

TRAITOR TERMINATORS

Traitor Terminator Force List, Mission Generator Scenarios and Campaign

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Following last month's rules for using Traitor Terminators in Space Hulk, this article gives you a force list to design your own squads from one of the nine Traitor Legions.

The Mission Generator Scenarios extend the Mission Generator system from Deathwing. On the edge of the Eye of Terror, Terminators of the Adeptus Astartes clash with raiding Traitor Terminators, battling between the Imperial starship and the Traitors' space hulk. The scenarios can either be played separately or as a linked campaign. The Traitor Terminator Force list allows you to play almost all of the previously published Space Hulk Terminator versus Genestealer missions as Imperial versus Traitor Terminator games instead. The exception to this is the solo mission, Cloud Runner's Last Stand. The Deathwing Mission Generator is also easily adaptable to this type of game.

Playing Published Missions

Before determining who controls the Imperial Marines and who controls the Traitors, decide which scenario will be played. Then, flip a coin. The player who wins the toss chooses which side he plays.

The strength of the listed Imperial force is determined by consulting the Traitor Force List and calculating how many points it would cost to design an identical Traitor force. Eg, the standard squad from Suicide Mission in Space Hulk is composed of three Marines with storm bolter and power glove (1 point each), one Flamer Marine (5 points) and one Sergeant (2 points), all of which could be purchased for a total cost of 10 points.

Refer to the Imperial Force Points Value Table for a list of the points values of all currently published missions.

The Traitor Terminator player then purchases a force equivalent to that of the Imperial player's. Eg, if replaying Suicide Mission, he has 10 points to spend on his force and the length of his turn.

The new force is used instead of the Genestealer force listed in the scenario, not in addition to it.

Imperial Force Points Values

MISSION POINTS VALUE

From Space Hulk

Mission One: Suicide Mission	10
Mission Two: Exterminate	10
Mission Three: Rescue	20
Mission Four: Cleanse and Burn	20
Mission Five: Decoy	20
Mission Six: Defend	20

From Deathwing - Broken Knives Duty		
Mission One: Alarm Call		17
Mission Two: The Ship's Log		20
Mission Three: Seek and Retrieve		25
Mission Four: Regroup		29
Mission Five: C.A.T. Hunt		26
Mission Six: The Unknown Lifeforms		20
From White Dwarf		
Pitfall (WD 114)		10
Delaying Action (WD 115)		21

The numbers in this table represent the points value of the Imperial Terminator Marine forces in all of the published two-player Terminator versus Genestealer missions. In Imperial versus Traitor Terminator games, the Traitor player should use the given value from the table above to purchase his force with. If playing Traitor Terminator versus Genestealer battles, simply add 4 points to each value given above; the Traitor player purchases his force normally, but must also pay for the length of his turn using the Marine Timer Table in the Deathwing Terminator Force List.

Playing Mission Generator Scenarios

These rules outline how to use the Deathwing Mission Generator to design your own Imperial versus Traitor Marine games. Roll on the Scenario Table to determine which scenario from Deathwing you will play.

SCENARIO TABLE

D6	Mission
1	Recon
2	Establishing a Perimeter
3	Perimeter Defense
4	Breakout
5	Search and Destroy
6	Roll Again

Flip a coin to decide who will play which side. Then roll on the Force Table. Each player designs a force from his own force list costing the number of points rolled on the table.

FORCE TABLE

D6	Total Points	Traitor Reinforcements
1-2	20	2
3-4	25	2
5-6	30	3

If playing the campaign, each player should design a complete force costing up to 125 points and then play through the scenarios one at a time, skipping Raid and Breakout.

Deployment

Imperial Marines are deployed normally. Traitors enter play at any of the Stealer entry areas in the same way as Stealers. The number of Traitor models that enter each turn is shown on the Force Table under Traitor Reinforcements. If the special rules for a scenario specify a different rate of reinforcement, follow the special rules.

Special Rules

All special rules apply with the following exceptions.

Marines can lurk offboard, just like Genestealers, but are never forced to do so.

The Traitor player can only use an ambush counter if he has not yet deployed all his Marines. When doing so, he must place one of his models to one side. It cannot be deployed until after the counter has been converted. When the ambush result counter is drawn, if it is a Stealer, the reserved model is deployed instead. If not, treat the counter as usual; the model is now free to be deployed in a subsequent turn.

Each Marine is equipped, at no extra points cost, with a grenade harness firing an unlimited supply of blind grenades.

