

SPACE HULK EXTENDED

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Space Hulk Extended

NEW RULES

The new rules on this page usually apply to every race, so it is worth reading them as they will affect most of the games that you will play.

PSYCHIC POWERS

Some models are able to use Psychic Powers, which are distinct from the Psychic Attack Cards. These Psychic Powers are often innate abilities that a Psyker can use in addition to the Psychic Attack Cards. In all cases, the basic rules for the Psychic Attack Cards still apply, and the Psychic Powers can not break the established rules for the Psychic Attack Cards. It will not always be explicitly stated in the description of a Psychic Power how it relates to the Psychic Attack Cards, so players have to keep in mind they are not breaking any rules to use the Psychic Power.

RANGED WEAPONS TABLE NOTES

Hit Rolls of 1, Miraculous Survival.

Although some weapons are extremely destructive and are capable of ripping apart well armoured tanks, death is not always a certain event. It has been documented by many Librarians that a few Gretchin are able to defy the odds and survive purification by a Heavy Flamer. Strange events and random fate can protect even the weakest models from powerful hits.

On the Ranged Weapons Table there are many weapons that require a 1 to hit. Naturally, any roll of a dice will always score at least a 1, so the following rule has been introduced to represent a model having a sliver of hope. Maybe a pipe fell loose from a ceiling and blocked the shot, or a steam cloud burst at the time the weapon was fired. For whatever reason, it is pure luck that determines if a model survives a powerful shot. To simulate this blind fate of survival, the player who is shooting must roll one extra dice than the weapon normally uses, and score at least a 2 on one of them. In other words, if the shooting player rolls all 1s then his shot has missed. Example One: If a Heavy Flamer is fired in a room with a Gretchin, then two dice are rolled for the Gretchin, instead of one dice. Provided a double 1 is not rolled, then the Gretchin is killed. If a double 1 is rolled (Probability of 1/36), the lucky Gretchin lives!

This rule also works when Sustained Fire would reduce the hit roll to 1. Example Two: A stationary Assault Cannon is fired at a Wych and three 1s are rolled, the Wych lives. The Marine fires a second Sustained Fire shot at the Wych needing a 1 to hit. The Marine must now roll four dice and score at least one 2. If by sheer luck four 1s are rolled (Probability of 1/1296) then the Wych survives! Although rare, it may happen, and this accurately simulates survival from even almost certain death.

Assault Cannons will only Malfunction if all four dice are the same number. Repeated Sustained Fire shots with any weapon against a model that miraculously survives will still only roll one extra dice than normal. Automatic Kills

A few effects are listed with an A for Automatic kill. These attacks (usually psychic) are just so powerful that they will automatically kill models. There are no miracles that protect against the summoned forces of the Warp when they are focused by a Psyker.

STRIKING TERROR

Most battle hardened races in the galaxy experience fear of varying degree. Experience and training are usually enough to snap out of the momentary loss of concentration that fear causes. However, some creatures and special powers are able to go beyond normal fear and unleash true feelings of morbid terror deep within their enemies psyche.

When an enemy model first gains LOS to a creature that Strikes Terror it can do nothing but gape in awe. It can not use any APs or CPs and loses any remaining APs for the turn. The Terror lasts until the start of the model's next turn where it has managed to snap out of the spell. The model will lose overwatch and is not allowed to shoot at the Terror causing creature that moved into LOS.

The enemy may only defend itself in Close Assault or play an Aura card to nullify a kill.

Once a model has recovered from being struck with Terror, it is then immune to all other forms of Terror for the rest of the mission, even if other models capable of Striking Terror move into LOS.

The only way that a model can avoid the effects of Terror is if it manages to perform a successful move and fire action that hits the Terror causing creature as the model stepped into LOS. The model effectively kills the creature before the Terror effect can take place. Those acts of extreme bravery and fearlessness are always noted on the battlefield and often lead to rapid promotion.

Many models have immunity to Terror simply because they have seen and experienced far too much to be affected, or they have a mindless determination that is void of emotion. All Genestealers, Hybrids, Tyranids, Sergeants, Captains, Librarians, Grey Knights, Ork Nobz, Great Harlequins, Solitaires, Death Jesters, Shadowseers, Chaos Dreadnoughts, Sybarites, Succubi and Necrons are immune to Terror.

SURROUNDED

There are times when a model in close assault becomes Surrounded by the enemy. Surrounded models are at a disadvantage as they try to fend off attacks from many directions. Any enemy model that attacks a surrounded model gains +1 in close assault for every other enemy model that has attacked the surrounded model and is still alive and surrounding that model. Example: A Terminator Captain is attacked from behind by a Genestealer, but the Captain survives and faces the Genestealer. However, he is then immediately attacked from behind by another Genestealer which gains a +1 bonus. The Captain lives again and once more turns to face the second Genestealer. Unfortunately for the Captain, a third Genestealer is activated and steps up to his left flank attacking him with a +2 bonus. The Captain is in the middle of a deadly nest and will be lucky to survive. If the first Genestealer moved away from the Captain, then the second Genestealer would not have gained the +1 bonus.

In short, there is a natural superiority by attacking in numbers, and being Surrounded only advantages the enemy models as they close in for the kill. It has even been documented in Imperial Archives that Dreadnoughts have been brought down by large numbers of Gretchin swamping it from every direction. Although most of the Gretchin died in the process, their ability to Surround the Dreadnought made their weight of numbers powerful against the mechanical beast.

NEW WARGEAR

The new wargear listed on this page applies to more than one race, and in some cases can apply to all races. It is far better to introduce an item of wargear here, rather than duplicate the same information on more than one rules page for each race.

AUTOCANNONS

Although Autocannons have been introduced to Space Hulk through Genestealer, and the Campaigns Book, there have been problems with them being used by Hybrids, and Chaos Terminators. Essentially, Chaos Terminators were not allowed a Move and Fire action when using an Autocannon, and they suffered from the range penalty of 13+ squares.

Taking all of this into account, it has been decided to split the Autocannon listing on the Ranged Weapons Table to account for the model that is holding it, and also, to abolish the split ranged distance of 12 and 13+ squares.

Therefore, Hybrids using an Autocannon are not allowed to Move and Fire, and ALL of their shots are considered to be as the old 13+ range to hit. When you think about this, it makes sense that Hybrids are penalised with a large, Heavy Weapon like the Autocannon, and suffer with less accuracy.

However, Chaos Terminators benefit as their armour is designed to incorporate Heavy Weapons, and to facilitate movement with them when shooting. A Chaos Terminator firing an Autocannon CAN make Move and Fire actions, and in addition, all of his shots are considered to be the same as the old less than 12 squares range to hit.

In effect the same Autocannon has different statistics on the Ranged Weapons Table, depending if the firing model is a Hybrid or Chaos Terminator, as they are both able to handle the Autocannon very differently from each other. One facet of the Autocannon has not changed, it is still too slow to enter Overwatch.

Note that the Reaper Autocannon is a different type of weapon that is introduced in the Chaos Rules.

HELLFIRE SHELLS

These special ammunition rounds are made from a hollow crystal filled with a mixture of caustic acid and deadly poisons. When the Shell explodes, the slivers of crystal cut through flesh and armour, while its contents burn and poison its victims. Hellfire Shells can only be fired from a Heavy Bolter or a Shotgun, so any race that has access to these weapons is capable of shooting them. They are not a commonly distributed type of ammunition, and are often looted from dead models on the battlefield. Gretchin are particularly adept at finding them, which provides the relatively weak creatures a chance to cause serious, unexpected damage. Each Hellfire Shell must be individually loaded into the weapon's breach before firing. The Hellfire Shell has the same range as the weapon that propels it, but it otherwise has its own individual characteristics on the Ranged Weapons Table. Regardless of the weapon used to fire the Shell, each shot costs 2 APs. Move and Fire actions are not possible due to the extra recoil, and the weapon may not be

placed on Overwatch with Hellfire Shells. Once the weapon has fired a Hellfire Shell it may immediately return to firing normal rounds, unless the firing model chooses to load and shoot another Hellfire Shell.

NEEDLER - BOLTER

This weapon combines the standard Bolter together with a Needle Gun. The Bolter is effectively the same as the ordinary Bolter and needs no further explanation.

The Needler carries small explosive tipped hypodermic darts that are filled with a cocktail of virulent toxins and poisons. Upon impacting the shell of the target, the explosive tip detonates and thrusts the toxic syringe inside to pump the deadly juices inside the target's body. The toxins react inside the victim's body within seconds and cause the victim to explode. Surrounding models may be killed by the victim's shrapnel. The Ranged Weapons Table shows the required rolls to directly hit, and the rolls for each adjacent model who may die in the blast. If the Needler misses its target, there is no need to roll for any blast damage. The Needler has an ammunition chamber of 10 darts and it may not be reloaded on the battlefield.

It is not possible to fire both barrels of the Needler-Bolter at the same time. The player firing a Needler-Bolter must declare which barrel he is using to fire at his target.

Being an experimental weapon, the Needler-Bolter is not commonly found during Space Hulk boarding actions. It is a weapon useful for hunting a foe and subduing them for retrieval purposes. Depending on the mission objectives, some Needlers are filled with a substance that paralyses the victim for capture rather than death. The toxins are extremely powerful, but they are not always reliable against Tyranids who can show remarkable resistance to the poisons.

POWER FIELD GENERATORS

Power Field Generators were introduced in Deathwing, and it is worth reproducing the rules for them here, along with some modifications that are necessary due to the new creatures and wargear that can be used against them.

A Power Field Generator is a small device that generates an invisible force field in a sphere centered around itself. They can be used for sealing hull breaches in emergency situations on board space ships. However, Marines will sometimes use them to block off a ship's corridors to delay any pursuing enemies.

Priming and throwing a Power Field Generator costs 2 APs. A model can throw a generator up to six squares away in his LOS and fire arc. To be effective, the generator must go off between two opposing walls (corridor, room entrance, etc) otherwise it will not be contained and burn out. When throwing a generator, the player indicates where it's supposed to land and rolls a dice. On a roll of 6, the generator rolls one square further than intended (unless blocked by a wall or door). On a roll of 1, the generator falls short by one square, or will go off early in the model's square if it was only meant to be thrown one square away.

The field fills the entire square in which it lands, automatically killing any model in that space. Psykers can use an Aura card to be repulsed into any adjacent square, otherwise they too are automatically killed.

Rubble is not affected by the field. The field blocks movement, and all weapons firing, but may or may not block certain psychic powers and special creature abilities. It does not block LOS.

It costs a model 4 APs to destroy an active Power Field Generator with any of the following weapons: Bone Sword, Chain Fist, Chain Sword, Disruption Field, Any Force Weapon, Lightning Claws, Power Axe, Power Sword, Thunder Hammer, Warscythe.

It costs the following creatures 4 APs to destroy an active Power Field Generator due to their extreme size, force, and strength: Carnifex, Dreadnought, Lictor, Patriarch.

If any other creatures wish to destroy an active Power Field Generator, then they must spend a total of 18 APs attacking it in close assault. They must spend at least 1 AP per turn, otherwise the Power Field Generator is able to recharge back to full strength. Keep a record of how many APs have been spent attacking the generator.

Sometimes Power Field Generators can be found onboard Space Hulks. In this case, they can be used by any race that is capable of using grenades. Necrons, Tyranids, and Genestealers will not use them; however, Hybrids will use them.

PROXIMITY PLASMA GRENADES

Proximity Plasma Grenades were introduced to Space Hulk in White Dwarf 149 - Strike Deep Campaign. It is worth reproducing their rules here for completeness.

It costs 1 AP for a Marine to place a Proximity Plasma Grenade in his square, and it is automatically armed as soon as the Marine has stepped two squares away from it. If other models (friendly or foe) are also adjacent to the grenade when it is placed then it will not arm itself until all models are at least two squares from it. A model (friendly or foe) that is capable of using grenades may diffuse the placed grenade for 1 AP and render it useless if he moves onto the square that contains the grenade.

Otherwise once the grenade is armed it will detonate as soon as any model or blip enters an adjacent square to the grenade. It explodes with a quick firey flash of super-heated plasma and affects the section it is in along with any other adjacent squares to it. In all other respects the Proximity Plasma Grenade is the same as a normal Plasma Grenade, but it can never be thrown.

Sometimes Proximity Plasma Grenades can be found onboard Space Hulks. In this case, they can be used by any race that is capable of using grenades. Necrons, Tyranids, and Genestealers will not use them; however, Hybrids will use them.

CHAOS RULES

CHAOS DREADNOUGHTS

Dreadnoughts are monstrous machines that accompany Chaos forces into battle. They provide devastating heavy support that razes all before them. The Dreadnought is under control of its Chaos God at all times, as it is not a living creature. Its mind coexists in the Warp where it can receive instructions from the controlling God. They are capable of withstanding huge amounts of firepower, and are equally just as capable of defeating many squads on their own.

Introducing Dreadnoughts

Dreadnoughts can be purchased from the Chaos Force List along with any other Chaos Marines that are required. Due to their immense size they occupy 4 squares and they can not walk down a single squared corridor. A mission involving a Dreadnought would need wider corridors to allow the Dreadnought some movement through the Space Hulk. A Dreadnought pays more APs than any other model to turn.

APs, CPs, Weapons, Close Assault

A Dreadnought with Short Legs has 4 APs per turn. Dreadnoughts with Long Legs have 6 APs per turn. All Dreadnoughts can also use CPs, but only if there is at least 1 other Chaos Marine alive on the board. If the last Chaos models on the board are Dreadnoughts, then the Chaos player can no longer roll for CPs.

All Dreadnoughts have twin linked Heavy Bolters attached below their 'mouths'. Both of them must aim at the same target each time they are shot. The Dreadnought's Heavy Bolters use the normal statistics on the Weapons Table; however, there is one major difference. A Dreadnought MAY move and fire with the Heavy Bolters, and it can also turn and fire. The Heavy Bolters can jam in overwatch as normal, and they also receive any sustained fire bonuses as applicable.

