combat actions upon Death Worlds; these are the missions undertaken by Space Marine Terminators.

Terminators are truly amongst the greatest heroes of Mankind, bold warriors in whom the indefatigable heroism of a Space Marine is combined with the terrible weaponry and indomitable mass of Tactical Dreadnought Armour. No foe is safe from a Terminator assault, not a horde of Orks, Adamantium fortress or colossal Chaos Titan.

Terminators are near-invincible, they are unstoppable and they never yield. Terminators combine centuries of experience with some of the best armour and weapons in the Imperium. Terminators often spearhead the Space Marines' attacks, blowing apart the enemy at range, before getting in close and crushing them in a final, ruthless assault.



Action Points

Because of the sheer size of Space Marines, 8 and half Feet tall, and the Bulkiness of Terminator Armour, there movement in a Space Hulk is a bit more limited than Genestealers. In game this means: -

- **Terminators:** have 4 Action Points (4AP)

Movement & Turning

Again Because of the Bulkiness of Terminator Armour, Movement is a bit more difficult compared to the fast Genestealers. In game this means: -

- **90 ° Turns cost 1AP**
- **Can't Move Sideways**

Close Assault

The Protection that Terminator Armour gives combined with a powerful Power Fist, gives a Terminator a fighting chance against Genestealers in Close Assault, not much but some. In game this Means: -

- **1D6 + No modifier**

Heavy Weapons

Because of the power generators in Terminator Armour, they can wield heavy weapons as if they were made of paper. In game this means: -

- **No Movement Penalty**
- **No CAB Penalty**
- **Can Move and Fire weapons in the same turn**

Captains

Marine Captains make far more formidable opponents for a Genestealer than a standard Marine and more importantly, they are skilled leaders, able to extract the utmost effort from troops under his Command. For each captain in play, still alive at the Beginning of the turn, you get the Following bonuses: -

- **+2CP each turn (this is as well as the normal 1-6 random pick)**
- **+30 seconds to the Timer**

Chaplains

Chaplains lead from the front as awe-inspiring warrior-priests, fighting wherever the foe is most fierce, leading their brethren and praising the Emperor through the destruction of His enemies. Rejoicing in the glorious act of war, Chaplains exhort their battle-brothers to ever greater deeds of bravery and devotion.

- **+1 CAB to all models in same section or range 3 (doesn't apply to Chaplain himself)**

Sergeants

For each Sergeant in play, still alive at the Beginning of the turn, you get the Following bonuses: -

- **+30 seconds to the Timer**

PRE-MADE LIST

HQ

Command Squad – 20 Points (30 Points if using Psychic Cards)



1	Captain with Storm Bolter, Power Sword and Grenade Harness (10 Ammo).
1	Librarian, Psychic Mastery level 1, with Storm Bolter, Force Weapon and Aegis Suit.
1	Marine with Heavy Flamer and Power Fist.
1	Marine with Assault Cannon (1 free reload) and Power Fist.
1	Marine with Storm Bolter and Power Fist.

Options

Extra Points Cost

1 Flamer reload	2
1 or 2 Assault Cannon reloads	1 Each
Increase Librarian's psychic mastery (maximum 4th)	3/5 Per Level

Captain – 5 Points



1	Captain with Storm Bolter, Power Sword and Grenade Harness (10 Ammo) +2CP while alive. +30 Seconds on Timer while alive.
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Chaplain – 4 Points



1	Chaplain with Storm Bolter and Crozius Arcanum. Inspiration +1 CAB Range: 3 squares.
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Librarian (level I) – 4/14 Points



1	Librarian with Storm Bolter and Force Weapon Aegis Suit. 1 st points cost = Psi Powers only. 2 nd points cost = Full Psychic Cards.
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Options

Extra Points Cost

Increase Librarian's psychic mastery (maximum 4th)	3/5 Per Level
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Apothecary – 4 Points



1	Apothecary with Storm Bolter and Narthecium. Heal.
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Techmarine – 3 Points



1	Techmarine with Storm Bolter and Mechadendrite. Door Jam. Invoke Machine Spirits. Fix Pitfalls
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Standard Squads

Standard Squad – 10 Points



1	Sergeant with Storm Bolter and Power Fist.
1	Marine with Assault Cannon (one free reload) or Heavy Flamer and Power Fist.
3	Marines with Storm Bolters and Power Fist.

Options

Extra Points Cost

Replace Sergeant with Captain armed with Storm Bolter, Power Sword and Grenade Harness.	3
Replace Sergeants Power Fist to a Power Sword.	1
Replace 1 Marine's Storm Bolter with Assault Cannon (1 free reload) or Heavy Flamer.	4
Replace Marine's power glove with Chain Fist.	1 Each
Replace 1 Marine's entire armament with Thunder Hammer & Storm Shield or Lighting Claws.	Free

Close Assault Squad – 7 Points



1	Sergeant with Storm Bolter and Power Fist.
1	Marine with Lightning Claws.
1	Marine with Thunder Hammer & Storm Shield.
2	Marines with Storm Bolters and Power Fist.

Options

Extra Points Cost

Upgrade Sergeants Power Fist to a Power Sword.	1
Replace Marines Power Glove with Chain Fist	1 Each
Replace 1 Marines Storm Bolter with Assault Cannon (1 free reload) or Heavy Flamer.	4
1 flamer reload	2
1 or 2 assault cannon reloads	1 Each

Heavy Weapon Squad – 6 Points



1	Marine with Storm Bolter and Power Fist.
1	Marine with Assault Cannon (1 free reload) or Heavy Flamer and Power Fist.

Options

Extra Points Cost

1 flamer reload	2
1 or 2 assault cannon reloads	1 Each
Upgrade Storm Bolter and Power Fist to Cyclone Missile Launcher.	5

Reconnaissance Squad – 4 Points



1	Sergeant with Storm Bolter and Power Fist.
2	Marines with Storm Bolters and Power Fist.

Options

Extra Points Cost

Upgrade Sergeants Power Fist to a Power Sword.	1
Replace 1 Marine entire armament with Thunder Hammer & Storm shield or Lighting Claws.	Free Each

FULL POINTS LIST

Terminator Force List

Troop	Cost	CA Dice	CAB	Pick up Object	Hit as	APs	Notes
Captain	5	1d6	+2	Yes	Terminator	4	Storm Bolter, Grenade Harness (10 Ammo), Power Sword. +2CP while alive. +30 Seconds on Timer while alive.
Chaplain	4	1d6	+2	Yes	Terminator	4	Storm Bolter and Crozius Arcanum. Inspiration +1 CAB Range: 3 squares.
Librarian Level 1	4/14	1d6	+1	Yes	Terminator	4	Storm Bolter and Force Weapon. Aegis Suit. 1 st points cost = Psi Powers only. 2 nd points cost = Full Psychic Cards.
Level 2	7/19	1d6	+1	Yes	Terminator	4	
Level 3	10/24	1d6	+1	Yes	Terminator	4	
Level 4	13/29	1d6	+1	Yes	Terminator	4	
Apothecary	4	1d6	0	Yes	Terminator	4	Storm Bolter and Narthecium.
Techmarine	3	1d6	0	Yes	Terminator	4	Storm Bolter and Mechadendrite.
Sergeant	2	1d6	+1	Yes	Terminator	4	Storm Bolter and Power Fist. +30 Seconds on Timer while alive.
Marine	1	1d6	0	Yes	Terminator	4	Storm Bolter and Power Fist.