Objectives and Victory Conditions

In any mission in which the Imperial player is trying to destroy a number of Genestealers, he instead gains victory by wiping out the Traitor force. Otherwise, objectives and victory conditions apply as stated in the mission briefings.

TRAITOR MARINE - 1 POINT

1 Marine with storm bolter and power glove

TRAITOR CAPTAIN - 5 POINTS

1 Captain with storm bolter, power sword and power glove with grenade launcher.

TRAITOR LIBRARIAN - 4 POINTS

1 Librarian (mastery level 1) with storm bolter and force axe.

Increase Librarian's psychic mastery 3 per level

Using The Traitor Force List

1. Roll on the Traitor Legion Table to determine which Marine Chapter the Traitor force is a part of. This will determine the number of Marines in each of the player's squads.
2. Select Marines from those listed. Unless otherwise specified, you can have any number of squads in your force.
3. Group your Marines into squads consisting of a number of Marines corresponding to their Legion's associated number. For example, if a player's force is a Khornate one, the Traitor player must group his Marines into squads of eight, placing the remainder into a single squad of their own. If he had fourteen Marines, he would form a squad of eight and a squad of six.
4. One Sergeant or Captain must be included in each squad. A force may never have more than one Captain. A squad may never have more than one Librarian.
5. A squad can never contain more than half assault cannon or flamer Marines.
6. Equip each Marine with any weapon upgrades or reloads from the Options section of the appropriate box.

7. Check that the total value of the points you've spent doesn't exceed the maximum allowed. If it does, redesign your force until you can afford to pay for it.
8. In Marine versus Marine games, both sides can equip themselves, at no extra points cost, with grenade harnesses firing blind grenades.

The Timer

In Imperial versus Traitor games, use the rules in Marine versus Marine Games (WD 121) to determine how much time each player has to complete his move. Neither player can pay points to increase the length of his turn as a Marine player could if he were battling Genestealers in a traditional Space Hulk game (see the Deathwing Terminator Force List).

It's possible to fight Traitor Marine versus Genestealer versions of traditional games (eg both sides battling for sole possession of a space hulk). Simply replace the Imperial force with an equivalent Traitor force. When figuring the Imperial points cost, account for how much must have been spent on the timer. The Traitor player must pay for his turn length as an Imperial player normally would.

Mission Generator Scenarios

Since the aftermath of the Horus Heresy, the vanquished forces of Chaos known as the Traitor Legions have managed to survive the wrath of the Emperor by taking refuge deep within the Eye of Terror. Upon occasion, these formidable foes of the Imperium grow brave in their evil and leave the relative safety of the Eye behind, making deep stabs into Imperial territory, foraging for means to satisfy their thirst for conquest and revenge.

The Adeptus Astartes is aware of the threat the Traitor Marines pose, and several Imperial ships diligently patrol the reaches of space surrounding the refuge of these most deadly of enemies. Nothing inspires more righteous anger in the Imperial Marines than the Traitors who long ago sided with Horus.

After an initial ship-to-ship dogfight, if the enemy ship is still intact, the victors will often send in their Terminators to board it. This involves a fair amount of risk, however, as the invaders are usually met by their opposite numbers, and the attackers may soon become the defenders.

Starting Play

The following scenarios are designed to be used with the Deathwing Mission Generator to simulate the situation described above. To play any one of them, follow the step-bystep procedure described below.

1. Flip a coin. The winner chooses which side he controls. The loser decides to be the defender or the attacker.
2. Generate the board layout and set up the board as outlined in Deathwing.
3. Roll on the table below to determine which scenario to play.
4. Each player designs a force costing 20 points.
5. Each player chooses up to two entry areas - similar to Stealer entry areas - via which his models can enter play. The defender chooses first.
6. Play the game using the rules for special rules, objectives and victory conditions listed in the Traitor Terminator Force List section.

The Scenarios

In each of the scenarios listed below, the doors are equipped with security locks and can only be opened by the defenders. The attackers can attack and destroy the doors as per usual.

SCENARIO TABLE

D6	Mission
1	Boarding Action
2	Destroy the Engines
3	Take the Bridge
4	Capture the Arsenal
5	Self-Destruct
6	Abandon Ship

After the defender's ship has been sufficiently damaged, the attacker launches boarding torpedoes into the crippled ship of his vanquished foe. In order to successfully eradicate his opponent's forces and capture their craft, the attacking player must first establish an indisputable foothold upon the enemy ship.