Every Dreadnought has Weapon Mounts, either 2 or 4, that can support a Heavy Weapon. The Mounted Heavy Weapons are chosen for the Dreadnought when it is purchased from the Force List. The Dreadnought is NOT able to move and fire with any of its Mounted Heavy Weapons. These rules override the normal rules for an Assault Cannon, which can be fired when a Terminator Marine is moving. Dreadnought Assault Cannons never run out of ammunition, and are never in danger of malfunctioning. The Dreadnought has weapon cooling systems and vast stores of ammunition to last it during most Space Hulk battles. Similarly, a Dreadnought Heavy Flamer will never run out of ammunition. Dreadnought Heavy Plasma Guns can only be fired once per turn on Maximal, as they still need to recharge the power packs. This is still a better rate of fire than the Hybrid weapons. Keep track of a fired Dreadnought Heavy Plasma Gun with a Fired counter. From its next turn it may shoot the weapon again.

Dreadnoughts are mighty foes in close assault. They are usually able to cut down enemies in front of them with their Heavy Bolters, which gives them a powerful set of dice rolls in their front square. Dreadnoughts do not have any special rules for close assault, with the exception that they can never be knocked prone as they are far too massive. When a Dreadnought is destroyed, either in close assault or from being shot, it is replaced with a 4 square rubble counter due to the wreckage it leaves on the board.

Line Of Sight and Fire Arc

Dreadnoughts have a LOS that extends sideways and forwards from each of their four squares. If an enemy model can see at least one square of the Dreadnought in its FA then it can target the Dreadnought.

Dreadnought Fire Arcs extend in a 90 degree arc forward from each square that a Heavy Weapon occupies. A Dreadnought with four weapon mounts contains one Heavy Weapon for each corresponding square. A Dreadnought with two weapon mounts has a little more maneuverability and each Heavy Weapon has a Fire Arc from both squares that it occupies. The Heavy Bolters on a Dreadnought with four weapon mounts are more restricted, and have a comparatively restricted Fire Arc when compared to a Dreadnought with two weapon mounts.

Note that the Mounted Heavy Weapons may not all have LOS or FA to a target model, particularly when the Dreadnought and target model are in confined spaces and tight corridors. Refer to the diagrams for more details.

FA for four Mounted Heavy Weapons

123									124
1	123								124 2
	1	123						124	2
		1	123					124	2
			1	3	4	2			
				1	2				

FA for two Mounted Heavy Weapons

1									2
	1								2
		1						2	
			1	1	2	2			
				1	2				



Dreadnought square with Heavy Weapon



Fire Arc for all weapons, including Heavy Bolters

Firing A Volley

Dreadnoughts are walking weapons of mass destruction. They can fire all of their Mounted Heavy Weapons and their Heavy Bolters AT THE SAME TIME!

The Chaos player can declare that he is going to fire the Dreadnought's Mounted Heavy Weapons in a Volley. It must remain still, as no move and fire actions are possible. The Chaos player may elect to fire some, or all, of the Mounted Heavy Weapons that the Dreadnought carries. The AP cost for the Volley is based on the most expensive weapon that is participating in the Volley. A Heavy Plasma gun on Maximal will cost 3APs for the Volley, etc. He then chooses a weapon and fires it as many times as appropriate for that amount of APs the Volley has. The shots can be at different targets if possible. He repeats this process for each weapon that is firing, including the Heavy Bolters if they were declared as being fired. If there are no more targets in LOS and FA (a very likely event), then any remaining weapons that have not fired do not have to fire.

Example: A Dreadnought has the following Mounted Heavy Weapons, Assault Cannon, Heavy Flamer, Missile Launcher, and Heavy Plasma Gun, along with the Heavy Bolters. The Dreadnought is faced with a huge hall full of Genestealers. The Chaos player elects that the Dreadnought is going to shoot all of its weapons with the Heavy Plasma Gun firing on Maximal, the Missile Launcher firing a Crack Missile, and the Assault Cannon firing Bursts. The cost for the entire Volley is 3 APs as this is what it takes to fire a Heavy Plasma Gun on Maximal.

Firstly, the Chaos player shoots the Heavy Bolters at a Genestealer, killing it. He targets another Genestealer with the Heavy Bolters and misses. Using his last AP for the Heavy Bolters he scores a sustained fire hit on the Genestealer.

He then decides to fire the Heavy Flamer into a section of the hall, killing a few more Genestealers. He can not fire the Heavy Flamer again as has used 2 APs and only has 1 left over.

Next he decides to fire the Heavy Plasma Gun which uses all 3 APs, but it leaves a trail of dripping Genestealer gore in the centre of the hall. Newly revealed Tyranid Warriors hiding at the back of the room are perfect targets for the Chaos player to fire 3 Assault Cannon Bursts at. Two Tyranid Warriors die riddled with holes.

Finally, the Chaos player sends a Crack Missile at another Tyranid Warrior ripping it into pieces. He has 1 left over AP, but it can not be used in this Volley of shots.

Remember that Mounted Heavy Weapons can be fired one at a time in separate actions. It is just like shooting a single Volley. Mounted Heavy Weapons can only be fired as a single Volley when using CPs during an enemy turn.

Overwatch

Only a Dreadnought's Heavy Bolters can be put into Overwatch. The Mounted Assault Cannon is not able to enter Overwatch, though this is more than compensated for with unlimited ammunition and no chance of malfunction. If either of the Heavy Bolters Jam during Overwatch, then they both Jam. Clearing the Jam costs 1 AP, and must be done so before ANY weapons can be fired at all.

Combi Bolter-Flamer

Chaos Terminators can be armed with the deadly Combi Bolter-Flamer. It incorporates all the features of a Bolter and Flamer into one single weapon. Note that the Flamer is NOT a Heavy Flamer, and it does not come with a reload, therefore having enough fuel for six Flamer shots only.

The Combi weapon can not fire both barrels simultaneously, so the Chaos player must declare what type of shot is being fired. In all other respects, the Combi Bolter-Flamer follows the normal rules for each of the Bolter and Flamer rules on the Ranged Weapons Table.

Reaper Autocannon

Based on the standard Autocannon, the Reaper Autocannon is a larger twin-barreled Heavy Weapon that is designed to take down massive, heavily armoured targets. It is only used by Chaos Terminators, being far too cumbersome to place in the hands of any other type of trooper. The Reaper Autocannon is equipped with autofeeder that supply the barrels with large calibre rounds that shoot at high velocity towards their target where they erupt with thunderous booms.

If the Reaper Autocannon has any disadvantage, it is on board Space Hulks where it is too slow to enter Overwatch as the ammunition feeders are not capable of supplying faster rates than the barrels can spit out. Usually the Chaos Terminator with a Reaper Autocannon is ready to receive immediate instruction via Command Points to take care of enemies that present themselves within the weapon's arc of destruction.

DARK ELДАР RULES

The Dark Eldar inhabit a realm called Commorragh, a place as darkly twisted as its rulers, from which they launch piratical raids across the galaxy. They often raid drifting Space Hulks for the promise of lost fortune, and also lost souls. The other purpose of these raids is not to conquer planets or protect territory, but to cause mayhem, steal and pillage, and – most important of all – capture new victims to be taken back to Commorragh. The fate of the captured slaves is best not even contemplated, for the Dark Eldar are truly an evil race who thrive on inflicting pain, and suffering, torture, and slow death, murder, and eternal agony.

Fleet Of Foot

Dark Eldar prefer to complete their piracy in as little time as possible. They can choose to run at full speed through the confines of a Space Hulk using Fleet Of Foot. A Dark Eldar who uses Fleet Of Foot can only use his 5 APs for movement actions, but he also gains a further 3 APs, for a total of 8 APs to use only for movement actions (which includes opening doors). A Dark Eldar using Fleet Of Foot CAN NOT fire any weapons, nor attack in close assault, or end his movement in Overwatch or Defensive Stance.

Introducing Dark Eldar Warriors and Sybarites

Warriors are the backbone of any Dark Eldar force. They attack rapidly, killing or crippling those who oppose them, and enjoy nothing better than dragging survivors back to Commorragh. Warriors are sleek, and agile, and only slightly armoured. They prefer fast raids where there they are not pinned into defensive positions against heavy weapon barrages. All Warriors have 5 APs and they are not able to use CPs. Proven Warriors are promoted as Sybarites, and typically lead a squad of Dark Eldar Warriors during their lightning fast attacks. Sybarites are immune to the effects of Terror.

Introducing Wyches and Succubi

Wyches spend their entire lives perfecting the skills of gladiatorial combat. Few survive their first duel, but those who live learn quickly. They are barely armoured at all, and do not have the ready supply of heavy weapons that Warriors are familiar with having. Wyches have 5 APs, and are at their deadliest in close assault. Wyches are able to run with Fleet Of Foot.

A Wyche can never be attacked from the side or rear, they are always able to turn free to face their attacker at the start of close assault. In addition a Wyche can also assume Defensive Stance to gain +1 in close assault during the enemy turn.

Wyches that excel in their ability earn the title of Succubus. Each Succubus has a personal honour roll of countless victims that bled their last drops of life delivered by the neat surgical swipes of the Succubus. A Succubus is almost without equal in any close confined arena of death. All Succubi are immune to Terror, they delight in seeing the foulest forms of pain, agony and other horrific visions.

DARK ELДАР WARGEAR

Blaster

The Blaster is a smaller version of the Dark Lance, and works along the same principals. However, it has a shorter range, and a comparatively reduced firepower.

Dark Lance

The Dark Lance fires a stream of dark matter which catastrophically reacts with its target, producing a blast that is more than capable of destroying a heavily armoured tank. Dark Eldar are able to move and fire with a Dark Lance, which somewhat compensates for the loss of freedom during close assault.

Shredder

The Shredder unleashes a web or mesh of monofilament wire, often with minuscule barbs or serrations along its lines. This mesh entangles the victim, slicing them to pieces as they struggle. Its dense cloud is highly effective at finding weak points in heavily armoured objects such as Terminators.

Splinter Pistol

A smaller version of the Splinter Rifle is the Splinter Pistol. Its smaller size means that it has less firepower, and a more limited range. It is often fitted with specialised combat blades, which the Dark Eldar are able to use to slash and stab at opponents in close assault.

Splinter Rifle

The standard armament of Dark Eldar pirates is the so-called Splinter Rifle. This gun derives its name from its ammunition, as it fires a hail of splinter-like shards at the enemy. A highly sophisticated magno-electric impulse is used to break the ammunition crystal into smaller fragments, which are then propelled along the barrel at incredible speed with the same energy pulse. If the Splinter Rifle Jams, then it loses Overwatch. There is no need to un-jam the gun before shooting from the next turn.

Splinter Cannon

The Splinter Cannon is the most murderous of Splinter weapons. With its highly efficient firing mechanism and lack of recoil, the Splinter Cannon can be fired even when on the move. If the Splinter Cannon Jams, then it loses Overwatch. There is no need to un-jam the gun before shooting from the next turn.

Combat Drugs

Dark Eldar use Combat Drugs to increase their performance during battle. The exact effect of the drugs can not be predicted and must be randomly determined. At the start of the Dark Eldar turn the player must declare that the whole squad will use the drugs. They are administered by thought alone, and the process of releasing them does not use any APs, nor is it counted as an action. The whole squad gains the same effect for each model, lasting until the start of the next Dark Eldar turn.

The Dark Eldar player can choose to make a second roll on the table, and combine the effect with the first roll. However, if the second roll is the same as the first, the drugs overload their systems, and each model instantly suffers painful spasms before they die twitching from the overdose.

The Dark Eldar player should roll the dice in secret and let his enemies discover the effects as play happens. A neutral party should confirm the dice rolls to keep the evil Dark Eldar player honest!

Dice Roll

Effect

1	No Effect
2	Speed: +2 APs
3	Strength: +2 in close assault
4	Accuracy: +2 for each ranged weapon shot
5	Toughness: -2 for each enemy ranged weapon shot
6	Awareness: +1 CP

DARK ELDAR TURN SEQUENCE

- Declare the use of Combat Drugs
 - Use Action Points (Main Phase)
 - Roll to move Vortices
 - Roll for additional Section Effect damage
 - Roll for Decay of Psychic Effects
 - Dispersal of Psychic Effects
 - Remove next player's Overwatch counters and Section Effect Markers
-

HARLEQUIN RULES

The very presence of Harlequins has been known to throw strong enemy armies into retreat and the arrival of a Harlequin Masque in the middle of a battle has been known to turn the tide from bitter defeat to outright victory. The Harlequins represent the cream of the Eldar fighting forces and owe no allegiance to any Craftworld. A Harlequin force can appear anywhere at anytime, responding to their own plans or whims.

The Harlequins have one great overriding passion, to make war on Chaos. When the first Space Hulk carrying Genestealers appeared in Eldar space it was seen as a challenge to the ideals of the Harlequins.

Since then Harlequin Masques have always appeared to deal with Genestealer incursions. How they know when and where they will occur remains a mystery to the leaders of the Craftworlds but they are very grateful. The stories of these fights against such a deadly foe are full of heroism and valour and have only served to increase the awe surrounding the Harlequins.

Deathdance

A Deathdance is a special manoeuvre performed by Harlequins who are faced by a foe many times their number. The Harlequin performs a swirling melee of acrobatics and deadly close combat attacks, cutting cruel blows with his weapons while his opponents weapons seem to pass right through him.

To enter the Deathdance a Harlequin must pay 3APs. For the duration of the dance the Harlequin receives +1 to Close Assault rolls. The Harlequin can now attack an enemy in an adjacent square in close combat for free. If the Harlequin wins the close combat then the Harlequin may follow up and move into the recently vacated square. The Harlequin may now attack another target in an adjacent square and follow up for free. This process continues until either a combat is drawn, the Harlequin is killed or there are no targets left to close assault.

Defensive Stance And Overwatch

Harlequins have the option of setting overwatch the same as Space Marines or they may assume a defensive stance. A Harlequin armed with a Power Sword, Force Claw or Harlequin's Kiss faced by the prospect of close assault may choose to prepare to face it. A Defensive Stance marker is placed next to the figure as the Harlequin becomes poised to explode into violent action. During the enemy player's turn the Harlequin receives a +1 bonus in all close assault battles.