Weapons Options

for Standard Marines and Sergeants only.

You may replace one Ranged Weapon and one Close Combat Weapon

(so a Lightning Claw and Thunder Hammer is NOT an option.... Stop the cheese ☺).

Ranged Weapons	Extra Cost	CA Dice Bonus	CAB Bonus	Pick up Objects	Weapons Replaced/Lost	Notes
Assault Cannon	4	-	-	Yes	Storm Bolter	With 1 Reload
Cyclone	5	-	-1	No	Power Fist.	Can't have any Close Combat weapon.
Heavy Flamer	4	-	-	Yes	Storm Bolter	
1 or 2 Assault Cannon reloads	1 Each	-	-	-	-	10 Ammo Per Reload
1 Flamer reload	1	-	-	-	-	6 Ammo
Close Assault Weapons						
Chain Fist	1	-	-	Yes	Power Fist.	
Lightning Claws (Pair)	Free	+1	+2	No	Storm Bolter and Power Fist.	When fighting Side/Rear: 1d6+2.
Lightning Claw (Single)	1	-	+1	No	Power Fist.	When fighting Side/Rear: 1d6+0.
Power Sword	1	-	-	Yes	Power Fist.	
Power/Frost Axe	1	-	+1	Yes	Power Fist.	
Storm Shield	1	-	-	No	Power Fist.	Parry Front and Left.
Thunder Hammer & Storm Shield	Free	-	+2	No	Storm Bolter and Power Fist.	Parry Front and Left.
Thunder Hammer	2	-	+2	No	Power Fist.	

Terminator Weapons/Abilities

Cyclone Missile Launcher

Used by:	Terminators Only.							
Type:	Heavy (Terminator Armour makes it NOT a Heavy Weapon). -1 CAB and can't move the turn it fires.							
Cost to Fire	Range	AOE	Hit Dice	To Hit	Sustained Fire	Overwatch	Move & Fire	Ammo
Crack: 2AP	UL	Target	1	3+	-	-	-	6
Plasma: 2AP	UL	Section	1	4+	-	-	-	6



The Cyclone Missile Launcher is designed to be part of a Marine's Terminator Armour. It provides heavy support with a variety of ways in which it can be fired.

Despite its bulk, the Cyclone does not interfere with the Marine's normal movement as the Terminator Armour compensates for the load with automated load distributing systems. The Marine carries a Storm Bolter in his right hand, and a Guidance System in his left hand that is able to very accurately acquire targets for the Cyclone. The Marine does not have a Power Glove, so suffers **-1 CAB** in Close Assault. **Note:** He also can't pick up Items.

Aiming:

Because the Launcher uses a Targeting system the

Terminator can not *Move & Fire*, in fact it cant move at all in the turn it wants to fire or has fired.

Ammo:

The Launchers comes loaded with 6 Crack and 6 Plasma Missles.

Malfunction:

There is a chance the Launcher will Malfunction and blow up, if the Terminator has at least 1 missile left, under the following circumstances roll a 1d6 and on a 1 or 2 the Launcher has been hit and explodes: -

Death: If at any point the Terminator Dies.

Tied Combat: If a Close Assault is a tie.

Explosion:

If the Launcher Explodes roll 1d6 for each model and obstical in the same section and on a 4+ they are killed.

Special Abilities Summary

Character	Name	AP Cost	Range	Notes
Apothecary	Heal	-	3	Roll 1d6 5+ wound is Ignored. Can't Heal self.
Chaplain	Inspiration	-	Section/3	+1 to other
Techmarine	Door Jam	1 AP	-	Can't Close door on enemies. Jam open or closed.
Techmarine	Invoke the Machine Spirits	2AP	3	Can't be in Overwatch himself
Techmarine	Fix Pitfall	2AP	-	

APOTHECARY



An Apothecary is a specialist Space Marine officer who possesses advanced biomedical and scientific training and who serves as a combat medic and research physician for his Chapter. An Apothecary's role in battle is to recover the gene-seed from slain Astartes and to tend to the wounded and maimed.

The Apothecary must be as courageous as his fellow Space Marines if not more so, for he must perform his life-saving surgeries in the midst of the battlefield. If a Space Marine is injured, the Apothecary will use his medi-pack, called the Narthecium, to tend to the wounds. Nartheciums can dispense medical aid and perform complex surgery -- cauterising, stitching, removing shrapnel, and more. Even severely injured Space Marines can fight again with the aid of the Narthecium.

Abilities

Heal (OAP):

An Apothecary armed with a Narthecium, can try to heal injured brothers. A model that takes a wound or dies within 3 Squares of an Apothecary with a Narthecium may try to heal him, roll 1d6 and on a roll of 5 or 6 the wound is Ignored.

Note: The Apothecary cannot heal someone who has been wounded/died from a Heavy Weapons, Melta Weapons or Mighty Blow.

Note: The Apothecary cannot heal himself.

Note: This does count as an action and so cancels any Overwatch the Apothecary is in and cannot ignore his duty; He has to try save the wounded..



CAPTAIN



A Space Marine commander is a determined leader whose rank speaks of a past littered with beaten enemies. It is not enough for a commander to simply be a skilled fighter; he must also have a superhuman grasp of strategy and tactics in order to guide his forces to victory.

Marine Captains make far more formidable opponents for a Genestealer than a standard Marine and more importantly, they are skilled leaders, able to extract the utmost effort from troops under his Command.

Abilities

Skilled Fighters:

The Marine Captain is a skilled fighter and receives a bonus of **+2 CAB**.

Great Leader:

For each Captain in play, the Marine player receives **+30 Seconds** on The Timer and also receives **+2 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 Captains **+30 Seconds** or **CP bonus**.



CHAPLAIN



Chaplains are the warrior-priests that minister to the *spiritual and psychological* well-being of their fellow battle-brothers, instilling in them the values and beliefs of the Chapter and

promote the veneration or in rarer cases the actual worship of the Emperor of Mankind. Chaplains lead from the front as awe-inspiring warrior-priests, fighting wherever the foe is most fierce, leading their brethren and praising the Emperor through the destruction of His enemies. Rejoicing in the glorious act of war, Chaplains exhort their battle-brothers to ever greater deeds of bravery and devotion.

Abilities

Inspiration:

The presence of a Chaplain among their Space Marine chapter is so inspiring that fellow Marines in the same Board Section or within three squares will get a **+1 CAB**.

Note: No CAB bonus for Himself or other HQ.



TECHMARINE



A Techmarine is a Space Marine technician and engineer as well as a full Astartes Battle-Brother of his Chapter. They are fully initiated members of both their Chapter and

the Cult Mechanicus.

Techmarines primary role is to effect repairs on damaged equipment, so that it may return to the fight. Each Techmarine carries a huge range of highly specialised and often arcane tools, sometimes mounted on a Servo-arm or at the end of a prehensile Mechadendrite.

Abilities

Door Jam (1AP):

A Techmarine with the aid of his Mechadendrite arms, can Jam a door, basically tampering with the Circuitry and or welding parts, so that it **Jams Open** or **Closed**. To do this the door has to be in one of the Techmarine front 3 squares (just as if he was opening or closing it) and spends 1AP doing what he has to do; the door can be open or closed

when he Jams it into the position he wants (Example: A Techmarine stands facing an open door and spends 1 AP to jam it closed)

- **Door Jammed Closed:** Once the door is *Jammed closed* the only way for it to be opened again is to destroy it, it can be destroyed in the same way any door can (i.e. Close Assault or Shooting).
- **Door Jammed Open:** Once the door is *Jammed open* it can never be closed again (basically destroying the door – remove from play).