It is during the boarding action, however, that the attacker is most vulnerable. If his advance force is destroyed, the defender may be able to launch a counter-offensive.

Although it often would be more prudent to simply blast a defeated enemy ship to atoms, the potential rewards of capturing an opponent's craft are usually worth the considerable risks - there may be weapons that can be salvaged or technology to be recovered.

Objective

The attacker must secure the defender's entry areas, thus establishing a foothold on the enemy ship. If the defending Marines are wiped out to man, the game is over - the attacker is easily able to secure the defender's entry areas once he is unopposed.

Special Rules

Both players can secure entry areas, and the defender can use ambush counters.

Victory

The attacker wins by securing the defender's entry areas. The defender wins by destroying the attacker's forces before they accomplish their task.

Destroy The Engines

After boarding a ship, a Terminator force's next objective is to eliminate the chance that the foe's ship could manage a getaway. To this end, the attackers often attempt to disable the ship's engines so that it cannot hope to proceed under its own power. After the craft has been cleansed of the enemy presence, it will be towed back to the attacker's fortress.

Objective

The attacker must disable the ship's engines. The easiest way is to destroy one of the vital control panels

(represented by the cryogenic tanks on geotile 10).

Special Rules

Both players can secure entry areas, and the defender can use ambush counters.

The defender must set up geotile 10 if it has not already been placed.

The ship's engines can be destroyed beyond repair in the same way as a door. If this happens, flip the cryogenic tanks counter over. Destroyed engines do not become rubble. They still block movement and LOS.

Victory

The attacker must destroy the ship's engines in order to win. The defender wins by eradicating the attackers before they achieve their objective.

Take The Bridge

The bridge is the spacecraft's brain, the centre from which the defender coordinates his ship's defence. Attacking squads are often dispatched to capture or disable it, thus hampering the defender's efforts to motivate his forces effectively.

Objective

The attacker is trying to take the bridge and establish control over the command centre (represented by the cryogenic tanks on geotile 10).

Special Rules

Both players can secure entry areas, and the defender may use ambush counters.

If geotile 10 has not been placed, the defender must set it up.

The defender may deploy up to seven Marines in the empty squares on geotile 10. The remainder of his forces come onto the board normally.

Victory

The attacker must destroy the defender's forces and occupy geotile 10. The defender wins by eradicating the attackers.

Capture The Arsenal

Another method of hamstringing an enemy force is to destroy or capture their arsenal. If an attacker does this, the defender is limited to the ammunition his Marines are carrying. Soon assault cannon and flamer reloads become spent, and the defense crumbles under the attacker's relentless onslaught.

Objective

The attacker is attempting to capture the defender's arsenal (geotile 7). To do this he must remove all of his opponent's models from the board.

Special Rules

Both players can secure entry areas, and the defender may use ambush counters.

The defender must set up geotile 7 if it has not already been placed.

The defender can deploy any of his Marines in the empty squares on geotile 7. The remainder of his forces come onto the board normally.

Any target effect shot that does not hit a Marine or any sector effect shot besides a blind grenade fired in or into geotile 7 sets off the ammunition on a 2 or better on a D6. The resulting explosion automatically destroys everything on geotile 7. Within 12 squares of the geotile, doors are removed automatically and Marines are killed on a 3 or better.

Victory

The attacker gains a complete victory by eradicating the defender's forces, and a partial victory if the arsenal is destroyed but his force is defeated. The defender wins if all of the attackers die without the arsenal being destroyed.

Self-Destruction

When things look hopeless for the defenders, they have one option left: to activate the ship's self-destruct mechanism. Though they will likely be killed in the resultant blast, their foes will die with them.

Objective

The defender is trying to activate the self-destruct mechanism on geotile 10 and abscond with the ship's log.

Special Rules

Both players can secure entry areas, and the defender can use ambush counters.

The defender must set up geotile 10 if it has not already been placed.

The cryogenic tanks counter on geotile 10 is not used in this mission. Instead, place the ship's log counter on the center square of the dead-end room. All rules for the log from Broken Knife's Duty - Mission Two: The Ship's Log apply.

The self-destruct mechanism is located within the lectern upon which the ship's log rests. The book must first be removed before the device can be activated. This is so that, in the case that a ship is to be destroyed, the log can be easily rescued. It costs 4 APs to activate the mechanism.

After the device is triggered, the countdown to selfdestruction does not become irreversible for 10 turns. Up until that point, the device may be shut off at a cost of 4 APs.