Leap

Harlequins may Leap one square over an intervening obstacle, or even over another Harlequins. The direction of the Leap is not important, but the Harlequin retains the same facing in the new square as before he leaped. Unlike the Hormagaunt Leap, a Harlequin can not avoid Overwatch fire, as it still presents as a sufficient sized target for Overwatch to activate. The square being leaped into must be empty, otherwise the Harlequin can not perform the Leap.

Solo Actions

Harlequins do not have command points like Space Marines. In battle Harlequins fight in a very open, flowing style, more a linked series of individual actions than a cohesive attack. In the confined corridors of Space Hulks and building complexes this becomes even more extreme. This is reflected in the game by the Harlequin player allowing one model per turn to perform a Solo, giving the Harlequin an additional 3 APs. At the start of each turn the Harlequin player place a Solo marker next to the model who is to use the extra points that turn.

The chosen model now gets 9 APs in which it must attack. At least 1 AP must be used to attack the enemy player by engaging an enemy in close assault, you cannot simply move the model nine squares or stand and fire nine times. The Harlequin may not end a Solo on overwatch or assume defensive stance.

A Harlequin may not perform a Solo in two consecutive turns but must be given to a different Harlequin each turn. To aid memory it is best to leave the command marker next to the Harlequin until the beginning of the next turn. Obviously the player doesn't have to use all three of the points and may opt to use none at all.

A Harlequin may only be selected for a Solo if it is able to spend at least 1 AP in close assault with an enemy. The Harlequin who is performing the Solo MUST make every attempt to close assault an enemy during his Solo. The Harlequin player can not declare a Solo and then not even try to engage an enemy in close assault. If at the end of the Solo the Harlequin did not spend 1 AP in close assault, then the Harlequin player may not perform a Solo on his next turn, and the Harlequin who failed his Solo does not get any APs on the next turn. Great shame is brought to the Masque when a Solo is uninspiring, and the penalties are heavy for failure to dance death over an enemy.

Introducing Troupers and Troupe Leaders

A typical Harlequin Masque consists of Troupers who are lead by skilled Troupe Leaders. These are the standard Harlequin that enter battle for the dance, and for the kill.

Troupers dress brightly, and are uniquely flamboyant. They are only lightly armoured; however, their natural aerobic skill combined with their anti-gravity flip belts make them an extremely difficult to hit with targetted weaponry. Dancing between bullets and incoming blows is the greatest dance of all, on the stage of life and battle.

Troupe Leaders act in a similar role as Sergeants, overseeing the battle, and lending their consummate experience to the fray. They are often armed with the Harlequin's Kiss, having sufficient experience in the use of the deadly weapon during close quarters fighting.



Image: A Harlequin Trouper armed with a Shuriken Pistol and a Chain Sword. Painted by Luke Wilkinson.

Introducing Death Jesters

Death Jesters are the heavy weapon specialists of the Harlequin Masque. They are as agile as all other Harlequins, and combined with their flip belts, they are able to move and fire unrestricted. A Death Jester armed with any heavy weapon may make move and fire actions as per the AP table for Harlequins. Ignore the usual move and fire characteristics of the Missile Launcher when it is being carried by a Death Jester.



Image: A Death Jester armed with a Shuriken Cannon.

Introducing Great Harlequins

The Great Harlequin is the overall leader of the Masque. There can only ever be one Great Harlequin for each Masque. If another Harlequin becomes sufficiently skilful, he will leave and found a new Masque. The Great Harlequin is always armed with a Power Sword, Shuriken Pistol, and wears a Domino Field. He has the option of some other rather unique weapons that make him an elusive foe.



Image: A Great Harlequin armed with a Shuriken Pistol and a Power Sword.

Introducing Solitaires

Even amongst the Harlequin, little is known about Solitaires. They seem to act on their own agenda and freely choose to join a Masque for as long as they feel necessary. There are rumours that a Solitaire has no true soul to speak of. There can only be one Solitaire in any Harlequin Masque as they truly do work alone.

Solitaires are not able to perform a Solo. While they do work with the Masque, they are not truly a part of the Masque, and are not able to take their place in the performance with individual recognition.

A Solitaire moving at full speed appears to be a blur of light. This unnatural speed gives the Solitaire two unique abilities.

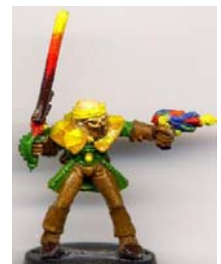


Image: A Solitaire armed with a Power Sword and Shuriken Pistol. Painted by Luke Wilkinson.

Blistering Speed

A Solitaire may move two squares with blistering speed for 1 AP. The direction of movement is not important, but the movement must not be interrupted by any other action. The Solitaire can not fire while moving at blistering speed. Not only is the Solitaire able to move further than most other models, blistering speed also allows the Solitaire to move so fast that it can avoid some overwatch fire. If the Solitaire is crossing a junction that is guarded by an enemy model on overwatch, he can run at blistering speed past the junction too fast for the enemy to fire. However, if the Solitaire is running towards an enemy model on overwatch with blistering speed, the enemy model is still able to take a shot every second square that the Solitaire moves. In effect, blistering speed allows the Solitaire to move a free square before it pays 1 AP for the second square moved. While in the free square the Solitaire is safe from overwatch fire.

Death Step

A Death Step is similar to the Death Dance, but it is only an action that a Solitaire can perform due to his phenomenal speed. During the Solitaire's turn if he defeats an enemy in close assault then he is allowed to step into the square that the enemy occupied for OAP. The Death Step is still counted as an action and the Solitaire can be fired upon by enemy models in overwatch. The Death Step must be performed immediately after the victorious Close Assault, otherwise the Solitaire loses the opportunity to do so. The Death Step allows the Solitaire to continuously charge into melee as he chooses. Note that the Death Step does not give any close assault bonuses as it is merely a free movement action. A Solitaire can perform a Death Dance like all other Harlequin if he chooses.

Soulless

Solitaires are immune to all forms of Terror. They are also immune to Smite and Control from the Psychic Attack cards. The Brain Bursta Attack has no effect on them either.

HARLEQUIN WARGEAR

Domino Field

Worn by the most powerful of Harlequins, the Domino Field creates a more complex distortion pattern than a normal Harlequin Holosuit, shattering the wearer's image into a cloud of blindingly brilliant shards of multicoloured light. The wearer is harder to hit with ranged weaponry, and in addition, any model attacking the wearer in close assault must subtract 1 from each dice roll.

Dread Mask

The Dread Mask contains a psychic pickup that detects the worst fears of the wearer's enemies and amplifies them, sending shivers of terror through them. A model wearing a Dread Mask projects an aura of horror about him and is able to Strike Terror to enemy models that gain LOS to the Harlequin wearing the Dread Mask.

Force Claw

A Shadowseer is always armed with a single Force Claw, allowing him to channel his psychic energy into his close assault blows. The Force Claw is similar in all other respects to other Force weapons and is subject to the same rules that affect Force weapons. Some Shadowseers practice a technique where they charge their Force Claw with an incandescent glow and wave it rapidly before them. Onlookers see an extremely bright curtain of energy that drips colourful balls of power. They usually don't see much more after witnessing the Shadowseer's creative display as their mesmerised minds are too slow to react to prevent their own deaths.

Harlequin Plasma Pistol

Harlequins have advanced technological knowledge that even the Adeptus Mechanicus can not fathom. They are able to harness plasma weapons with greater efficiency than other races. A Harlequin armed with a Plasma Pistol can fire once per turn, rather than waiting for the weapon to recharge on the next turn. Once the Harlequin has fired the Plasma Pistol place the green recharge counter next to the model. At the start of the next turn remove the counter and the Harlequin may fire once more. The Harlequin Plasma Pistol is a far deadlier weapon than that used by other races. It packs a similar punch to most other Plasma Guns; however, it does not give any close assault bonuses to the Harlequin.

Harlequin's Kiss

This terrifying weapon is the Harlequins' trademark. 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.

However, the Harlequin's Kiss is a weapon with a drawback, sometimes the wire gets caught inside the victim's body and can leave the Harlequin wide open. After killing an opponent the Harlequin player rolls a d6. On a score of a 1 the Kiss gets caught inside the victim and the Harlequin must spend 1 AP to free it. If it happens during the opponent's turn place a jammed marker next to the Harlequin, the Kiss can not be freed until the Harlequin player's next turn and the Harlequin will lose Defensive Stance. The Harlequin's Kiss is not a fast weapon and therefore is not of great use in a Deathdance where speed of the blows counts. This double-edged weapon, a danger for opponent and wielder alike, typifies the Harlequin ideal.

Phase Field

Harlequin warp technology allows the wearer of a Phase Field to shift between realspace and the webway. The wearer can use the Phase Field once per turn by paying at least 2 APs. The wearer can then shift through the webway and teleport through the Space Hulk at one square per AP point spent. The Phase Field is able to teleport through any section effect, including a Miasma. The exit square must be empty for the wearer to step out of the webway. The wearer can choose to step into a section effect, but will immediately suffer the consequences of being in an affected section.

Shuriken Cannon

The heavy version of the Shuriken weapon is the favoured armament of the Death Jester. Laying down a devastating hail of discs, the Death Jester gracefully twists and turns leaving destruction and death in his wake. On the battlefield Death Jesters have earned a fearsome reputation. Death Jesters provide vital long range support during an assault on a Space Hulk, covering the Harlequins advance and checking flank attacks by the enemy. The great agility of the Death Jester combined with the use of Flip-Belts enables them to make every move look effortless.

Shuriken Cannons in overwatch roll two dice per shot. The Shuriken Cannon jams if a double is rolled.

Shuriken Pistol

The Shuriken pistol is another favoured weapon of the Harlequins. The Shuriken pistol works by using a gravitic reaction to propel circular discs with mono-molecular cutting edges. These discs slice through armour or bone and every burst of fire catapults a hail of the discs at the enemy.

Tanglefoot Grenades

Used by the Harlequin, these grenades cause a micro negative gravity effect over an entire section. The gravity disruption violently shakes like a mini earthquake and unsettles the balance of all models on the section. Models that are 'hit' by a Tanglefoot grenade are not killed, instead they are immediately knocked prone. A common tactic for many Troupers is to throw a Tanglefoot grenade into a section before they whirl into close assault and dance death over the fallen enemy. A prone model may use APs to get up from being prone, or CPs.

Vortex Grenades

Vortex Grenades erupt with a split second burst filling the section with raw warp energy. Models that are hit are dragged into the warp and rent asunder from the chaotic forces around them. Survivors barely manage to keep a firm grip of their souls in normal material space. A Vortex grenade instantly removes any other normal section effect marker, but has no effect on psychic markers.

HARLEQUIN TURN SEQUENCE

- Declare Solo
- Use Action Points (Main Phase)
- Roll to move Vortices
- Roll for additional Section Effect damage
- Roll for Decay of Psychic Effects
- Dispersal of Psychic Effects
- Remove next player's Overwatch counters and Section Effect Markers

MARINE RULES

Introducing Grey Knights

Grey Knights have already been introduced to Space Hulk through the Genestealer Rule Book. They are equipped to face and overcome Daemonic covens of Chaos and other creatures that spread evil from the Warp. Each Grey Knight enters battle with his own personal hand-crafted copy of the *Libra Daemonicus* prominently displayed in a beautifully decorated ceraminte case fastened to his breastplate. To many, their monastries are memories as they are often deployed for decades at a time serving the Emperor in distant quadrants of the galaxy.

All Grey Knights are Psykers. They are immune to normal forms Terror, but they are not immune to a Pariah's Terror. Grey Knights are superior warriors, and their presence always signifies an enemy of raw psychic power.

Dressed in Aegis Terminator Armour with a Psychic Hood, they wield impressive Nemesis Force Weapons. These weapons can channel psychic energy, and additionally, they can be fired upon an attacker in close assault if the round of combat was drawn. Refer to the Ranged Weapons Table for the extra free attack. A Grey Knight Sergeant is usually armed with a Nemesis Force Sword which allows him to parry. The presence of a Grey Knight Sergeant allows the Marine player to add 2 CPs to his roll.

Grey Knights are sometimes sent to accompany regular squads of Librarians, although not in full strength. It is common to see one or two Grey Knights attached as special advisors during tough campaigns. Any more than two Grey Knights requires the presence of a Grey Knight Sergeant to coordinate the battle. It is extremely rare to see a full squad of five Grey Knights in battle, against all but the most powerful of Daemons.

Grey Knights have the following Psychic Power that they can use;

Psychic Blast

Range: 12

Target: One enemy model in LOS and FA (except a Pariah).

Cost: 1 AP and discard at least 1 Psychic Attack Card.

Effect: The Grey Knight may choose to lay down as many Psychic Attack Cards as he wishes. He adds the close assault bonuses generated by the cards and fights a round of close assault with the chosen enemy as if he were facing the front square of his enemy. If the Grey Knight wins the psychic battle, the enemy model's brain is burnt out and dies. Performing a Psychic Blast is a draining procedure. Regardless of whether the Grey Knight wins or loses, he must immediately end his turn and can't use any further APs or CPs until his next turn. He may still defend himself with Force and Aura cards, and in close assault.

Rapid Fire

All Marines are expertly trained at using their basic side-arm; the Bolter. While other races are able to use a Bolter, none can do so as efficiently, or effectively as a Space Marine. Space Marines are trained to strip and reassemble their weapons under water in the dark on zero gravity worlds. They have such an intimate bond with their weapon that they consider it an extension of their hand rather than a foreign object.

Any Space Marine wearing Power Armour and armed with a Bolter may pay 4 APs to Rapid Fire. He is allowed to stand and shoot his Bolter up to 6 times without moving or breaking for any other action. The first 4 of the Rapid Fire shots are considered actions, so the Marine can be fired upon if he is standing in enemy overwatch. However, the last 2 shots are not considered actions and can not draw any more overwatch fire from enemies. All other normal rules and restrictions apply for the 6 shots.

A Space Marine may use CPs before he enters Rapid Fire; however, he can not use any CPs after he has finished his Rapid Fire. Therefore he can not enter overwatch with CPs or react to an enemy during their turn. Players need to be aware which Marines performed Rapid Fire during their turn so they don't continue to react with CPs. Rapid Fire can only be performed during the Space Marine's turn. He can not Rapid Fire during an enemy turn with CPs.