Note: Switch doesn't work on a Jammed door — the Jammed door is welded and wedged closed and the psyker cannot override this.

Note: Doors on space hulks are designed so that they cannot possibly injure anyone. They simply will not close on anyone, or anything, is in the way (i.e. standing in the door's square). *Door Jam* does not change this in any way – Doors cannot be closed on Models.

Invoke the Machine Spirits (2AP):

A Techmarine armed with a Mechadendrite can quickly and easily unjam a fellow Brothers weapons, that have jammed in Overwatch. He calls upon the Machine God Spirits and with the aid of his Mechadendrite he is able to predict and quickly solve a Weapon jam.

Effect: It costs 2AP to *Invoke the Machine Spirits*; any weapons that would have jammed, within 3 squares, of the Techmarine ignores the jammed result and can continue to fire as normal.

Note: The Techmarine cannot *Invoke the Machine Spirits* and go into *overwatch*.

Fix Pitfalls (2AP):

A Techmarine armed with a Mechadendrite can weld and bond parts of the space hulk, ripped off the walls and other places, to repair pitfalls well enough for Terminators to cross without risk of falling. If the Techmarine spends 2AP repairing the pitfall directly in front of them, treat as a normal floor tile (Mission Pitfalls are too big to be fixed i.e. Pitfalls shown on the Mission Map).



IMPERIAL GUARD FORCE LIST

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 Just Lasguns and the Emperor's faith will not suffice against the Genestealers!

The Imperial Guard also known as the Astra Militarum, is the largest coherent fighting force in the galaxy. They serve as the Imperium of Man's primary combat force and first line of defence from the myriad threats which threaten the existence of the Human race in the late 41st Millennium. It is comprised of countless billions of men and women -- hundreds of thousands of different regiments, and have a huge range of weaponry; here are new rules to bring the unique qualities of the Guard to the game to the corridors of Space Hulk.

GUARDSMAN



Action Points

Guardsmen and Officers each have five action points, representing the mobility of wearing very little armour compared to Terminators.

- **Guardsmen:** 5 Action Points (5AP)
- **Officers:** 5 Action Points (5AP)

Command Points

Imperial Guard squads lack the communication abilities that Terminator Armour offers, so officers like the Captain and Com-link Officer have to shout additional orders to the other squad members. To represent this, the Imperial

player loses all CPs if all of his officers are dead. Officers include the Commissar, Captain, Sergeants and Com-link Officers.

Movement & Turning

Because of their light armour, 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. Guard have also developed a technique for close quarter fighting in *Space Hulks*, basically they shoot and duck for cover. In game terms this allows you to **Fire then Move** as one action. It's just like the normal *Move & Fire* action and all the penalties for sustained fire shooting apply, it's just the other way around: -

- **90 ° Turns cost 1AP**
- **Can Move Sideways 1AP**
- **Fire Then Move**

Armour

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

Close Assault

Because Imperial Guard are not as well equipped (armed with a Combat Knife/Bayonet) or trained as Terminators, they receive a -3 penalty on all close assaults from Genestealers. Bonuses from close assault weapons can offset this penalty (Remember to add any CA Dice and CAB Bonuses from Extra Weapons): -

- **Commissar:** 1D6 -0
- **Captain:** 1D6 -0
- **Sergeant:** 1D6 -2
- **Guardsmen:** 1D6 -3

Heavy Weapons

Because they lack the power generators of Terminator Armour, it is difficult to carry and use Heavy Weapons fast, because of this they suffer the following penalties: -

- **-1 CAB Penalty**
- **Cannot Move and Fire weapon in the same turn**

Other Abilities

Going on one knee (OAP): Guardsmen 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 "kneel down" may fire their weapon normally.

Note: If you fired over a kneeling model then you can't kneel this turn (this is to stop abuse of 100 models in a line all firing).

Note: Ratling Snipers can still fire over or around the Guardsman to take advantage of this, so can Ogryn with their Ripper guns.

COMMISSAR

Commissars are Ruthless leaders who demand respect and deliver punishment to those who are showing, shall we say, lack of effort. If your Army includes a Commissar you get the following bonuses and skills: -

- **+2CP each turn (this is as well as the normal 1-6 random pick), If he dies you lose the +2 and receive -1 each turn**
- **+30 seconds to the Timer**
- **Punishment:** Shot all Guardsman that do NOT use all Aps, or wastes them (doesn't count as Inspiration)
- **Inspiration:** May shot at a guardsman once per turn, if killed; all other guardsman, with LOS or on the same section as the Commissar or the dead Guardsman receive +1 AP for that turn

CAPTAINS

Captains make far more formidable opponents for a Genestealer than a standard Imperial Guardsman and more importantly, they are skilled leaders, able to extract the utmost effort from troops under his Command. For each captain in play, still alive at the Beginning of the turn, you get the Following bonuses: -

- **+2CP each turn (this is as well as the normal 1-6 random pick)**
- **+30 seconds to the Timer**

Sergeants

For each Sergeant in play, still alive at the Beginning of the turn, you get the Following bonuses: -

- **+30 seconds to the Timer**

OGRYN



Ogryn, are a huge and physically powerful Abhuman mutant subspecies of humanity, often employed by the Imperium of Man as shock troopers. Ogryns possess traits prized by the Imperium; they are brutally strong and completely loyal, although extremely limited intellectually, which restricts their battlefield role to simple and direct assaults.

Action Points

Ogryn are Huge, lumbering beasts and so have 4AP and move like Terminators i.e. 90 ° Turns cost 1AP.

- **Ogryn: 4 Action Points (4AP) + move like Terminators**

Command Points

Ogryn can only use CPs if they are in the same or adjacent section as an Ogryn Leader or an Officer of the Guard.

Movement & Turning

Because of the Size Ogryn move the same as Terminators.

Armour

Ogryn are covered in larger versions of Guardsman's flak armour, this combined with their tough hide and massive constitution, means they are **hard to kill**. To represent this, Ogryn have **2 Wounds** and are treated as Power Armor Marines on the weapons chart.

Close Assault

Ogryn's are not as skilled or well trained as Marines in Close Assault, but that doesn't really matter when you can crush boulders with your bare hands, does it?

- **Ogryn Leaders: 1D6 +2**
- **Ogryn: 1D6 +1**

Dim

Due to their dull-wittedness, Ogryns, occasionally "space out" in battle and forget to take any action at all. When an Ogryn, who has NO LOS of an enemy, attempts to use his first AP/CP in a turn, the player must roll 1d6; 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" Ogryn's. Each squad of Ogryn's must be led by a Leader.

Not as Dim

He does not have to roll to use APs/CPs.

Leader

Ogryn Leaders may give CPs to other Ogryns in the same or an adjacent section.

RATLING SNIPERS



Ratling Snipers are a member of a small, loud, hungry and lecherous Abhuman species. Regardless of their small stature, and their questionable status as sanctioned aberrants, Ratlings have proven invaluable to the Imperium's armies time and time again. They make exceptional forward scouts

Action Points

Ratling Snipers are Small in size and so move slow, having 4AP.