Victory

The defender wins if he manages to irreversibly set off the ship's self-destruct mechanism. The attacker wins if he manages to prevent this from happening.

Abandon Ship

Immediately upon the self-destruct mechanism being triggered, the attacker's ship disengages itself from the defender's ship in an effort to put enough space between them before the explosion occurs. More than likely, it will be able to do this. Any Marines left on board the doomed ship, however, are on their own.

At each of the two entry areas farthest away from the selfdestruct mechanism are a bank of lifeboats. Any Marine who manages to exit the board at either of these two points within 20 turns will be able to board a boat and jettison it from the ship in time to survive the explosion.

Any Marines still on board after 20 turns die in the ship's fiery blast.

Objective

To get more Marines off of the ship than your opponent does.

Special Rules

Both players can seal entry areas, and the defender can use ambush counters.

The defender must set up geotile 10 if it hasn't already been placed. The exit areas to the lifeboats are the two entry areas farthest away from the arrow on geotile 10. If two or more entry areas are equally distant from the arrow, randomly determine which one(s) to use.

The attacker's entry areas are the two nearest the arrow on geotile 10. If two or more entry areas are equally far away, the defender chooses which area(s) the corridor(s) will be attached to.

The defender can deploy up to twelve models in the empty spaces on geotile 10. Any other of his forces may only be brought onto the board via the two entry areas closest to the arrow on that geotile which the attacker has not already chosen as his own. If two or more eligible entry areas are equally close to the arrow, the attacker decides which one(s) can be used by the defender.

Victory

After 20 turns, determine the points value of each Marine who escaped for each side. The player who managed to get the greatest points total of Marines off the board in time, wins.

MISSION GENERATOR CAMPAIGN

This campaign links together all of the preceding scenarios to simulate a complete boarding action from the initial invasion of the defender's ship to the final resolution.

The Forces

Each player designs a master force roster costing up to 150 points in total. A player's roster represents the

forces at his disposal for the campaign. Before a scenario, each player selects a number of his squads to take part in the mission. The value of the fielded force cannot exceed 40 points. Also, a squad may not be selected if any of its members took part in the last scenario played. The exception to this rule is Abandon Ship.

After each scenario, each player updates his master force roster, noting any casualties his forces have suffered. Unless otherwise stated, ammunition and Librarian's psi points are automatically replenished at the end of each scenario.

Also at this time, each player is allowed to break up and reallocate his squads as he likes. No Traitor squad can have more Marines in it than its associated number. Similarly, no Imperial squad can have more than five Marines. Also, a squad can never be composed of more than half heavy weapon (ie flamer or assault cannon) Marines.

The Scenarios

The campaign game always begins with Boarding Action as described below. After one player has successfully boarded the other's ship, the attacker decides which scenario is to be played next, throughout the campaign (exceptions to this are outlined below). He must choose from Destroy the Engines, Take the Bridge, Capture the Arsenal or Search and Destroy (from Deathwing).

If the attacker wins Destroy the Engines, Take the Bridge, or Capture the Arsenal without the target being destroyed, the defender can later replay any of these missions in an attempt to regain control. In this case, the defender and attacker deploy where their opponent normally would and then play the scenario as written. If the attacker loses a scenario, he can also replay it. If the target is destroyed, the scenario cannot be replayed.

Any time a scenario is replayed, the same board layout is used. Scenarios do not have to be replayed immediately. Other games can be played in the interim. However, it is up to the loser of the mission to record the board layout before it's destroyed, so that it can be reconstructed if he later wishes to attempt the scenario again. This can be easily accomplished by mapping the placement and orientation of the geotiles originally used to generate the board. If the board layout cannot be provided when needed, the scenario may not be replayed.

If at any time the engines, bridge (and command centre) or arsenal are all either destroyed or under the control of the attacker, the attacker may only choose to play Search and Destroy until either one side or the other is broken, thus ending the game.

However, at any point between games in the campaign, the defender can override the attacker's decision and force the replay of any eligible scenario (ie one the defender has lost and in which the target remains undestroyed) or the play of Self-Destruction instead. If Self-Destruction is successfully completed by the defender, play moves directly on to Abandon Ship, after which the game is over.

The following additional rules apply to each scenario when played as part of the campaign.

Boarding Action

This scenario must be played until the attacker manages to win. Between repeated games of this scenario, any secured entry areas become unsecured by the defender's forces.