Terminus

Often in particularly deadly missions, a Space Marine may set Terminus if he is armed with Crack Grenades. Taking a single grenade out, he primes it for detonation, but keeps a firm hold of it in his hand. Only when the Space Marine is killed does the Crack Grenade detonate blowing him internally to bits and pieces. The purpose of this is two-fold. Firstly, to prevent his body being stolen by enemies so they can perform rites of heresy against it. Secondly, if he was killed in Close Assault then his attacker must take an immediate roll against being hit by a Crack Grenade. If the attacker fails the roll, then it too is killed along with the Space Marine.

A Space Marine killed by Ranged Weaponry will still detonate with a muffled blast, but it is only confined to the square that he was standing in, presenting no immediate danger to other models around him. Setting Terminus is a last, desperate action that a Space Marine can take to inflict agony on his enemies. No other races can ever set Terminus. They are not as strong-willed or as determined to sell their lives with zealous glory like a Space Marine is born and bred to do.

Space Marine Wargear

CYCLONE MISSILE LAUNCHER

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 if he is attacked in close assault he gets a -2 modifier to his roll.

The Cyclone is typically armed with 6 Crack and 6 Plasma Missiles for a broad range of offensive and defensive options, although it can be rearmed when purchasing from the Force List. A Cyclone can never be reloaded on the battlefield as this requires the entire removal of the Terminator Armour. The Marine player has to choose his targets carefully with such a limited supply of ammunition, and to also keep track of all the missiles he has fired.



Image: Terminator with

Firing Quick Shots

A Marine can only fire a Quick Shot with a Crack Missile. It is not possible to fire a Quick Shot with a Plasma Missile. When firing a Quick Shot, the Marine does not use the Cyclone's Guidance System. He chooses to forego accuracy for a quicker shot that can be fired when moving and turning, or even on Overwatch. The hit rolls to destroy his target are not as good when firing a Quick Shot. If the Marine has no Crack Missiles left he is not able to fire a Quick Shot or enter Overwatch with the Cyclone.

Cyclone on Overwatch

The Marine can choose to enter Overwatch with the Cyclone if he has at least 1 Crack Missile left. The Marine player must state that the Overwatch is for the Cyclone, not the Storm Bolter. It is not possible for a Marine to be on Overwatch for both weapons at the same time. In all other respects the normal rules for Overwatch apply. A target will be fired upon with a Quick Shot if it performs an action within the Marine's LOS and Range of 12 squares. If the Cyclone runs out of Crack Missiles during Overwatch then the Marine can choose to automatically continue the Overwatch onto his Storm Bolter instead. The Marine can always voluntarily drop out of Overwatch if he chooses, and he is not forced to fire at a target more than 12 squares away while in Overwatch.

Firing Guided Shots

When firing a Guided Shot the Marine is using the Cyclone's Guidance System to accurately track the target for a better chance to hit. Both Crack and Plasma Missiles can be fired as Guided Shots. The Marine player needs to state which missile he is firing and the intended target before any dice are rolled. Move and fire options are not allowed with Guided Shots.

Firing a Salvo

The Marine can choose to fire a Salvo of at least 2 missiles up to the number he has remaining. The Salvo can deliver a deadly hail of missiles almost instantaneously, but it is a risky option that can knock the Marine prone from the combined reverse thrust. When firing a Salvo the Marine resolves the first missile fired, then the second missile, and so on until he chooses not to fire any more missiles in that Salvo. He does not need to initially declare the number of missiles or targets that he is firing in the Salvo, but he must fire at least 2 missiles. New targets in the Marine's LOS that are revealed as a result of an earlier missile hit may be fired upon with later missiles. The Marine may fire more than 1 missile at the same target if it survives an earlier strike. At the end of the Salvo, the Marine player must roll a dice and get at least the number of missiles fired or higher or else he falls prone from the thrust blast. Example: If 4 missiles were fired in a Salvo, the Marine player needs to roll a 4, 5, or 6 for the Marine to stay on his feet, a roll of 1, 2, 3 means that the Marine has fallen prone. Note that firing 7 missiles in a Salvo will automatically knock the Marine prone. All rules for being prone apply, in addition the Marine can not spend any more APs or CPs until his next turn. He is too disoriented from the shock wave to immediately react.

Malfunction

The Cyclone can only Malfunction if there is at least 1 missile remaining. If the Marine is killed by any means, roll a dice. On a roll of 1 the Cyclone Malfunctions with a large blast. All models and features on the section must roll to see if they are destroyed. If the Marine is involved in a round of close assault and the result is a draw, then roll a dice. On a roll of 1, the Cyclone has been struck and Malfunctions. The Marine and his attacker are both automatically killed, while all other models and features on the section must roll to see if they are destroyed in the blast.

TARANTULA MOBILE SUPPORT WEAPON



Image: Side and Top views of a Tarantula Mobile Support Weapon with twin-linked Las-Cannons and operating Marine.

The Tarantula is a devastating weapon that is more commonly seen on open battlefields rather than the confined interior of Space Hulks. It provides deadly heavy support that can be almost impenetrable in defensive positions, as such it can sometimes be useful to mount a Tarantula along key junctions when establishing a perimeter on protracted Space Hulk incursions. The Tarantula consists of twin linked Las-Cannons that are mounted upon a suspensor platform that has been reinforced with armour shielding to protect both the weapon and user. It has a few modes of fire that are usually lethal to most targets, however, the biggest drawback is the lack of free mobility within the tight corridors and junctions of the Space Hulk. The Tarantula is capable of turning, but sometimes at a severe cost when it has restricted space that makes it difficult for the barrels to swivel along a horizontal plane. When given an open Field of Fire it cuts down most enemies as they step into sight, capable of rebelling wave after wave of fanatical attacks.

All Space Marines are trained to use a Tarantula, but it can only be operated by a Marine wearing Power Armour. The Marine plugs the Tarantula into his Power Armour and effectively becomes one with the weapon. He has a display screen that shows all targets being tracked as well as the status of other vital weapon systems. Even the Marine's own bio-data can be viewed as his Power Armour acts as an information uplink feed into the Tarantula. The Tarantula occupies 2 squares, while the Marine takes the controls and fills a third square. All movement is effectively treated as a unit of 3 squares.

Line of Sight

The Marine always maintains his own LOS from his square as the normal rules dictate. The Tarantula does not block LOS in any way to or from any model in the game. However, when firing with the Tarantula, the Marine must use the Tarantula's LOS which may or may not be different from his own. LOS for the Tarantula is taken from both squares that the control unit and barrels occupy, NOT the square the Marine is occupying. It has built in target acquisition systems and can sense most electromagnetic spectrums for itself, requiring the Marine only to choose which targets to fire upon.

Fire Arc

FA for a Tarantula is based on the forward 90 degree arc from the square that the barrels occupy. Due to the presence of barrel cameras, the Tarantula is able to shoot at targets that are only visible from the barrel square. The Marine, or control unit do not need to have their own LOS to shoot. Similarly, there may be targets in LOS to the Tarantula's control square that are not in the FA of the Tarantula. These targets can not be fired upon.

Firing a Normal Shot

A Marine can only fire the Tarantula at a target that is in its FA and LOS. The weapon can not move and fire; however, the resulting shot is extremely deadly. The rate of fire for a Tarantula using Normal Shots is sufficient for it to keep firing indefinitely as the huge power packs are never drained to critical levels between shots.

Firing on Overwatch

The Tarantula can be placed on Overwatch; however, the power of each shot is decreased to compensate for the increased rate of fire. All normal rules for Overwatch apply and the Marine can voluntarily drop the Tarantula out of Overwatch if he chooses. The Marine does not have to fire at targets that are more than 12 squares away. The Tarantula does not jam in Overwatch as its onboard regulators maintain a steady supply of power for the Las-Cannons to be effective.

Firing a Barrage

When surrounded by multiple targets within the Tarantula's FA, the Marine may choose to fire a Barrage. This awesome display of firepower lays down curtains of laser shots that fill the entire FA (similar to an Assault Cannon) in a swift sweeping motion. The individual shots are not nearly as powerful as a Normal Shot, but they blanket the FA so that every model must roll to be destroyed. The Marine player must keep shooting each target (models and features) within the FA and roll for it to be destroyed. He can choose the order in which the targets are hit, and newly revealed targets that are also within the FA are then subject to being hit. If a target survives then it will block LOS to any other targets that are behind it as appropriate. The Barrage ends when there are no more targets in the FA, or the only remaining targets have all survived being hit. Firing a Barrage drains the Tarantula's power to critical levels so the Marine player must place a 'fired' counter next to the model. At the start of the Marine's NEXT turn, flip the counter over to 'recharging'. The counter is removed at the start of the Space Marine's following turn and the Tarantula can once more resume firing.

Self Destruct

A Tarantula can Self Destruct in 3 ways. Automatic and Timer Self Destruction can be prevented if done in time. Terminal Self Destruction is instant and final. When Self Destructing, the Tarantula affects the section it is in. If it happens to be in 2 sections at the same time, then both sections are affected. Destroying a Tarantula will prevent Automatic and Timer Self Destruction, if done in time.

Automatic: If the Marine operating the Tarantula is killed, the bio-sensors on the Tarantula automatically set it for Self Destruct. The Imperium dictates that it is far better to sacrifice the weapon than to see it turned against them in enemy hands. During the Section Effects Endphase when rolling for additional damage on the Space Marine's NEXT turn, the Tarantula will violently explode. However, this can be prevented if the Marine player is able to get another Marine in Power Armour to take over the controls of the Tarantula. The Marine must face the Tarantula from the Marine square and pay 1 AP to plug himself into the Tarantula. This prevents the Self Destruct sequence. The new Marine must put aside his previously carried personal weapons in the storage clip and can then use the Tarantula as normal.

Timer: A Marine can unplug himself from the Tarantula at the cost of 2 APs which then starts the Automatic Self Destruct sequence. The Marine player can then take his stored weapon and make a hasty retreat from the impending blast. As with Automatic Self Destruct the Tarantula will explode at the end of the Space Marine's NEXT turn. The Marine player can always try and reverse this if he is able to have any Marine (including the original Marine) plug himself into the Tarantula at the cost of 1 AP to take control again. This type of Self Destruction is favoured if the Marine is about to be overrun by the enemy but he has the possibility of escaping while the enemy are caught in the blast. Note that Marines may swap control of the Tarantula, but when they do so the Timer is activated, so they can't waste valuable time in the exchange of controls otherwise the weapon will detonate with certain destruction!

Terminal: A Marine can set the Tarantula to Self Destruct Terminally while he is still plugged in for the cost of 1 AP. This desperate act is usually performed if he is about to be overrun with numerous enemies and no chance for escape. The effect is instantaneous. The Marine may also activate Terminal Self Destruct instead of defending when he is about to be close assaulted for 0 APs, but he must have LOS to the enemy that is attacking him. He must announce this before any dice are rolled.

Destroying the Tarantula

The Tarantula can be destroyed if either square that it occupies is hit. It is not destroyed if the Marine is killed, as this merely puts it into Automatic Self Destruct sequence. The Tarantula has its own entry on the Ranged Weapons table to be destroyed. If Blast is cast on the Tarantula then it is destroyed and it will act as a feature for the Blast effect. The controlling Marine will be killed if he is caught in the Blast. A close assault of 6 on either square will also Destroy the Tarantula. A Destroyed Tarantula will not Self Destruct in any way, even if it was on Self Destruct before it was Destroyed. A Destroyed Tarantula will not otherwise harm the Marine, but he will lose his original personal weapons that were stored on the Tarantula. From then on the Marine is unarmed, unless he has been equipped with any Grenades.

APs, Effects on the Marine, Hybrids, Chaos Marines

A Marine operating the Tarantula has 4 APs per turn. The Tarantula itself does not get any APs. CPs can be spent on the Marine if desired and as required.

When purchased from the Force List, the Tarantula comes with a Power Armoured Marine to operate it. This Marine has a Bolter that is stored in the weapons clip built into the Tarantula. If the Marine abandons the Tarantula for Self Destruction then he can take the Bolter with him. Otherwise his Bolter is lost if the Tarantula is Destroyed or Self Destructed for any other reason.

The Marine operating the Tarantula can unplug himself for 2 APs and take his Bolter to use as normal, but he must plug himself back in for 1 AP before the Self Destruct sequence detonates.

A Marine can not be the target of a ranged attack if he is fired upon from the Tarantula's FA. He is too well shielded by the heavily plated control console to be hit. The Tarantula must first be destroyed before the Marine can be hit from the Tarantula's FA. Of course, any attack made at him from outside the FA is treated as normal as he can not gain the benefit of protection from the Tarantula. Section Effects include both the Marine and Tarantula where appropriate, and each must roll separately. If a Section Effect targets the Marine only, then the Tarantula is safe and vice versa. However, if the Marine is killed, then the Tarantula will initiate Automatic Self Destruct as per normal.

A Marine operating a Tarantula can barely defend himself in close assault. If he is close assaulted while operating (plugged into) a Tarantula then roll a single dice. The Marine is Automatically killed on a roll of 1 to 5. If he rolls a 6, then he has just managed to fend off the attack.

Hybrids can not use a Tarantula. They may be able to enter the control square if it is vacant, but the Self Destruct sequence will already be operating. Chaos Marines similarly can not use the Tarantula. Though they are familiar with how to operate one, they do not have the codes required to plug themselves in and stop the Self Destruct sequence.

Moving the Tarantula

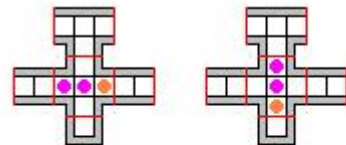
The Tarantula can move into a front square for 1 AP, and into a back square for 2 APs. All squares that it moves into must be vacant, and there must be a clear path along each of the 3 moving squares. The Tarantula can move into a side square for 3APs, as long as all the new squares are vacant.

Turning a Tarantula 90 degrees when in a 3 square wide room or corridor section costs 1 AP, and is performed as a pivot about the centre square. However, the whole block of 9 squares must be vacant for this to take place.



Unobstructed 90 degree turn.
Cost: 1 AP

Turning a Tarantula in a cross-road corridor of 5 squares costs 2 APs when the control square is used as a pivot. All 5 squares must be vacant for this to take place.