- **Ratling Snipers:** 4 Action Points (4AP)

Command Points

Like Guard squads lack the communication abilities that Terminator Armour offers, so officers like the Captain and Com-link Officer have to shout additional orders to the other squad members. To represent this, the Imperial player loses all CPs if all of his officers are dead. Officers include the Commissar, Captain, Sergeants and Com-link Officers.

Movement & Turning

They move like Guardsman most of the time, but are also **Sure Footed**; because of their small size, low center of gravity and large feet coupled with experience of climbing ruined building, mountains, etc, to get to a perfect sniper spot means they take NO movement penalties for moving through rubble, as they are adapt at moving through this kind of Terrain.

- **Can Move Sideways 1AP**
- **Fire Then Move**
- **Sure Footed**

Armour

The cloths and light armour of Ratling Snipers is designed for easy of movement rather than protection. Luckily, they are small, making them harder to hit and have thick, tough skin resulting in them being treated as "to hit Hybrids" on the weapons chart.


Close Assault

- **Ratling Sniper Sergeant:** 1D6 -3
- **Ratling Sniper:** 1D6 -4

PRE-MADE LIST

HQ


Commissar – Free (Max 1 per Force)

	1	Commissar with Bolt Pistol and Power Sword. +2CP while alive. +30 Seconds on Timer while alive. Punishment. Inspiring. Going on one knee, Side Step, Fire then Move.
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Options

	Extra Points Cost
Upgrade Bolt Pistol to Plasma Pistol	2
Upgrade Power Sword to Power Fist	1
Upgrade Power Sword to Power Klaw	2


Captain – 1 Point

	1	Bolt Pistol and Power Sword. +2CP while alive. +30 Seconds on Timer while alive. Going on one knee, Side Step, Fire then Move.
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Options

	Extra Points Cost
Upgrade Bolt Pistol to Plasma Pistol	1
Upgrade Power Sword to Power Fist	1
Upgrade Power Sword to Power Klaw	2


Psyker (level 1) – 0.8/12 Points

	1	Librarian with Las Pistol and Force Staff. Going on one knee, Side Step, Fire then Move. 1st points cost = Psi Powers only. 2nd points cost = Full Psychic Cards.
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Options

	Extra Points Cost
Increase Librarian's psychic mastery (maximum 4th)	0.6/3 Per Level

Medic – 0.5 Points

	1	Medic with Las Pistol and Medi-Kit. Heal. Going on one knee, Side Step, Fire then Move.
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Tech-Priest – 0.5 Points

	1	Tech-Priest with Las Pistol and Mechadendrite. Door Jam. Invoke Machine Spirits. Fix Pitfalls. Going on one knee, Side Step, Fire then Move.
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Standard Squad – 4.2 Points



1	Sergeant with Las Pistol.
1	Com-Link Officer with Las Pistol
1	Guardsmen with Heavy Weapon Choice one of the Following: - Auto Cannon, Conversion Beamer, Las Cannon, Heavy Plasma Gun, Missile Launcher.
1	Guardsmen with Special Weapon Choice one of the Following: - Flamer, Grenade Launcher, Plasma Gun, Melta Gun.
6	Guardsmen with Lasguns.

Options

Extra Points Cost

Tactical Squad – 0 Points



1	Sergeant with Las Pistol and Chainsword.
1	Com-Link Officer with Las Pistol.
1	Guardsmen with Heavy Weapon Choice one of the Following: - Auto Cannon, Conversion Beamer, Las Cannon, Heavy Plasma Gun, Missile Launcher.
1	Guardsmen with Special Weapon Choice one of the Following: - Flamer, Grenade Launcher, Plasma Gun, Melta Gun.
6	Guardsmen with Lasguns.

Options

Extra Points Cost

OFFICERS

COMMISSAR



Commissar is the title used to designate a political officer of the elite Officio Prefectus who serves in the regiments of the Astra Militarum or aboard the voidships of the Imperial Navy.

Commissars are tasked with the duty to maintain the morale of the troops during their massive campaigns, often in the face of staggering casualties.

The commissar is empowered to use any means necessary to ensure the loyalty and moral purity of his or her charges, including overriding or even executing a regiment's commanding officer if necessary, and so is regarded with a mixture of fear and admiration by rank-and-file Guardsmen - and not a few of their officers.

Every Imperial citizen recognises the distinctive cap and greatcoat of the commissar, whether from hab-block propaganda frescoes or grainy Departmento Munitorum recruitment pics.

To the masses of Humanity, these men and women are symbols of Imperial authority whose sole remit is to ensure that all do their duty in the Emperor's name. Yet the truth of these high-ranking officers is rather more complex.

In game they receive: -

- **+2CP each turn**
- **+30 seconds to the Timer**

Abilities

Skilled Fighter:

The Imperial Guard Captain is a skilled fighter and receives a **CAB +0**.

Great/Feared Leaders:

His fearsome reputation as both warrior and commander adds **+2 Command Points** to the Imperial Player's CPs each turn. You also receive **+30Seconds** to the Timer

Death: If the Commissar dies, the Imperial player loses the +2 CPs and also receives -1 CP to the Random pick from now on, because of the squad's loss of morale.

Example: The turn after the Commissar's dies, the imperial guard player picks his CPs as normal but subtracts 1 from the total, meaning you can only have 0-5CPs or if the Captain is still alive you only get +1 (1-7 max).

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 receives the APs which the model did 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
- Going on overwatch when no blips or models will be able to enter the Fire Arc
- 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.

Players tip: It is good idea to view the Commissar as if he is controlled by the Genestealer player; by this I mean the Imperial Guard player move and controls him, but if the Genestealer sees the Guardsman "waste" APs, he points them out and then controls the Commissar to turn (if needed) and the shooting.

Note: the Genestealer player can't move the Commissar, only turn to fire, remember *Move & Fire* is 1 action.

Inspiration: 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 with LOS to or occupy the same section as the Commissar or the killed model, gets an extra AP for this turn. The Commissar may only try to inspire the Imperial Guards once per turn, i.e. only one shot per turn.

CAPTAINS



Captains make far more formidable opponents for a Genestealer than a standard Imperial Guardsman and more importantly, they are skilled leaders, able to extract the utmost effort from troops under his Command. For each captain in play, still alive at the Beginning of the turn, you get the Following bonuses: -

- **+2CP each turn**
- **+30 seconds to the Timer**

Abilities

Skilled Fighter:

The Imperial Guard Captain is a skilled fighter and receives a **CAB +0**.

Great Leader:

For each Captain in play, the Marine player receives **+30 Seconds** on The Timer and also receives **+2 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 Imperial Guard player gets to spend any remaining extra CPs during that turn. In subsequent turns, however, the Imperial Guard player no longer enjoys the benefits of a Captains **+30 Seconds** or **CP bonus**.

SERGEANTS



Sergeant is a noncommissioned officer (NCO) rank within the Astra Militarum. They are the assigned leaders of individual squads and conduct much of the day-to-day training and operations within any platoon of an Imperial Guard regiment.

For each Sergeant in play (still alive at the Beginning of the turn) you get the Following bonuses: -

- **+30 seconds to the Timer**

PSYKER



Psykers are sometimes called "witches" in the Imperium of Man, particularly when such powers are used in a way that they show no regard for the dangers they may spawn for others or are used in pursuit of the agenda of the Chaos Gods.

All psykers draw their powers from the extradimensional realm known as the Immaterium or the Warp that underlies four-dimensional realspace and is the source of all psychic energy in the universe.