The attacker can choose to replay the scenario with the same board layout, or can choose to launch his assault on a different area of the enemy ship. If he decides to attack a different area, design a new board using the geotiles as usual. If the attacker loses more than once, he can choose any of the previous layouts (provided he

has recorded them) or design a new layout for each game.

After an attacker successfully completes the mission, he may then choose the next scenario as described above.

Destroy the Engines

The attacker does not have to destroy the engines. Preferably he'll keep control of them until the end of the campaign.

Take the Bridge

If the command centre (represented by the cryogenic tanks counter) is destroyed or captured by the attacker, the defender takes a -1CP penalty for the remainder of the campaign. However, if the centre remains intact, the defender may remove the penalty by retaking the bridge. The command centre can be attacked and destroyed in the same fashion as a door. A destroyed command centre should be flipped over; it still blocks movement and LOS.

Capture the Arsenal

Again, the attacker will preferably be able to gain and retain control of the arsenal until the end of the campaign. However, if the arsenal is destroyed or controlled by the attacker, the defender's ammunition is not replenished between scenarios.

Self-Destruction and Abandon Ship

Play these scenarios consecutively, as you normally would, laying out the board as described in Abandon Ship. 10 turns after the self-destruct device is triggered (ie. when the countdown has become irreversible) proceed to Abandon Ship, leaving the board layout intact and the models in place. Also, keep track of which model has the ship's log.

At this point, both players bring the rest of their forces onto the board in an effort to get them off the ship as quickly as possible. Each player queues the remainder of his Marines up behind his entry areas/corridors in the order in which they enter play. Note that points are awarded for escaping with the ship's log as per Deathwing.

Ending The Campaign

The campaign is over if either player's force is broken or the ship is destroyed.

Winning The Campaign

After the campaign is ended, total up each player's score from the table below and determine who won the campaign. The player with the highest grand total is the victor.

CAMPAIGN SCORE TABLE

Accomplishments	Points Awarded
Each scenario won	10 each

Ending the game with control of an undamaged bridge, engine room or arsenal	10 each
Breaking the opponent's force	10
Escaping with the ship's log	10

Add the total points value of all your surviving Marines to the scores above to determine your grand total.

NEW WEAPONS

The following new Terminator weapons are used by Genestealer Hybrids and Traitor Terminators.

Autocannon

The autocannon is a large calibre, rapid-firing tank gun which uses mass-reactive explosive ammunition. Autocannon have a practically inexhaustible supply of ammunition and an unlimited range, but are most effective within 12 squares of their target.

Because of the massive recoil, a model firing an autocannon must be halted; move and fire actions are not possible. It costs 1 AP to fire an autocannon.

Sustained fire bonuses apply to autocannon. This means it is possible to have an automatic hit. For example, against a Stealer, the third sustained shot will need a 1 or better to kill this means the Stealer will always be hit.

AUTOCAN NON KILL SCORE TABLE

Target	Score Required on a D6	
	1-12	13+
Genestealer	3	3
Door	2	3
Marine	4	5

Conversion Beam Projector

A beamer works by converting matter into energy, causing a violent explosion. Because of this, it's incredibly effective against large, massively armoured targets, such as Terminators.

The beamer's range and ammunition are practically unlimited. It costs 2 APs to fire, cannot be used in a move and fire action, and receives no sustained fire bonus.

CONVERSION BEAM PROJECTOR KILL SCORE TABLE

Target	Score Required on a D6
Genestealer	4
Door	Automatic
Marine	2

Missile Launcher

Missile launchers are bulky weapons, fired from the shoulder. Their effectiveness is increased by their versatility in having a choice of two types of ammunition. However, because of their bulk, move and fire actions with a launcher are impossible.

All missile launchers are equipped with an unlimited supply of armour-piercing crack missiles and area-effect plasma missiles. The player whose model is firing a missile must select the type of round he's using before firing. Different types of missiles can be fired by the same model in the same turn. Missile launchers receive no sustained fire bonus.

Plasma missiles detonate in a split-second burst of superheated plasma affecting an entire board section, much in the same way as a flamer hit. Crack missiles are sticky, explosive charges used against single targets. As the effects of these missiles are nearly instantaneous, they block neither movement or LOS. It costs 2 APs to fire a missile launcher.

MISSILE LAUNCHER KILL SCORE TABLE

Target	Score Required on a D6	
	Crack	Plasma
Genestealer	2	4
Door	Automatic	5
Marine	3	6