90 Degree turn in a cross-road.
Cost: 2 APs.

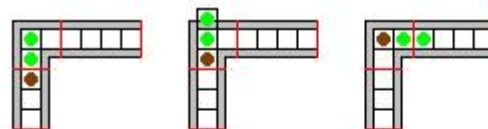
Turning a Tarantula in a T-junction corridor of 4 squares costs 3 APs after first paying 1 AP to 'move' the barrel square into the wall. In reality the barrels are inclined at a sharp angle to allow the Tarantula to complete the turn. The control square is once again used as the pivot. All the squares that the Tarantula moves into must be vacant. A Tarantula can not end its move with the barrel square 'in the wall'.



90 Degree turn in a T-junction.
Cost: 1 AP to put the barrel square in the wall then, 3 APs for the turn.

This type of turn must be taken as two consecutive actions. Even CPs can't be used on another Marine to interrupt the turning sequence.

Turning a Tarantula in an L-shaped corner of 3 squares costs 4 APs after first paying 1 AP to 'move' the barrel square into the wall. The control square is once again used as the pivot. All the squares that the Tarantula moves into must be vacant. A Tarantula can not end its move with the barrel square 'in the wall'. Note that a Tarantula can only negotiate this type of corner by using at least 1 CP, as it will require 5 APs to complete the move.



90 Degree turn in an L-shaped corner.
Cost: 1 AP to put the barrel square in the wall.
then, 4 APs for the turn.

This type of turn must be taken as two consecutive actions. Even CPs can't be used on another Marine to interrupt the turning sequence.

If a square that the Tarantula is not moving into is blocked in one of the previous corridor sections, then that section is treated as though it were a corridor section of one type worse than it is.

Example: If a Tarantula is approaching a cross-road section that has a door ahead and wants to turn right, then it must pay 1 AP to move the barrel 'into' the door square, then 3 APs just as if it were cornering a t-section. However, if the door is open, then it only pays 2 APs once it has moved the control square into the centre of the cross-road corridor section.

MARINE TURN SEQUENCE

- Roll for Command Points
- Draw new Psychic Attack Cards
- Discard Psychic Attack Cards
- Use Action Points (Main Phase)
- Roll to move Vortices
- Roll for additional Section Effect damage
- Roll for Decay of Psychic Effects
- Dispersal of Psychic Effects
- Remove next player's Overwatch counters and Section Effect Markers

MUTANT RULES

Even amongst the genetic diversity of Tyranids and Genestealers, the Hive Ships continue to adapt and refine their species. They sometimes produce mutant versions of stock creatures in an attempt to perfect their combat abilities.

Many mutations are flawed and the creatures are wiped out in battle, or even devoured by the Hive Ship. However, some mutations prove to be successful and the mutated creatures are encountered by other races where they wreak havoc during battle.

The purpose of this page is to showcase some mutant Tyranid and Genestealer creatures, and to provide combat statistics for them to be used in Space Hulk games.

You can adapt the ideas given here to include your own mutated creatures for your games.

Mutant Tyranid Warrior

Departing from the standard six limb construction, this Tyranid Warrior has eight limbs. There are six arms; two support a Deathspitter, two wield Boneswords, while the remaining two are standard Tyranid Claws.

APs: 6 as Tyranid Warrior

Hit As: Tyranid Warrior

Close Assault: Front = $3d + 3$ with 2 Parries; Left or Right = $2d + 2$ with 1 Parry; Rear = $2d + 1$

Notes: Treat as a Tyranid Warrior in all respects (CPs, etc). Armed with two Boneswords and a Deathspitter.



Mutant Genestealer

This mutated Genestealer has an extra two arms that wield Boneswords.

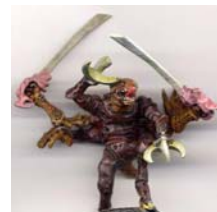
It also has an extended torso comprising of two standard Genestealer carapaces. This is a vicious Genestealer that can bust its way through most enemies in close assault.

APs: 6 as Genestealer

Hit As: Genestealer

Close Assault: Front = $4d + 2$ with 2 Parries; Left or Right = $3d + 1$ with 1 Parry; Rear = $3d$

Notes: Treat as a Genestealer in all respects. Can be introduced via a lettered blip. Armed with two Boneswords.



Hybrid Genestealer-Tyranid

Comprised of a Genestealer torso and Tyranid head, this creature is also armed with a Deathspitter. It seems that the Hive Ship may have intended for a smaller creature designed to carry a Deathspitter, with the intelligence of a Tyranid.

APs: 6 as Genestealer

Hit As: Genestealer

Close Assault: Front = $2d$; Left or Right = d ; Rear = d

Notes: Treat as a Tyranid with respects to CPs as this creature has the mind of a Tyranid, even though it is physically more Genestealer. Armed with a Deathspitter.



Hybrid Tyranid-Genestealer

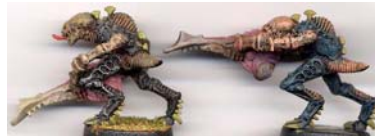
Similar to the previous design; however, this creature has Tyranid Claws and two Boneswords making it stronger in close assault.

APs: 6 as Genestealer

Hit As: Genestealer

Close Assault: Front = $3d + 2$ with 2 Parries; Left or Right = $2d + 1$ with 1 Parry; Rear = $2d$

Notes: Treat as a Tyranid with respects to CPs as this creature has the mind of a Tyranid. Armed with two Boneswords.



Genestealers with Deathspitters

These two Genestealers have both mutated so they are armed only with Deathspitters. Lacking the fierce close assault abilities of other Purestrain Genestealers, they provide some heavy firepower for a brood caught in a firefight against superior weaponry.

APs: 6 as Genestealer

Hit As: Genestealer

Close Assault: Front = d ; Left or Right = d ; Rear = d

Notes: Treat as a Genestealer in all respects. Armed with a Deathspitter.

Genestealers with Boneswords

These Genestealers have mutated so that a pair of arms on one side of their body have been replaced with a single arm wielding a Bonesword. This is a rare variety of mutation, and generally it does not produce Genestealers who are any more combat effective than their normal Purestrain Brood. They have been reported attacking heavily fortified areas where the Boneswords are capable of smashing through barricades and other defensive shields even faster than ordinary brute force of claw.

APs: 6 as Genestealer

Hit As: Genestealer

Close Assault: Front = $2d + 1$ with 1 Parry; Left = $2d$; Right = $d + 1$ with 1 Parry; Rear = $2d$



Close Assault: Front = $2d + 1$ with 1 Parry; Left = $d + 1$ with 1 Parry; Right = $2d$; Rear = $2d$

Notes: Treat both as Genestealers in all respects. Armed with a single Bonesword each, along with their natural weaponry.



NECRONS

The Necrons, an alien race ancient beyond imagining, are awakening from their sixty-million year dormancy to plague the living once more. Thousands of immortal, soulless warriors have risen from dusty stasis-tombs, intent on preying on the teeming species of the galaxy. Their miraculous technology was far in advance of any contemporary equivalent long before the Eldar, reckoned the oldest among races, had even come into existence. Although the Imperium of Mankind has only recently acknowledged the Necron's reappearance, their monstrous Gods feasted upon colossal stars before the planets themselves were born. Silent mechanical warriors that specialise in terror attacks, the Necrons prey on every other race to use them as cattle for their Gods and masters. Humanity must prepare itself to battle the arcane powers that Necrons possess, with their efficient weapons and phase shift technology, they are an elusive opponent from another time, and another world.

Necrons are somewhat slow and steady on the battle field. They move surely, but never hurriedly. Necrons never gain or use CPs in any way. They merely continue their ghostly march down the halls and rooms of their tombs, or even Space Hulks. All Necrons are immune to any form of Terror.

Self Repair

Many Necrons possess the ability to Self Repair even some of the most horrendous battle field damage. Their skin and skeletal bone structure is comprised of a living metal that meshes wounds together and keeps the Necron alive to fight later rounds of battle. Countless enemy squads have stood over charred piles of Necron Warriors only to watch them Self Repair and stand up again to fight! Only the surest of firepower will sufficiently blast them into fragments from which resurrection is impossible.

Ranged Weapons marked with (NR - No Repair) on the Ranged Weapons Table do not allow a Necron to Self Repair. Hits from these weapons are enough to prevent the Necron from reforming. Similarly, if a Necron is killed in Close Assault by a weapon or creature that has (NR) on the Close Assault Table, then it can not Self Repair. These Close Assault attacks are sufficient to rip apart a Necron beyond Self repair. All automatic kill weapons are considered to be (NR) weapons.

When a Necron with Self Repair is killed from an attack that does not prevent Self Repair, place the Necron model face down, off the board, near the square that it was killed. At the start of the next Necron Turn each Necron that was killed is checked to see if it Self Repairs. The Necron must be within six squares of the same type of Necron that is alive, or, it must be within 12 squares of any Tomb Spyder. The Necron player then rolls a dice and must score equal to or higher than its Self Repair roll to live again. If the Necron makes the Self Repair roll then turn it face up to represent it regenerating. Necrons that are face up can not be attacked with a target weapon, or in close assault, as they are still 'off the board' and are not considered as being prone. Regenerating Necrons are not considered to be alive for any other fresh Necrons who are killed. At the start of the next Necron turn, all regenerating Necrons are considered to be alive again, and may return to play from the square that they were killed. If this square is blocked, then the Necron may return to play in an adjacent square if available, otherwise it may not return to play and is destroyed. A Necron will immediately suffer from the effects of any section effect markers that are in play as it returns to the board. Once a Necron has returned to play it is considered prone, and must pay the appropriate amount of APs to stand up and continue its turn as normal. All regenerating Necrons are placed prone on the board before the Necron player starts his turn.

If while a Necron is off the board as dead or regenerating, and the section the Necron is in takes a hit, then the Necron also suffers from the effects. Any 'off the board' Necron will automatically take another hit. Face down Necrons are destroyed, while face up Necrons are either destroyed, or turned face down depending if the weapon was a (NR) effect or not. Repeated heavy fire is one sure way to snuff out the Necron's ability to Self Repair. Any Vortex that hits a section with 'off the board' Necrons in it will automatically destroy them all.

Phase Out

If the Necron Force is ever reduced to 25% or less of its original number, then it mysteriously Phases Out leaving ghostly smoke in its wake. The opposing force will usually score an immediate victory (depending on the mission criteria) as the Necrons vanish into thin air. Tomb Spiders and Pariahs are not counted as part of the Necron Force for the Phase Out rule to take effect. The Phase Out test is taken at the start of the Necron Turn before any Self Repair rolls have been made, any 'off the board' Necrons are considered killed for the purposes of the Phase Out rule, even those that are ready to return to play.

Introducing Necron Warriors

Warriors make up the core of a Necron Force, and are used as front line troops in assaults. Although they do not move very fast and they are slow with close assault blows, they make no sound, and eerily march at a steady pace with only the echoes of their footsteps preceding their arrival. They are reasonably well armoured, and wield the deadly Gauss Flayer which is capable of destroying any target that it fires upon. However, probably the most unnerving aspect of their composition is their ability to stand up moments after receiving a hit that would kill most creatures with flesh and blood.

Necron Warriors have 4 APs, and need to roll a 4 for their Self Repair roll.

Introducing Immortals

Immortals were among the first servants of their gods to give themselves over to eternal life. Casting off their flesh, and their souls, they are giants with gleaming bodies that wield the lethal Gauss Blaster. Tougher and stronger than Warriors, Immortals are elite troops in a Necron Force, and they are used with precision in most attacks.

Immortals have 4 APs, and need to roll a 3 for their Self Repair roll.

Introducing Flayed Ones

Flayed Ones are twisted and ghoulish terrors of the night. Thin and wiry, they adorn themselves with the wet hides of their victims as a sign of derision for the flesh that they once cast off from themselves. They attack with long taloned claws that can strip the skin from their prey in seconds. They are nightmarish creatures of horror that cause revulsion in Close Assault. Any enemy model that can be Struck with Terror which is in Close Assault with a Flayed One must subtract 1 from its Close Assault roll. The model is not actually Struck with Terror, but it is distracted by the gruesome visage before it. Models that are not affected by Terror do not suffer from this Close Assault penalty.

Flayed Ones have 4 APs, and need to roll a 4 for their Self Repair roll.

Introducing the Necron Lord

The Necron Lord not only leads the Warriors into battle, it is also the focus of all the mysterious Necron energy that shimmers about a battlefield. Glowing fires of soulless fury burns in its eye sockets as they radiate their endless millenia of power about them. They are often garbed in the crumbling attire of their former lives as a symbol of mockery to all creatures that bleed from cut flesh. Necron Lords are capable warriors that wield a Warscythe, and are often equipped with an array of unforgiving wargear that is ruthlessly efficient, allowing the Necron Lord to carry out his murderous plans with ease.

The Necron Lord has 6 APs, and needs to roll a 3 for his Self Repair roll. Note that the Necron Lord can attempt a Self Repair roll regardless of how far it is from any other Necron.

Introducing Wraiths

Wraiths are floating killers that coexist in the real and immaterial world. They shift in and out of phase with their fluttering movements and are able to drift along a corridor faster than most other Necrons. Their spines are extremely elongated and fluid, enabling them to strike out in close assault and deliver fatal shocks with their claws and tail. Wraiths do not use Ranged Weaponry as they are built to deliver extreme pain with their hands that are constructed sharper than scalpels.

Wraiths are able to move through closed doors, bulkheads, crates, rubble, and other features, with no movement penalty. They do not have LOS through a closed door until they have moved through it. Wraiths can not move through a square that is occupied by another model (friendly or foe), and they can not end their turn being 'inside' a solid object. They can move past a Proximity Plasma Grenade without detonating it, through a Power Field Generator, and they can move through a Miasma. Other section effects block a Wraith's movement as normal - a Wraith can not move into a Flamed section, Vortex, Stasis, etc.

Wraiths have 6 APs, and need to roll a 3 for their Self Repair roll.