Abilities

Psychic Abilities:

A Psyker has access to the same powers and abilities as the Terminator Librarians, so can be level 1,2 ,3 or 4. He just doesn't get the Aegis Suit.

MEDICS



Imperial Guard Medics are soldiers of the Imperium Guard who have been specially trained in combat medicine and are responsible for providing first response and front-line medical care to their fellow Guardsmen on the battlefield.

Abilities

Heal (OAP):

A Medic armed with Med-kit, can try to heal injured brothers. A model that takes a wound or dies within 3 Squares of an Medic with a Med-kit may try to heal him, roll 1d6 and on a roll of 5 or 6 the wound is Ignored.

Note: The Medic cannot heal someone who has been wounded/died from a Heavy Weapons, Melta Weapons or Mighty Blow.

Note: The Medic cannot heal himself.

Note: This does count as an action and so cancels any Overwatch the Medic is in and cannot ignore his duty; He has to try save the wounded.

TECH-PRIEST



Abilities

Door Jam (IAP):

A Techmarine with the aid of his Mechadendrite arms, can Jam a door, basically tampering with the Circuitry and or welding parts, so that it **Jams Open or Closed**. To do this the door has to be in one of the Techmarine front 3 squares (just as if he was opening or closing it) and spends 1AP doing what he has to do; the door can be open or closed when he Jams it into the position he wants (Example: A Techmarine stands facing an open door and spends 1 AP to jam it closed)

- **Door Jammed Closed:** Once the door is *Jammed closed* the only way for it to be opened again is to destroy it, it can be destroyed in the same way any door can (i.e. Close Assault or Shooting).
- **Door Jammed Open:** Once the door is *Jammed open* it can never be closed again (basically destroying the door – remove from play).

Note: Switch doesn't work on a Jammed door — the Jammed door is welded and wedged closed and the psyker cannot override this.

Note: Doors on space hulks are designed so that they cannot possibly injure anyone. They simply will not close on anyone, or anything, is in the way (i.e. standing in the door's square). *Door Jam* does not change this in any way – Doors cannot be closed on Models.

Invoke the Machine Spirits (2AP):

A Techmarine armed with a Mechadendrite can quickly and easily unjam a fellow Brothers weapons, that have jammed in Overwatch. He calls upon the Machine God Spirits and with the aid of his Mechadendrite he is able to predict and quickly solve a Weapon jam.

Effect: It costs 2AP to *Invoke the Machine Spirits*; any weapons that would have jammed, within 3 squares, of the Techmarine ignores the jammed result and can continue to fire as normal.

Note: The Techmarine cannot *Invoke the Machine Spirits* and go into *overwatch*.

Fix Pitfalls (2AP):

A Techmarine armed with a Mechadendrite can weld and bond parts of the space hulk, ripped off the walls and other places, to repair pitfalls well enough for Terminators to cross without risk of falling. If the Techmarine spends 2AP repairing the pitfall directly in front of them, treat as a normal floor tile (Mission Pitfalls are too big to be fixed i.e. Pitfalls shown on the Mission Map).

COM-LINK OFFICER

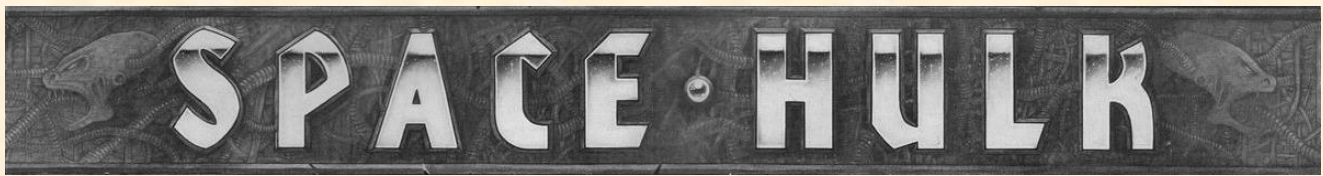
Every squad of Guardsmen utilizes a Com-Link to relay orders and to call for additional. The presence of a Com-Link Officer allows the Imperial player to roll for Command Points even when all other officers are dead. They are armed with bolt pistols.

Note: Once all officers, including, Com-Link Officer you no long get CPs because of lack of communication.

FULL POINTS LIST

Imperial Guard Force List

Troop	Cost	CA Dice	CAB	Pick up Object	Hit as	APs	Notes	
Commissar	Free	1d6	+0	Yes	Hybrid	5	Bolt Pistol and Power Sword. +2CP while alive. +30 Seconds on Timer while alive. Punishment. Inspiring. Going on one knee, Side Step, Fire then Move.	
Captain	1	1d6	+0	Yes	Hybrid	5	Bolt Pistol and Power Sword. +2CP while alive. +30 Seconds on Timer while alive. Going on one knee, Side Step, Fire then Move.	
Psyker	Level 1	0.8/12	1D6	-3	Yes	Hybrid	5	Las Pistol and Force Staff. Going on one knee, Side Step, Fire then Move. 1st points cost = Psi Powers only. 2nd points cost = Full Psychic Cards.
	Level 2	1.4/15	1D6	-3	Yes	Hybrid	5	
	Level 3	2.0/18	1D6	-3	Yes	Hybrid	5	
	Level 4	2.6/21	1D6	-3	Yes	Hybrid	5	
Medic	0.5	1d6	-3	Yes	Hybrid	5	Las Pistol and Medi-Kit. Heal. Going on one knee, Side Step, Fire then Move.	
Tech-Priest	0.5	1d6	-3	Yes	Hybrid	5	Las Pistol and Mechadendrite. Door Jam. Invoke Machine Spirits. Fix Pitfalls. Going on one knee, Side Step, Fire then Move.	
Com-Link Officer	0.25	1d6	-2	Yes	Hybrid	5	Lasgun. Going on one knee, Side Step, Fire then Move.	
Guardsmen Sergeant	0.25	1d6	-2	Yes	Hybrid	5	Las Pistol + Chainsword Going on one knee, Side Step, Fire then Move.	
Guardsmen	0.2	1d6	-3	Yes	Hybrid	5	Lasgun. Going on one knee, Side Step, Fire then Move.	
Ogryn Leader	2	1d6	+2	Yes	Space Marine	4	Ripper Gun or 2 Close Combat Weapons. Not Dim. Leader (Can give CPs to Ogryn in the same or adjacent Section). Hard to Kill (2 Wounds and hit as SM). Move Like Terminators.	
Ogryn	1	1d6	+1	Yes	Space Marine	4	Ripper Gun or 2 Close Combat Weapons. Dim (roll 1d6 on a 1 can't use APs or CPs) Hard to Kill (2 Wounds and hit as SM). Move Like Terminators.	
Ratling Sniper Sergeant	0.25	1d6	-3	Yes	Hybrid	4	Sniper Rifle. Pint Size. Side Step. Fire then Move.	
Ratling Sniper	0.2	1d6	-4	Yes	Hybrid	4	Sniper Rifle. Pint Size. Side Step. Sure Footed. Fire then Move.	



Summary of Play

Sequence of Play

Trump Suit-Pick Random Psychic card; That's Trump suit.
If you have Psykers pick the following cards

Marine Player: Take 2 cards +1 for each Psyker you have

Stealer Player: Take 4 Cards (5 if Magus – 6 if Patriarch).