Phase Shifting

Wraiths are able to avoid many lethal attacks aimed at them as they Phase in and out of realspace. When a Wraith is hit with a Ranged Weapon, the firing model must roll to score another hit to check if the shot actually killed the Wraith while it was Phased in the material plane. This second hit roll is not actually a shot, it does not use extra ammunition, and it does not count as an action. In addition, the second hit roll does not Jam Overwatch or Malfunction any weapon. The second hit roll purely determines if the original shot actually killed the Wraith. If the original shot misses the Wraith then there is no need for the second hit roll. A model firing at a Wraith can take as many shots as it likes, but it must always make a second hit roll for shots that hit to determine if the Wraith is killed. Naturally, more powerful weapons are likely to kill a Wraith as opposed to weaker weapons that may hit a Wraith, but not actually kill it.

Weapons and effects that automatically kill a Wraith do not need a second hit roll. They hit the first time.

A Wraith's ability to Phase Shift also works during Close Assault. If a Wraith loses a Close Assault, it may have Phased out just in time to avoid the killing blows. Both models roll for a second round of Close Assault to determine if the Wraith was able to Phase out. If the Wraith loses again, then it is killed. If the second round of Close Assault is drawn, or the Wraith wins, then it managed to Phase out and avoid being killed. The second round of Close Assault is not actually a combat as such, it is only used to determine if the Wraith was actually killed from its previous loss. The second round does not count as an action, and the opponent can not be defeated in any way during the mock second round of Close Assault. If the original Close Assault was drawn, or the Wraith won, then naturally there is no need for the second round of Close Assault.

A Wraith will be killed in Close Assault (no need for a second round) if it loses to a Patriarch, Hybrid Psyker, Hive Tyrant, or Zoanthrope (all Psychic), or if a model armed with a Force Weapon channels some psi energy into the blow. Psychic opponents are able to reach into the immaterial world and sever the Wraith's life energy. Note that a model with a Force Weapon must have augmented the original blow with some psi energy to guarantee a kill against the Wraith, otherwise it will have to roll for a second round to check that the Wraith did not Phase out. Augmented psi energy is able to slice a Wraith apart.

Wraiths are elusive creatures that are able to cheat death many times over. It is particularly demoralising for enemy troops to kill a Wraith and then watch it regenerate minutes later to stalk them once more!

Introducing Pariahs

Pariahs are elite Necron troopers who are able to interfere with enemy Psykers' abilities to effectively channel from the warp. A Pariah is armed with a Warscythe making it a very competent opponent in close assault and ranged firing.

However, a Pariah is at its best when it is confronted with enemy Psykers. A Pariah is considered to have an infinite supply of Force and Aura cards at its disposal that it may use (within the normal psychic rules) against any enemy psychic effect that targets it. This effectively means that a Pariah will automatically nullify an enemy psychic attack that is directed towards it as the casting model will eventually run out of Force cards to reinforce its own attack. In other words, a Pariah is immune to all psychic effects as it automatically dispels the effect. In addition a Pariah that walks into an existing section effect (if the effect does not block movement) will dispel the effect as it walks into the section. Enemy psykers feel the disturbing presence of a Pariah and know that they can not affect it with their powers. They know that it is futile to waste their powers on a Pariah as they will be annulled by the skeletal horror. Note that a Pariah can not use the Aura ability to prevent death by normal weapons, it can only nullify psychic effects.

Furthermore, a Pariah can use this nullifying ability even if a Zoanthrope is using a Psychic Scream to silence all other Psykers. It is important to note that a Pariah IS NOT psychic, it is instead able to nullify all psychic attacks against it. In addition Force weapons can not channel psychic power when used against a Pariah. They may be used normally as a close assault weapon as they are still powerful weapons in their own right, but they can't take advantage of the psychic might that can be pumped through them. Finally, when an enemy Psyker first gains LOS to a Pariah it is Struck with Terror. Psykers are not indomitable, and even the most powerful feel a sick sense of loss when confronted with a creature that they can not affect. The Psyker can only defend itself in close assault or defend itself with Force or Aura cards until its next turn. It loses all remaining APs and can not use CPs, just as the normal rules for Striking Terror dictate. Even the mightiest of Grey Knights, and the most bloated Patriarchs will stop at the first sight of a Pariah. They find it disconcerting that a creature with no presence in the warp can exist, and are momentarily shaken. Enemy Psykers that survive a turn being Struck with Terror will not be affected for the rest of the mission/campaign as they manage to keep their fears in check.

Unlike other Necrons, Pariahs can not Self Repair. Once they are killed, they are dead and take no further part in the mission. They are not counted as part of the Necron force for the Phase Out rule to take effect, but they will Phase Out with the rest of the force if it does so. Example: A Necron force initially consists of 16 Warriors, 4 Immortals, and 4 Pariahs. Even though there are 24 models, the Phase Out rule works on 25% of 20 as the Pariahs are excluded. At the start of each Necron turn if there are 5 or less Warriors/Immortals (regardless of the number of Pariahs remaining), then the whole force will Phase Out and probably lose the mission.

Introducing Destroyers

Destroyers use anti-gravity technology allowing them to drift across a battlefield providing long range heavy support. A Destroyer is basically the torso of a Warrior that has been fused to a heavily armoured skimmer platform. The platform supports a Gauss Cannon for often needed massive firepower against larger enemy targets. Destroyers are able to withstand greater punishment from targetted weapons; however, they are not as well shielded against section effect weapons.

A Destroyer occupies four squares on the Space Hulk board sections, just as a Chaos Dreadnought does. This means that it can not travel down narrow corridors that are only one square wide. It must stay in the wider corridor sections or rooms where it has some freedom of movement. This is important to consider when playing missions that require the Necron force to enter play using only one square wide entry passages, as the Destroyer will not be able to enter the board!

A Destroyer has LOS from all of its four side squares, and its Fire Arc projects in a 90 degree arc from the four squares in front of it, just as a Chaos Dreadnought does. A Destroyer can be seen or targetted by an enemy if any of its four squares can be seen or targetted.

Destroyers are not slowed by rubble on the Space Hulk. Their ability to hover above the surface of the Hulk allows them to drift over rubble without hinderance to their movement, but they are not allowed to drift over any other model at all whether they are friendly, foe, or prone.

Heavy Destroyers are similar in all respects to a Destroyer. The only significant difference is that they are armed with a Heavy Gauss Cannon. This weapon is extremely powerful, and can bring down small buildings with ease. It is not commonly found in tight confines as it has a relatively slow rate of fire due to the massive amounts of energy that it withdraws from the skimmer platform to recharge it.

Both Destroyers and Heavy Destroyers have 6 APs, and they need to roll a 3 for their Self Repair roll.

NECRON WARGEAR

Disruption Field

Disruption Fields allow the claws of a Necron to grasp and pulse with an unnatural energy. Their claws are able to seemingly warp the armour and skin of all that they touch, and tear apart the defences of an enemy during Close Assault. Disruption Fields give Necrons some useful power in Close Assault combat that compensates for their lack of speed. Flayed Ones in particular are able to benefit from the extra arcane might of the Disruption Field.

Gauss Flayer

The Gauss Flayer is the most basic of Gauss weaponry. It is the standard weapon used by the Necron Warriors, being very reliable and ancient in its design. When fired it produces a focussed bipolar magnetic field, and anything that the weapon is targetted at is pulled towards the gun on a subatomic level. Simple combat attachments on the gun aid in close assault, but the true power of the weapon is the fact that it can destroy most medium to sized targets with one hit.

Gauss Blaster

The Gauss Blaster has twin linear accelerator chambers, giving the weapon a deadlier punch than the standard Gauss Flayer. The Blaster is usually carried by elite troops who use it with devastating effect. As well as being the oldest technology in the galaxy, it is also the most reliable; a Gauss Blaster will never Jam in Overwatch.

Gauss Cannon

Usually mounted on Destroyers, the Gauss Cannon is a heavy support weapon that is capable of ripping apart enemy vehicles, and armoured columns. It is a weapon that is not often seen on Space Hulks, but it is sometimes used to guard vital chambers within stasis tombs. A Gauss Cannon does not Jam in Overwatch.

Heavy Gauss Cannon

The Heavy Gauss Cannon is the pinnacle of Gauss weaponry. It can only be mounted on Heavy Destroyers as they provide the ultimate firepower against any enemies daring to stand before a Necron force. The Heavy Gauss Cannon does not Jam in Overwatch as it is far more efficient than the weaponry of the flesh and blood races.

Nightmare Shroud

Necron Lords sometimes wear Nightmare Shrouds to summon unspeakable horrors into their enemies' minds. They can activate the Nightmare Shroud for 1 AP during their turn, and the effect lasts until the end of their turn. Any model that gains LOS to the Necron Lord will be struck with Terror as per the Terror rules, lasting until the start of the model's next turn. The Nightmare Shroud can never be activated during an enemy's turn for any reason as the Lord needs to generate the initial propagation of wavelike dread that emanates from the Shroud.

Phase Shifter

A Necron Lord may possess a Phase Shifter which works exactly the same way as a Wraith's ability to Phase Shift. The Necron Lord seems hazy and indistinct, as though he were not completely corporeal. Ranged Weapons must make a second hit roll to see if they kill the Lord, just as a Wraith. Enemies in Close Assault must roll for a mock second round to see if they kill the Lord, again, just as a Wraith. The Phase Shifter does not give a Necron Lord the ability to move through solid objects like a Wraith. It is a protective device against all types of attacks only.

Resurrection Orb

The Necron Lord is able to augment the Self Repair systems of all Necrons within 6 squares of him (including himself). Any 'off the board' Necrons within range of the Lord may attempt Self Repair rolls even if they were destroyed by a Weapon labelled as NR, or by a Close Assault enemy with an NR ability. The Resurrection Orb can be a powerful tool to help the Lord regenerate his fallen Warriors even after they have been subjected to catastrophic damage. If the Lord is destroyed and fails to Self Repair then the Orb becomes useless. A Vortex will still prevent a Necron from trying to Self Repair as it leaves no remains to regenerate.

Veil Of Darkness

The Necron Lord can summon a dark ethereal breeze that twists about him, then envelopes him, and teleports him to any other square within a range of 12 squares. He can teleport through any section effect at all, including psychic section effects, and even a Miasma. The Lord can only teleport himself and the effect is immediate. However, the cost of such rapid transportation is high. If the Necron Lord uses the Veil Of Darkness then he can do nothing else for his turn. It must be the only action he takes, effectively costing all of his APs. If the Necron Lord has taken any single prior action then he can not use the Veil Of Darkness.

Warscythe

The Warscythe is built for use in Close Assault where its blade is able to phase through real space and penetrate into the armour of a vehicle. Warscythes can quite easily shear the legs from a Dreadnought, or cleave Terminator Armour in two. In addition the Warscythe also has a Gauss Blaster built into the shaft! Only powerful Necron characters use a Warscythe as it requires a higher level of skill to wield with full effect. The Warscythe uses the Gauss Blaster statistics on the Ranged Weapons Table. It does not Jam in Overwatch as it is by far a more superior weapon than most.

NECRON TURN SEQUENCE

- Check for Phase Out
- Return regenerated models to the board prone
- Make Self Repair rolls for each face down Necron
- Use Action Points (Main Phase)
- Roll to move Vortices
- Roll for additional Section Effect damage
- Roll for Decay of Psychic Effects
- Roll for Dispersal of Psychic Effects
- Remove next player's Overwatch counters and Section Effect Markers

ORK RULES

Orks are mostly a wild and unpredictable race. They are abundant in many parts of the galaxy and often raid drifting Space Hulks for some plunder. They have a warlike nature that can see them fighting against old friends, and even themselves. Orks share only one common view about life as the Space Marines do – that Tyranids are an abomination to life itself. Even Orks are disgusted at how the Tyranids capture their clan brothers and strip their genetic stocks for spare parts. Many Orks have died fighting the Tyranid invasion, and many more are ready to die to save their own unique Orky culture from extinction.

Gretchin are closely related to Orks, and they usually follow their Ork Bosses around in packs with heroic worship. Orks encourage their Gretchin with the subtlety of a slave master, and they are known to cheer the Gretchin on in the front lines of battle to absorb the first rounds of enemy fire.

All Orks and Gretchin have 5 APs each per turn. They are not able to use CPs.

Cheering On!

Orks and Gretchin are able to cheer each other on during battle. They can feed from the morale that their mob creates and perform extra actions that allow them to boast of heroic or stupid actions after the combat has ceased. If an Ork or Gretchin model has LOS at all times to another Ork or Gretchin model, then it may be able to cheer that model on. The model that is Cheering On is not allowed to spend any APs at all.

However, because of the extra motivation and effort that it puts in to supporting its battle brother, the Ork or Gretchin model that is being Cheered On gains an extra 2 APs. An Ork or Gretchin model can be Cheered On by many other Ork or Gretchin, provided that they are always in LOS at all times. Cheering On a Gretchin Bomber's Suicidal Run is not possible, as the Gretchin is sufficiently pumped up for its final few seconds of life.

Introducing Ork Boyz

Orks usually call themselves Boyz. Boyz are the troops who live to plunder and fight, and drink, and boast, and drive fast. Many are armed with Bolt Pistols and a close assault blade, while others prefer bigger, louder, heavy weapons. They usually have a few grenades at their disposal for use in tight situations. The Boyz are the backbone of an Ork force, and are also the masters of the Gretchin. Each mob of Boyz will have an even larger mob of Gretchin surrounding them. Boyz have naturally tougher hides and combined with their flak armour, they prove annoyingly difficult to kill. The Boyz brutal nature in savage hand to hand fighting gives them a basic close assault factor of $d - 2$ unless they are holding a combat blade of some type.



Image: An Ork Boy armed with a Bolt Pistol and Close Assault Blade.

Introducing Ork Nobz

Some Orks aspire to be leaders amongst the mob. They come to power by any and all means necessary to take command over a small crew of Boyz. These Nobz are usually somewhat smarter and a lot tougher than their rivals. Nobz often get first choice of the loot, and are usually armed with Kombi Weapons that incorporate Orkish ingenuity and cunning. They are more capable in close assault, and can never be struck with Terror. They are the Sergeants of Orkish armies, though they do value self preservation in high regard as opposed to self sacrifice.



Image: An Ork Nob armed with a Kombi Bolter - Grenade Launcher and Close Assault Sword.

Introducing Weirdboyz

Ork Weirdboyz are psykers. They are often dragged along into battle by the Nobz to provide psychic support. Most Weirdboyz are afraid of their power and are very reluctant to use it. They need to be escorted by Minderz (see below) who encourage the Weirdboy to use his powers. Weirdboyz can be of any psychic level, but even 4th Level mastery does not give them any better control over their own powers. At the start of the game roll a dice and deal that many psychic cards to the Ork player. He can only use the cards if a Weirdboy is converted in play. At the start of EACH turn that a Weirdboy is in play, the Ork player must discard his entire hand, and then roll a dice to see how many more cards he is able to draw. Random fate is often the key to a Weirdboyz' power, so every turn he will never be sure how many cards he has, or what they will be.

If the Ork player has more than one Weirdboy in play, then add 1 to the dice roll to see how many cards he is dealt each turn. The Weirdboyz then share the cards as Hybrids and Space Marines normally do.

Psychic Power

The Weirdboy is able to use two Psychic Powers.

Brain Bursta

Range: 8

Target: Any model in LOS.

Cost: 1 AP and all remaining Psychic Attack Cards.

Effect: The Weirdboy releases massive amounts of raw warp energy focused straight at the target model. The target is automatically destroyed, unless it can play an Aura card. Force cards and Aegis Hoods are not enough to stop a Brain Bursta attack. Once the attack is resolved, the Ork player must roll a dice. If the result is a 1, then his Weirdboyz' head explodes as a side effect of the raw warp material that was concentrated through him. Brain Bursta is unstoppable.

Waaaaaaaagh!

Range: The entire map, except for any sections that may be isolated by a Miasma.

Target: All Orks and Gretchin, except for the casting Weirdboy.

Cost: 7 APs and all remaining Psychic Attack Cards.

Effect: The Weirdboy is an accumulator of all of the latent psychic energy of the Boyz. As they are whipped into battle frenzy, their psychic energy grows stronger, and the Weirdboy froths with pent up Orky power. If a Weirdboy is Cheered On, he can cast the Waaaaaaaagh across the entire Hulk releasing his power to touch all of his battle brothers. Until the start of their next turn all Orks and Gretchin gain +1 on all rolls to hit with ranged weaponry, +1 on all close assault rolls, -1 to be hit by ranged weapon fire, -1 to be hit by psychic attacks, +1 AP each, and finally, they are immune to all effects of Terror. The Waaaaaaaagh can only be cast ONCE per game regardless of how many Weirboyz are in the Ork Force. The Waaaaaaaagh is a gross display of Orky power and can prove to be a deciding factor in cut throat missions.

Introducing Minderz

Minderz have no special powers as such, but they have the responsibility of taking care of the Weirdboy. Many Weirdboyz grow up with the same pair of Minderz and form a special relationship with them. Minderz are considered as normal Boyz on the Close Assault Table, armed with their respective weapons. A Weirdboy must ALWAYS have LOS to a Minder, or be in the LOS of a Minder for the Weirdboy to function as normal. If the Weirdboy is not able to see, or be seen by a Minder at the end of the Ork turn, he will panic. The Weirdboy may complete his current turn as normal; however, at the start of the next turn the Ork player must roll a dice and consult the table.

Dice Roll

Out of Control Effect for the Weirdboy

- 1 The Weirdboy stands still and does nothing. He only defends himself from attacks.
- 2 The Weirdboy will only spend his APs on moving to the nearest Ork, then he defends.
- 3 The Weirdboy will try and kill the nearest enemy model with any means at his disposal.
Once achieved, he stands still and does nothing, except defend himself from attacks.
- 4 The Weirdboy will only use psychic powers this turn. No other Actions are possible.
- 5 The Weirdboy refuses to use any psychic powers this turn, otherwise he is normal.
(This includes Force and Aura cards)
- 6 The Ork player has normal control over the Weirdboy this turn.

If there are any disputes about what the Weirdboy will do, then the benefit will go to the Ork player.

Weirdboyz will not do obviously suicidal things, but they will walk into overwatch if it means getting closer to another model. They will not directly kill another Ork or Gretchin to reach an enemy, but they can kill another Ork or Gretchin that gets caught in an effect cast by the Weirdboy. If during an out of control turn the Weirdboy is seen by or sees a Minder, then immediate control is regained over the Weirdboy.

The Ork player needs to take very good care of the Weirdboy and his Minderz. If both Minderz are killed, then the Weirdboy will be out of control for the rest of the mission. There is no time during a mission for a Weirdboy to form a close bond with another new pair of Minderz. It is possible to purchase more than 2 Minderz for the Weirdboy from the Force List, but they do not come cheap.

Introducing Gretchin

Gretchin follow the Boyz mob around and scavenge any left over loot from the plunder. They are commonly armed only with a Shotgun. Other weapons of greater power are often confiscated by the Boyz for their own use. Gretchin have a close assault factor of d – 4, making them weak opponents in hand to hand fighting. They are not as tough as other creatures, and can be cut down in numbers by most weapons. However, their dedication is strong and they often giggle as they charge into battle with great numbers. They even laugh when they see their own comrades die in comic fashion!



Image: A Gretchin armed with a Shotgun.

Gretchin Bomber

Occasionally some Gretchin are very eager to prove themselves as superior warriors. They agree to wear a powerful bomb strapped to their chest and are able to detonate it in a destructive blast. The fact that they do not survive the blast is secondary to the hero status they earn as a result of their bravery. A Gretchin Bomber can detonate the bomb on his chest for 1 AP. He can also detonate the bomb for 0 AP before

rolling for close assault if he is attacked, provided that he has LOS to the model attacking him. A Gretchin Bomber is otherwise the same as a normal Gretchin.

Gretchin Bomber Suicidal Run

A Gretchin Bomber is able to perform a Suicidal Run. Before the Gretchin Bomber has been activated, the Ork player can declare that the Gretchin Bomber is going to perform a Suicidal Run. The Gretchin has 10 APs with which it can ONLY move, no shooting or other specialised actions are allowed. It is allowed to open doors to continue moving. However, the Gretchin Bomber must at some stage during his Suicidal Run detonate the bomb that he is carrying. He does not need to use all 10 APs, but if he has not already done so, the last AP must be used to detonate the bomb.

Looting The Dead

Gretchin are masters at looting dead bodies on the battlefield in the hope that they find good gear to use. In fact if it wasn't for their looting ability, they would barely be armed with any weapons as their Ork masters rarely ever supply them with any good wargear at all. Gretchin are numerous creatures that are easily killed, but their reckless sense of scavenging allows them to take advantage of their numbers to swarm over dead bodies and claim items of wargear, including better weapons.

It costs a Gretchin 2 APs to loot a dead body when it is standing in the square of the body. A Gretchin can not loot a body if there is an enemy model adjacent to the dead body square. Otherwise the Gretchin may loot a body even if it is in LOS of an enemy model and being fired at from Overwatch! The body must have been killed in the Ork players current turn, otherwise the chance to loot is lost.

To successfully loot a body the Ork player needs to roll a dice and score a 6. Most dead bodies are often smashed to bits in the intense heat of battle, so Gretchin need good fortune to help them find useful items. Vortices do not leave dead bodies at all, so naturally it is impossible to loot anything after a Vortex has dissipated. If the loot is successful, the Gretchin may select and take only one item of wargear, or weapon that the dead body carried. He may then immediately use it by spending further APs. A Gretchin will always swap his Shotgun for a new Ranged Weapon! He can not carry both weapons at once.

Gretchin can only loot bodies that carried wargear or weapons that they can use. They will not waste time trying to loot Tyranid or Necron bodies, as they know that they will not find anything that is useful to them. In addition, they can only loot the following weapons: Bolter, Bolt Pistol, Lasgun, Laspistol, Plasma Gun, Plasma Pistol (not the Harlequin version), any type of thrown Grenades, Proximity Plasma Grenades, Power Field Generators, Kombi Bolter-Grenade Launcher, any type of Gretchin specific weapon or wargear that is listed below on this page.

Looting The Dead requires that players will have to make some type of note as to where dead bodies fell during each Ork turn. Spare coins or counters can be used as place markers if it is likely that there will be many dead bodies, otherwise players can agree to remember from round to round. A dead body can only ever be looted once, regardless of whether the loot was successful or not. The looting rules are not meant to be too cumbersome, so if you find they are slowing down your games, then don't use them.

Introducing Orks vs Genestealers

In games where an Ork force battles against Genestealers, the Orks can be represented using their appropriate models. After the Genestealer force has been decided, both players can bid for the number of points they have to construct the Ork force. The lowest bid gets to be the Orks, and the player can then go about choosing his force from the list with the number of points that he bid.

These types of games are handled as a Space Marine vs Genestealer game in all other respects. The Ork models are placed and the mission is then played.

Introducing Orks vs Space Marines (or Chaos, or Harlequins, etc)

When an Ork force battles against a Space Marine (or Chaos or Harlequins) force, the Orks can sometimes enter play as blips. There are 8 Ork blip tokens, and 14 Gretchin blip tokens. Before play begins both players can construct the Ork force by listing six different options for the Ork and Gretchin blips. The Ork player chooses his reinforcement blips at the start of his turn (in a similar way to Genestealer reinforcements) and places them at the entry areas. However, the Ork player is not sure what each blip represents UNTIL the blip is converted. All that the Ork player knows is which blips are Ork blips, and which blips are Gretchin blips. Orks are chaotic



creatures by nature and are haphazard in the way that they plan attacks and run through drifting Hulks.

Image: Ork and Gretchin Blips.

When an Ork or Gretchin blip is converted, the Ork player rolls a dice, and consults the appropriate list. The models are then placed as their identity has been confirmed. It is possible that the next blip to be converted will be exactly the same as the first blip if the dice roll is the same. If there are not enough models to represent the new blip, then the Ork player has to re-roll until the new blip can be placed as the models it represents. In the rare case that there are no appropriate models, the blip is lost and can be considered as a false alarm similar to Genestealer Ambush blips.

All blips are treated in a similar way to Genestealer blips in regards to LOS, movement, and conversion. All blips have 5 APs, and are as tough as an Ork to hit with weapons, even if the blip represents Gretchin models.

ORK WARGEAR

Close Assault Blades

Favoured by Orks, these monomolecular edged weapons are used during close assault. There are many variants to the basic theme, some look like axes, others resemble knives and even meat cleavers. Ork Nobz usually wield swords as a show of status and rank. These are not power swords or force swords so there are no fancy parrying manoeuvres allowed.

Force Spear

Used only by Weirdboyz, the Force Spear is a Close Assault weapon that can channel psychic energy. The Weirdboy may enhance his close assault bonus by laying down as many cards as he likes and adding them to his close assault dice roll. While it is similar in all other respects to normal force weapons, it can not be used by any other psyker other than a Weirdboy. It takes a special kind of Orky understanding to swing a Force Spear.

Gretchin Bomb

A Gretchin Bomb is a huge explosive device that is strapped to the chest of a Gretchin volunteer. It explodes violently with a mix of chemical, poison, fragmentation, plasma, melta, and anything else that was available at the time of construction. Place a Frag marker on the section that the Gretchin Bomb exploded in, to be removed at the start of the Ork player's next turn. LOS is blocked while the Frag marker is on the board. The Gretchin may detonate the bomb at a cost of 1 AP, or he may detonate the bomb for 0 AP instead of defending in close assault. He must have LOS to his attacker to do this.

Kombi Bolter – Grenade Launcher

This Kombi Weapon combines both features of the standard Bolter, and also the Grenade Launcher that is built into a Power Glove. The Kombi Weapon can not fire both barrels at the same time. The Ork player must state which of the barrels is going to fire when he chooses to shoot the Kombi Weapon. It can shoot each barrel in the same turn, provided that each shot is a separate action. All the normal statistics for each weapon apply as per the Weapons Table. The Grenade Launcher is typically armed with 10 Plasma Grenades, though it can be reloaded to take most other types of Grenades.

Shokk Attack Gun

Being unlike most other weapons in the galaxy, the Shokk Attack Gun epitomises the unique savagery that Orks possess. It is a huge gun with three gyro-wheels that spin around the barrel to create a rift into the Warp. This projection field is then aimed at the target, where the Shokk Attack Gun's ammunition - a Gretchin - is discharged. The Gretchin is propelled through the Warp and materialises inside the target, killing both the Gretchin and the target. Large targets are easier to hit, so the Shokk Attack Gun is an excellent weapon to take down Dreadnoughts and Terminators. Even if the Gretchin misses its target, it may still materialise from the Warp in an adjacent square where it discharges its psychotic energy from travelling through the Warp.

To fire the Shokk Attack Gun, there must be a Gretchin in an adjacent, unblocked square to the Ork with the Gun. It does not matter if the Gretchin has already been activated during the turn or not. The Gretchin is automatically sucked into the Gun and is shot towards the target through the Warp. If the Shokk Attack Gun hits, both the Gretchin and the target are killed. Enemy models may only fire on Overwatch at the Ork model with the Shokk Attack Gun if they can see the Ork. They can not fire until after the Shokk Attack Gun shot has been fully resolved.

However, if the Shokk Attack Gun misses, roll a dice and consult the scatter-diagram to see where the Gretchin may materialise. If the square is blocked by an inanimate feature (not rubble), then the Gretchin is pasted from the inside-out all over the feature and is killed. Similarly, if the square is a wall space, the Gretchin is killed. If the square is occupied by ANY other model, then a hit roll must be made against that model to see if it is killed by the materialising Gretchin!

	6	
4	T	5
	3	

- 1 or 2 Gretchin is lost in the Warp
- 3 Target's Front Square
- 4 or 5 Target's Left or Right Squares
- 6 Target's Rear Square

If the Gretchin materialises in a vacant square, then it MUST immediately attack the original target with all of the rage it can muster. The Gretchin is beyond sane from its moments spent in the Warp and explodes in bestial fury, attacking the target in close assault. Regardless of whether or not the Gretchin has been previously activated, and before ANY other action can take place (even enemy Overwatch fire) the Gretchin makes one free close assault against the target. But, because the Gretchin is beyond hyper-enraged it gains + 6 on its close assault roll making it a formidable foe still dripping with raw Warp power! If the Gretchin survives the close assault round, it can not take any further actions until the next Ork turn as it has expended more than its fair share of energy in a burst.