Marine Player's Turn

- 1 Timer Phase
- 2 Command Points Phase
- 3 Psychic Cards Phase
- 4 Marine Action Phase
- 5 Section Effects Endphase

Stealer Player's Turn

- 1 Psychic Cards Phase
- 2 Reinforcement Phase
- 3 Stealer Action Phase
- 4 Section Effects Endphase
- 5 Endphase

COMMAND POINTS SUMMARY

- 1- Marine player draws CP counter during Command Point Phase.
- 2- CPs, like APs, are spent to have Marines perform Actions. 1 CP can be spent to perform a 1 AP action; 1 CP can be combined with 1 AP to perform a 2 AP action, or 2 CPs can be spent to perform 2 AP actions.
- 3- A Marine player can spend CPs on Marines, during Marine Action Phase in any way he wishes.
- 4- A Marine player can spend CPs on Marines, during Stealer Action Phase, **but** can only be spent on Marines with LOS to the Stealer performing an Action. Marines can perform one Action every time a Stealer Performs an action, even if it costs more than 1 CP; i.e. Move Back & Fire 2CP: (see also [#142 Q&A: Clarifying CPs](#) p12 of this book).
- 5- Reveal CP token at Endphase.

SUSTAINED FIRE SUMMARY

- 1- Applies only to models firing weapons with sustained fire ability. A model firing the weapon, repeatedly at the same target, will receive the bonus, **BUT** if the Marine performs any other Action other than Fire weapon, the bonus is lost (this includes *Move & fire* action would lose bonus).
- 2- On second and subsequent sustained fire attacks, the number needed to hit is reduced, the example below is for a Storm Bolter and Heavy Bolter:

Score Required to Hit:

- First Shot: 6
Second Shot: 5 or 6 on either dice
Third Shot: 4, 5 or 6 on either dice
Fourth or More: 3, 4, 5 or 6 on either dice
-

Note: a standard Bolters lowest bonus is 4, 5 or 6 (so the 10th shot would still need to roll a 4+)

OVERWATCH SUMMARY

1- Models armed only with weapons that have the Overwatch ability can go into Overwatch and Models must of paid the AP to go into Overwatch that turn.

2- Overwatch means that you can (and have too) fire during the opponent player's Action Phase, whenever an opponent model performs an Action in LOS, fire arc, and are within Range, you get to fire at it (with NO sustained fire bonus).

Note 1: You **MUST** fire your weapon because you could still jam etc (even if model was killed by another model).

Note 2: Overwatch takes place *after* an action has been made, so if the target moves out of LOS then you can't fire.

3- Roll your dice (i.e. Storm Bolter is 2d6). If either dice turns up a '6', target is destroyed. If you ever roll a double, the weapon jams. (Turn Overwatch Token over, to show he's Jammed).

4- Remove Overwatch tokens in Endphase (NOT jammed tokens).

FLAMER (+AOE WEAPONS) SUMMARY

1- These weapons hit entire corridor or room section. To hit the whole section only one square of the target section must be in the models' fire arc, LOS, and within Range. The corridor/room section cannot be targeted if the only square you can see contains a closed door.

2- AOE Weapons automatically hit the section. Place a template marker in the section effected.

3- Closed doors block AOE Effects, so models on the other side of doors are not affected (even if they are in the same section). Open and closed doors themselves are not affected (unless otherwise stated in weapon description).

4- You then roll a dice for each affected model (do this separately for each model, because if one or more survive you need to know which).

5- Models cannot enter a flaming corridor. But Survivors can move freely in the section.

6- Flamers: Block LOS until the beginning of that same players next turn (so remove markers at the start of your turn i.e. when you are picking your new CPs etc).

CLOSE ASSAULT SUMMARY

1- Stealers and Marines only can close assault; Blips cannot close assault. To assault, target must be in assaulting models front square, *not* front diagonals, side, or rear squares.

2- Attacker only plays APs; defender does not pay any APs to defend.

3- Attacker and defenders roll their Close Assault Dice (Genestealers roll 3 Marines roll 1), Highest dice roll wins.

4- If attacker wins, defender is removed. If tie, no effect. If defender wins, attacker is removed (unless defender is not facing attacker).

5- If defender is not facing attacker, defender cannot hurt attacker. If tie or defender wins, defender can turn to face attacker at no AP cost.

Sequence of Play

The introduction of psykers into a game, slightly alters the sequence of play. Here is a Quick rundown of the new sequence – See page XX for More detailed Sequence

BEFORE THE GAME STARTS

Trump Suit: Shuffle and cut the cards to find the trump suit - place the trump suit counter on the colour tracker.

Deal Cards: Deal each player their normal hand of cards.

- **Marine hand:** 2 cards plus 1 card per psyker in play
- **Stealer hand:** 4 cards whatever the number of psykers in play.

MARINE PLAYER'S TURN

Timer Phase: Set timer to 2Minutes + Bonuses (like Sergeants). Also remember to add +30 seconds if you've got a psyker - this is because the psychic cards phase is part of the Marine's timed turn.

Command Points Phase: Marine player draws CP counter.

Psychic Cards Phase: Draw 1 card for each psyker in play, up to a maximum of 2 cards above your normal hand. Then discard any cards, of your choice, to reduce your hand to its normal size.

Marine Action Phase: The Marine player gets to activate and move, fire, close assault and/or put into Overwatch his Marines etc.

Section Effects Endphase: Roll a dice for all Vortices to see if they move - direction of movement is shown on the marker.

Roll For additional damage for any model in a section containing a Hellfire or Vortex marker.

Note: that if the section effect was cast by a Marine psyker this turn, no roll is made until the Stealer section effects endphase.

Roll to decay any psychic section effect markers of your choice – roll one dice for each, with a 6 meaning it's decayed.

Play force cards to disperse any psychic section effect of your choice that you didn't try to decay. The effect marker is removed Unless the Stealer player retaliates and begins a force battle to keep it on the board.

STEALER PLAYER'S TURN

Psychic Cards Phase: Discard 1 card if you want, then draw as many cards as necessary to return your hand to its normal size.

Stealer Action Phase: The Stealer player activates any or all of his pieces. He may move his Blips or convert them into Stealer models, and he may move and/or close assault with any or all of his Stealers.

Note: The Marine player may spend Command Points to move, fire, and/or close assault with his Marines.

Section Effects Endphase: Roll for Vortex movement, additional damage, decay and dispersal as in the Marine player's turn.

Roll For additional damage for any model in a section containing a Hellfire or Vortex marker.

Note: that if the section effect was cast by a Genestealer psyker this turn, no roll is made until the Marines section effects endphase.

Roll to decay any psychic section effect markers of your choice – roll one dice for each, with a 6 meaning it's decayed.

Play force cards to disperse any psychic section effect of your choice that you didn't try to decay. The effect marker is removed Unless the Stealer player retaliates and begins a force battle to keep it on the board.

Endphase: During this phase, various record-keeping tasks are taken care of. The Stealer player removes Flamer and Overwatch counters; the Marine player reveals the Command Point counter drawn that turn; and the players check to see if either side has won. If not, the Stealer player starts the timer and announces the beginning of a new Marine player turn.

Move the trump suit marker one section to the right along the trump track (or back to the beginning if it's at the end) – this marks the new trump suit until the end of the next Stealer turn.

Pistol and Basic Weapon Charts

A = Automatic Kill UL = Unlimited Range CAB = Close Assault Bonus/Penalty 1 Sect = Adjacent Section Ranges listed as Normal range/Over watch range				Roll Needed to Kill										AP Cost		Notes			
Weapon	Range	Area of Effect	Hit Dice	Stealer / Blip	Hybrid / Imperial Guard	Terminator / Chaos Terminators	Space / Chaos Marines / Ogryn	Dark Reaper / Fire Dragon / Wraithguard	Dire Avengers / Striking Scorpions / Warlocks	Harlequins / Howling Banshees	Door	Bulkhead	Sustained Fire	Over-Watch	Fire		Move & Fire	Backward	
				Forward	Backward														
WEAPONS CHART																			
Pistols																			
(+1 CAB Front and Side)																			
Bolt Pistol	12/12	Target	1	6	4	6	5	6	5	4	6	-	Yes (+2)	Yes	1	1	2		
Hand Flamer	3	Fire Arc	1	4	2	4	3	4	3	2	-	-	-	-	-	2	2	3	6 Ammo - Hits all in Fire arc upto 3 squares
Las Pistol	12/12	Target	1	6	4	6	5	6	5	4	-	-	-	Yes	1	1	2		
Plasma Pistol	12/12	Target	1	5	2	4	3	4	3	2	5	-	Yes (+1)	Yes	1	1	2	Recharge if Roll a 1 in Over watch	
Shuriken Pistol	12/12	Target	1	6	5	6	6	6	6	5	-	-	Yes (+2)	Yes	1	1	2		
Slugga	12/12	Target	1	6	4	6	5	6	5	4	6	-	Yes (+1)	Yes	1	1	2		
Basic Weapons																			
Bolter	UL/12	Target	1	6	4	6	5	6	5	4	6	-	Yes (+2)	Yes	1	1	2		
Death Spinner	-	As Firing Mode																	
- Contolled Burst	8	Target	2	6	3	6	5	6	5	3	6	0	Yes (+2)	-	1	1	2		
- Cloud	8	Target	2	4	2	4	4	4	4	2	5	-	-	-	1	1	2	Can only fire once per turn	
Flamer	12	Section	1	4	2	4	3	4	3	2	-	-	-	-	2	2	3	6 Ammo (4APs to reload)	
Grenade Harness	8	Section	1	4	3	6	5	6	5	3	5	-	-	-	1	1	2	10 Ammo (can only be fitted to Power Fists)	
Grenade Launcher	-	As Ammunition																	
- Crack	8	Target	1	3	2	5	4	5	4	2	A	6	-	-	2	2	3		
- Frag	8	Section	1	6	4	6	5	6	5	4	-	-	-	-	2	2	3		
Grenades Thrown	1 Sect	As Ammunition																	
- Crack	-	Target	1	3	2	5	4	5	4	2	A	6	-	-	2	2	3		
- Frag	-	Section	1	6	4	6	5	6	5	4	-	-	-	-	2	2	3		
- Plasma	-	Section	1	4	3	6	5	6	5	3	5	-	-	-	2	2	3		
- Melta	-	Target	1	A	A	A	A	A	A	A	A	A	-	-	2	2	3	Blocks LOS+Movement & creates Pitfall	
- Blind	-	Section	-	-	-	-	-	-	-	-	-	-	-	-	2	2	3	Blocks LOS until end of enemy turn	
Lasgun	UL/12	Target	1	6	4	6	5	6	5	4	-	-	-	Yes	1	1	2		
Melta Gun	8	Target	1	2	2	4	3	4	3	2	3	4	-	-	2	2	3	Optional Rule-On kill; Roll 1d6 (6 = Pitfall)	
Nemesis Weapon	UL/12	Target	2	6	4	6	5	6	5	4	6	-	Yes (+3)	Yes	1	1	2	Force Weapon, Draw n combat ; see below	
- Psychic Blast	12	Target	1	Place Psychic cards down and add the +CABs of each card to 1d6 Vs the Target Normal Close Assault (Page 68)															
- Close Combat	-	Target	1	3	A	3	3	3	3	3	-	-	-	-	0	-	-	Only if Close Assault is a draw	
Plasma Gun	UL	Target	1	3	2	4	3	4	3	2	5	-	-	-	1	1	2	Must Recharge	
Ripper Gun	12/6	Target	2	6	4	6	5	6	5	4	6	-	Yes (+2)	Yes	1	1	2		
Shoota	UL/12	Target	2	6	4	6	5	6	5	4	6	-	Yes (+1)	Yes	1	1	2		
Shotgun	3	Fire Cone	1	5	4	6	5	6	5	4	-	-	-	Yes(1)	1	1	2	3x3 AOE, Push Back, Over watch once	
Sniper Rifle	UL/UL	Target	1	6	4	6	5	6	5	4	-	-	-	Yes	X	-	-	+1 to hit for each Extra AP, Over watch 6+	
Storm Bolter	UL/12	Target	2	6	4	6	5	6	5	4	6	-	Yes (+3)	Yes	1	1	2		
Shuriken Catapult	UL/12	Target	1	6	4	6	5	6	5	4	6	-	Yes (+3)	Yes	1	1	2		
Sonic Blaster	UL/12	Target	3	6	5	6	6	6	5	5	-	-	Yes (+1)	Yes	1	1	2	Slaanesh only - Ignores Cover, like rubble	
Triskele	8	3xTargets	1	4	3	5	4	5	4	3	-	-	-	-	1	1	2	Hits 3 targets in 1 section	

Heavy and Close Combat Weapon Charts

Heavy Weapons																	
(no move & fire, -1 CAB, no 90° turns for free)																	
Assault Cannon	–	As Firing Mode									– – – – –	10 Ammo + 1 Reload (4APs to reload) After 1st reload:- A roll to hit that gets all 3 numbers the same, triggers a Malfunction					
- Burst	UL/12	Target	3	5	3	5	4	5	4	3	5	6	Yes (+2)	Yes	1	1	2
- Full Auto	UL	Fire Arc	3	3	A	3	2	3	2	2	3	–	–	–	2	–	–
- Malfunction	0	Section	1	4	2	5	4	5	4	2	4	5	–	–	–	–	–
Autocannon	–	As Firing Mode									– – – – –						
- Range 1-12	12	Target	1	3	A	4	3	4	3	2	2	–	Yes (+1)	–	1	–	–
- Range 13 +	UL	Target	1	3	A	5	4	5	4	2	3	–	Yes (+1)	–	1	–	–
Big Shoota	UL/12	Target	2	5	3	5	4	5	4	3	5	6	Yes (+1)	Yes	1	–	–
Blast Master	UL	As Firing Mode									– – – – –	Slaanesh only - ignores Cover, like rubble					
- Varied Frequency	UL/12	Target	3	6	5	6	6	6	6	5	–	–	Yes (+1)	Yes	1	1	2
- Single Frequency	UL	Section	3	5	3	6	5	6	5	3	3	1	–	–	2	–	–
Conversion Beamer	UL	Target	1	4	5	2	3	2	3	5	A	A	–	–	2	–	–
Cyclone ML	–	As Ammunition									– – – – –						
- Crack	UL	Target	1	2	2	4	3	4	3	2	A	5	–	–	2	–	–
- Plasma	UL	Section	1	4	3	5	4	5	4	3	6	–	–	–	2	–	–
Heavy Bolter	UL/12	Target	2	6	4	6	5	6	5	4	6	–	Yes (+3)	Yes	1	–	–
Heavy Flamer	12	Section	1	2	A	2	2	2	2	2	–	–	–	–	2	–	–
- Self Destruct	0	Section	1	A	A	A	A	A	A	A	A	–	–	–	1	–	–
Las Cannon	UL	Section	1	2	A	2	2	2	2	2	A	2	–	–	2	–	–
Missile Launcher	–	As Ammunition									– – – – –						
- Crack	UL	Target	1	2	2	3	2	3	2	2	A	5	–	–	2	–	–
- Plasma	UL	Section	1	4	2	5	4	5	4	2	6	–	–	–	2	–	–
Multi Melta	–	As Firing Mode									– – – – –						
- Range 1-6	6	Target	1	2	A	3	2	3	2	2	A	4	–	–	2	–	–
- Range 6-12	12	Section	1	3	2	4	3	4	3	2	A	4	–	–	2	–	–
Heavy Plasma Gun	–	As Firing Mode									– – – – –						
- Rapid Fire	UL	Target	1	4	2	4	4	4	4	2	4	6	–	–	1	–	–
- Maximal Fire	UL	Section	1	2	A	2	2	2	2	2	2	4	–	–	3	–	–
Shuriken Cannon	UL/12	Target	2	5	3	5	4	5	4	3	–	–	Yes (+2)	Yes	1	1	1
Wraithcannon	12	Target	1	4	4	4	4	4	4	4	4	4	–	Yes	1	1	2
- Self Destruct	–	Section	1	6	6	6	6	6	6	6	–	–	–	–	–	–	–

Close Assault Weapons									
Weapon	CA Dice	CAB Front	CAB Side	CAB Back	Parry	Pick up Object	Destroy Doors	Destroy Bulkhead	Notes
Accursed Crozius	1	–	–	–	Yes	Yes	–	–	
Big Choppa	1	+2	–	–	–	Yes	1AP	2AP	
Bonesword	1	+1	–	–	Yes	–	–	–	
Chain Fist	1	–	–	–	–	–	1AP	2AP	
Chainsword	1	+1	–	–	–	Yes	–	–	No Parry
Crozius Arcanum	1	–	–	–	Yes	Yes	–	–	
Harlequins Kiss	1	+2/+0	–	–	–	–	–	–	+0 in Death Dance. Roll 1d6; 1= stuck (1AP to free)
Force Weapon	1	*	–	–	–	Yes	–	–	+1 CAB per Psi point/card spent (front facing only)
Frost Axe	1	+1	–	–	–	Yes	1AP	2AP	
Lightning Claw	–	–	–	–	–	–	–	–	
-1 Claw	1	1d6+1	–	–	–	–	–	–	Lightning claws are designed to work in pairs so are weaker as a single claw
-2 Claws	2	2d6+2	1d6+2	1d6+2	–	–	–	–	
Mechadendrite	1	-1	-1	-1	–	Yes	–	–	Does NOT count as a 2nd Close Assault weapon
Nartheicum	1	-1	-1	-1	–	–	–	–	Does NOT count as a 2nd Close Assault weapon
Nemesis Weapon	1	–	–	–	–	Yes	–	–	+1 CAB per Psi point/card spent (front facing only)
Power Axe	1	+1	–	–	–	Yes	1AP	2AP	
Power Fist	1	+1	–	–	–	Yes	–	–	+1 CAB is already included in Terminator Armour
Power Klaw	1	+3	–	–	–	Yes	1AP	2AP	
Power Sword	1	–	–	–	Yes	Yes	–	–	
Storm Shield	1	–	–	–	Yes	Yes	–	–	Does NOT count as a 2nd Close Assault weapon
Thunder Hammer	1	+2	–	–	–	Yes	–	–	Self-Destruct; Destroys all models and doors in section

Action Points Table

Action Points Allowance

Terminators: 4 AP's per Activation Phase

Genestealers and Blips: 6 AP's per Activation Phase

Army List Unit APs

Hybrids: 4 AP's per Activation Phase

Space & Chaos Marines: 4 AP's per Activation Phase

Imperial Guard: 5 AP's per Activation Phase

Ogryn: 4 AP's per Activation Phase

Ratlings: 4 AP's per Activation Phase

Dark Reapers, Wraithguard: 4 AP's per Activation Phase

Warlocks, Dire Avenger, Fire Dragons, Striking Scorpions: 5 AP's per Activation Phase

Howling Banshees, Harlequins: 6 AP's per Activation Phase

Movement	Terminators	Genestealers	Blip	Hybrids	Hybrids - Heavy Weapons	Space & Chaos Marines	Imperial Guard & Ratlings	Ogryn	Warlocks, Dire Avengers, Striking Scorpions, Howling Banshees.	Dark Reapers	Fire Dragons	Harlequins	Wraithguard
Move Forward 1 Square	1	1	1	1	1	1	1	1	1	1	1	1	1
Move Backward 1 Square	2	2	1	1	1	2	2	2	2	2	2	1	2
Move Sideways 1 Square	-	2	1	2	2	-	2	-	3	-	-	1	-
Turn 90°	1	0*	-	0*	1	0*	1	1	0*	1	1	0	1
Turn 180°	2	1	-	1	2	1	2	2	1	2	2	1	2
Move Forward & Fire	1	-	-	1	-	1	1	1	1	-	2	1	1
Move Backward & Fire	2	-	-	2	-	2	2	2	2	-	3	1	2
Move Sideways & Fire	-	-	-	2	-	-	2	-	2	-	-	1	-
Turn 90° & Fire	1	-	-	1	-	1	1	1	1	-	2	1	1
Open/Close Door	1	1	1	1	1	1	1	1	1	1	1	1	1※
Jump Down Ladder or Pitfall	0/1♦	0/1♦	0/1♦	0/1♦	0/1♦	0/1♦	0/1♦	0/1♦	0/1♦	0/1♦	0/1♦	0/1♦	0/1♦
Climb Up or Down a Ladder	2	2	2	2	2	2	2	2	2	2	2	2	2
Climb Up/Out of a Pitfall	-	3	3	3	-	-	-	-	-	-	-	3	-

Weapons

Fire Basic Weapon	1	-	-	1	-	1	1	1	1	-	1	1	1
Fire Heavy Weapon	2	-	-	-	2	2	2	2	2	2	2	2	-
Reload Flamer	4	-	-	4	-	4	4	-	-	-	-	4	-
Reload Assault Cannon	4	-	-	-	-	4	4	-	-	-	-	-	-
Set Overwatch	2	-	-	2	2	2	2	2	2	-	2	2	2※
Clear Jam	1	-	-	1	1	1	1	1	1	-	-	1	-
Close Assault	1	1	-	1	1	1	1	1	1	1	1	1	1※
Self-Destruct Flamer	1	-	-	-	-	1	1	-	-	-	-	-	-
Self-Destruct Thunder Hammer	1/0**	-	-	-	-	1/0**	1/0**	-	-	-	-	-	-

Miscellaneous

Pass an Item	1	-	-	-	-	-	-	-	-	-	-	-	-
* Models Cannot make 2x 90° turns in a row (it would be 180°).													
** Can Self-destruct for 0 CP's if attacked, but must declare before.													
※ Can not perform these actions unless ordered to by a Warlock rolling HIS dice, they must also have LOS to attacker.													
♦ 0 APs if the model announces it is jumping as it enters the square (i.e. there is no additional AP cost beyond the cost to enter the square). Or if the model is already in the square, then it must pay 1 AP to jump down the pitfall or ladder hole.													

Special Abilities

Dire Avengers	Shuriken Storm	AP 1
Harlequins	Leap	AP2
Harlequins	Death Dance	AP3