After the Gretchin's round of close assault, enemy models may first fire at the Gretchin from Overwatch, then secondly, they may fire at the Ork with the Shokk Attack Gun if they were initially able to do so when it fired, and if they can still see the Ork. Enemy models on Overwatch can not fire twice at both the Gretchin and the Ork. If they are able to see both the materialising Gretchin and the Ork, then they can only shoot at one target. This will always be the Ork if they were initially able to make an Overwatch shot on it, otherwise it is the Gretchin. It is possible for an Ork to fire a Gretchin in front of it, with the Gretchin materialising so that it blocks LOS from the Ork to the model on Overwatch. Therefore, the enemy model on Overwatch can, at best, only shoot at the Gretchin after it has close assaulted the target, and not the original Ork who fired the Gun.

Shotgun

The standard Shotgun is usually an overbored, single barrel weapon that is capable of shooting different types of shells. It is a common weapon that is readily available throughout the galaxy, and is mostly used for hunting purposes. Shotguns are not a relatively powerful weapon for Space Marines or other armed forces to use; however, they are often used by Gretchin who do not have access to other more powerful weapons. Most Gretchin have ready access to the basic armour piercing shells that consist of hardened slugs or dum-dum rounds. Although a Shotgun is capable of firing Hellfire shells, it is rare for a Gretchin to obtain any. Their Ork bosses usually confiscate such finds for their own Heavy Bolters instead.

ORK TURN SEQUENCE (As Blips)

- Draw and place Reinforcement Blips
- Discard all Psychic Attack Cards
- Roll a dice for new Psychic Attack Cards and draw them.
- Use Action Points (Main Phase)
- Roll to move Vortices
- Roll for additional Section Effect damage
- Roll for Decay of Psychic Effects
- Dispersal of Psychic Effects
- Remove next player's Overwatch counters and Section Effect Markers

TYRANID RULES

Although Genestealers are the bioconstructs of Tyranids and act independently of them, Tyranids are sometimes found on Space Hulks for many reasons. Some may have been isolated from their Hive Fleets in hasty escapes. Others may have been assigned as a special force to protect a fledgling Brood through the

currents of the Warp. In any event, the Tyranids are awesome warriors that send shivers of formidable dread down the spines of even the battle hardened Space Marines.
All Tyranid models have 6APs each per turn (Except the Hive Tyrant).

Introducing Tyranid Warriors

Tyranid Warriors tower over the heads of Space Marines. They are fast, deadly, impossibly strong, and cunning. Though they are psychically attuned to the Hive Mind, they do not share or participate in the Genestealer's Brood intelligence. Therefore, Tyranid Warriors do not use Psychic Powers, and they can not influence Reinforcement Blips. They are usually armed with at least one hideous bioweapon or sometimes more. Tyranid Warriors have stronger and tougher carapaces than Genestealers, in many ways better than Terminator Armour. They have their own column to be hit on the Ranged Weapons Table.



Image: Tyranid Warrior armed with Deathspitter

Before playing the mission, both players can agree to use some of the lettered blips to represent Tyranid Warriors. A typical blip would either have 1 or 2 Tyranid Warriors armed with either 2 Boneswords, or a ranged bioweapon. Do not overuse Tyranid Warriors in a force unless the Marine player has superior firepower to deal with their presence. If the bidding system for missions is used, then this will not be a problem as the players can decide for themselves what they think will be an appropriate force required to complete the mission.

Tyranid Warriors entering play as blips are treated as though they are normal Purestrain blips. They do not get any benefits of being a Tyranid Warrior until they are converted

Gaunts and Squigs

Hordes of smaller Tyranid bioconstruct creatures often accompany the larger Warriors. They are typically smaller than a Space Marine, very fast and agile. They do not have the sheer bulk or toughness of larger Tyranids, but their numbers can swiftly overrun unsuspecting enemies. Due to their speed and small size, all Gaunts and Squigs are relatively hard to hit with ranged weaponry, effectively requiring the same roll to hit as a Purestrain Genestealer for targeted shots. However, when caught in section effects they are much more easily destroyed requiring the same roll to be hit as a Hybrid does. They have their own column to be hit on the Weapons Table.

Introducing Termagants

Termagants usually propel themselves forward on four legs and can be armed with a Fleshborer, Devourer, Strangleweb, or Spike Rifle. They are often found in numbers and can be deadly in packs. Blips of Termagants usually number at least 2 to 4 creatures. Space Marines need to be very cautious around a swarm that has so many models capable of firing back.



Image: Termagant armed with Fleshborer.

Introducing Hormagaunts

Hormagaunts bound along on two legs and usually have two sharp Scything Talons ready to cut their enemies into confetti. They are the most agile of Tyranid bioconstruct creatures and can leap along corridor walls and ceilings, sometimes even faster than overwatch can react to. They are very similar to Termagants, but they do not generally use ranged bioweapons. Hormagaunts use their great speed and agility to close in quickly on their enemies and tear them to shreds with swift strikes of the Scything Talons. A typical Hormagaunt blip has at least 3 to 6 creatures all ready to run.

Hormagaunt Leap

A Hormagaunt can pay 2 APs to Leap over its forward facing square. It can not Leap over an enemy model or section effect, but it can Leap over another Genestealer or Tyranid model, including blips, and also crates and rubble. The square the Hormagaunt lands in must be empty, otherwise it can not perform the Leap. A Hormagaunt can Leap over a square that would normally be in LOS for overwatch without being targeted.

In this manner, a Hormagaunt can also Leap down a corridor to rush a Marine who is on overwatch. The Marine can not take an overwatch shot at the Hormagaunt while it is leaping in the air, he can only shoot when the Hormagaunt lands.

Introducing Squigs

Squig bases are comprised of tens to hundreds of smaller bioconstruct creatures that are often the genetic leftovers of the Tyranids other creations. Typical Squig creatures can be as small as a toe or as tall as a knee, and they collectively form a tangle of living, crawling organisms that exist merely on a primordial level. A Squig base will consume most waste matter it passes, regardless of whether it is alive or inorganic. They effectively serve as biocleaners that recycle resources on a Space Hulk. A Squig blip is only ever converted to be 1 base of Squig creatures, their special abilities are listed below.

Squig Facing, LOS, Close Assault, Movement, Regeneration.

A Squig base is always considered to only have a forward facing, it has no side or rear squares. It has LOS in all directions.

Due to the size of the individual Squig creatures being small, Squig bases DO NOT block LOS to or from any other model on the board. This is important, as the Genestealer player can not hide more powerful models behind Squigs without being seen. Squigs are not big enough to provide sufficient cover, so other blips behind them will be converted.

Similarly, Squig bases do not block shooting of any ranged weapon or psychic attack. Any Model can shoot over Squigs to other models that are within LOS. Squigs can be targeted as normal, so the shooting player must declare if he is targeting the Squig base or a model behind it. Many enemies fall to Squigs when they are too preoccupied at shooting larger and more dangerous targets behind them.

Squig bases do not close assault as other models normally would. They try to crawl all over the enemy model while tearing, ripping and devouring to process the organic matter. This does not affect game mechanics so a Squig base will roll d - 3 in close assault to see if it wins, or otherwise. If a Squig base wins a close assault against an organic enemy (not doors, crates, etc) during its turn, then it must immediately stop and can take no further actions for the turn. The Squig creatures are too busy devouring the fresh kill to continue spending their remaining APs.

Any Tyranid or Genestealer model CAN pass through a square occupied by a Squig base without harm or penalty. Similarly, a Squig base can pass through a Tyranid or Genestealer square without penalty. Note that a Squig base, Tyranid, or Genestealer model can never end its move sharing a square with another model. The special movement can only take place while passing through the shared square. No other action, other than a movement action, can be taken when a model is sharing a square with a Squig. When a Squig moves through a rubble square it must pay the extra AP like other models do. However, when it leaves the rubble square, the rubble counter is removed entirely from the board. The Squig creatures have actively consumed much of the rubble freeing the square for unhindered movement. Crates and doors block Squig base movement. They must wait until the obstacle is removed before they can continue on their way.

Squig bases that are killed in close assault, by targeted weapon, or targeted psychic attack, are not entirely dead. While many of the creatures may have been killed, the remaining creatures on the Squig base actively consume them to remultiply. The Squig base spends its entire next turn regenerating. During this time it does not block movement for enemy models. If the section the Squig base is regenerating in takes a hit from any section effect that causes damage, then the Squig base is killed before it can regenerate. The following turn after regeneration, the Squig base is able to continue to move as normal since it has fully healed. If an enemy model is standing in the square of a regenerated Squig base, then it is knocked prone to an adjacent square of the Genestealer player's choosing. If there is no empty adjacent square, the enemy model is automatically killed as the Squig creatures permeate even Terminator Armour. The Squig base then has its full APs to spend for the turn. Any friendly models standing in a regenerated Squig base square must be moved to an adjacent square, otherwise they too are automatically consumed by the ravenous Squigs!

Section effect weapons and psychic attacks will remove a Squig base if killed. The devastation is sufficient to kill all of the Squig creatures entirely.

Some mission objectives require the total destruction of a Tyranid force as victory conditions for the Space Marines. If the last remaining models on the board for the Tyranid player are Squig bases, then the Space Marines have won. It is a routine procedure for the Space Marines to mop up stray Squig bases once the more deadly opponents have been destroyed.

Introducing Lictors

Lictors are the advance scouts of a Tyranid attack force. They have extremely acute sensory organs that allow them to see, hear, and even taste their enemy before they come into contact with them. A Lictor also has the ability to change its appearance with chameleon like scales so that it can remain near invisible. It is the perfect creature designed to flush out and infiltrate enemy positions before the main swarm of Tyranid creatures can arrive to deal swift death.

If both players agree, then you can use Ambush Blips to introduce Lictors into the Space Hulk. They typically lie in wait until the enemy have passed, and can then attack vulnerable rear guard positions. When an Ambush Blip is converted roll a dice. On a result of 1, the Blip is revealed to be a Lictor. This will require both players to designate before the game begins the nature of Ambush Blips. It may be confusing to use Purestrain Genestealers, Hybrid Magi as well as Lictors on the Ambush Blips.

Lictors are usually unarmed, however, they are extremely deadly in close assault. Their huge talons are able to puncture their enemy's skulls and drink their brains dry. Lictors are tougher than most other Tyranids and can withstand greater amounts of damage before they are destroyed. A Lictor is so swift in close assault that it can never be attacked from the sides or from behind. It is always able to turn and face its attacker before close assault begins.

Introducing Carnifexs

Carnifexs are monstrous creatures that are like living battering rams of invulnerable strength and muscle. Though not often found on Space Hulks, they can sometimes be placed as part of a Tyranid Brood that is about to send an invasion force onto a nearby planet. The usual role of a Carnifex is to rip apart enemy tanks and heavy support weapons, often by purely smashing into them and shredding them with their awesome might. Both players can agree to include a Carnifex, but there would rarely be more than one present during a mission.

The sheer size of a Carnifex poses it some problems on a Space Hulk. It occupies four squares instead of just one. Therefore, it can only move in areas that are large enough to contain it. A Carnifex can never be found or moved on a narrow one square wide corridor section. A typical mission would have the Carnifex model on the board at the start of play, either in a room or a three square wide corridor. From there it would only be allowed to move in areas that are wide enough to allow it access. LOS to a Carnifex can be traced to or from any of the four squares that it occupies. A Carnifex is not able to climb up or down ladders or pitfall squares, as they do not provide enough room for it to pass through. Carnifexs can never be knocked prone, they are just too powerful.

A Carnifex can withstand extraordinary amounts of damage before it is destroyed, making it one of the toughest creatures in the known galaxy. Carnifexs are deadly in close assault. They are able to kill enemy models that attack them from the left or right squares, even though they are not facing them. However, the close assault rolls for the appropriate left or right square are still used, and the Carnifex must win the close assault. It does not have the option to turn and face the attacker if the attacking model is killed.

A Carnifex is even more terrifying than other Tyranid creatures. It will Strike Terror into enemies, as detailed in the New Rules section.

Bioplasma Bolt

A Carnifex is able to spew forth a giant ball of living bioplasma from its gut and hold it in an electric field generated by its claws. It can then shoot the bioplasma bolt at any target within range. This ability can only be used once per turn, as the bioplasma needs a short time to recharge before another bolt can be spewed forth.

Introducing Zoanthropes

Zoanthropes are extremely psychic Tyranids. They are able to gather information about their enemies in split seconds, and have an intimate knowledge of speech, thought, culture, fears and even emotions of love and hate. Zoanthropes speak with silk tongues and are able to mask their hideously alien appearance with friendly gestures of assurance. It is often Zoanthropes that are called upon by the Hive Mind to persuade weak minded resistance into peaceful surrender.

They walk on two stocky legs and are always unarmed, though by no means are they defenceless. While not as powerful as many of their counterparts in close assault, they are comparatively as tough as a Warrior to destroy.

A Zoanthrope's true power is its ability to harness the psychic energy of the brood and wield it with consummate ease. When a Zoanthrope is in play it is treated as a 4th level psyker. It is able to use one free force card against every psychic attack, just as the Aegis Hood functions for the Marine Librarians. The Zoanthrope shares the Psychic Attack cards that the Hybrids use if they are present. If there are no Hybrids

in the mission, then the Zoanthrope will be dealt a hand of four Psychic Attack cards once it is converted from a blip.

Psychic Powers

The Zoanthrope has a choice of four Psychic Powers that it can use.

The Horror

Range: 12

Target: Any Termagant, Hormagaunt, Squig Base, or Tyranid Warrior in LOS.

Cost: 6 APs

Effect: The target model is imbued with warp energy and glows with a pulsating field of Terror. It is able to Strike Terror to all models that have LOS, as they are touched by the fear of the radiated warp currents. If the target model has not been activated, then it may still be activated normally and Strike Terror to all enemy models that gain LOS as it moves about. The effect lasts until the start of the next Tyranid turn. The Horror is unstoppable, but it will immediately end if the model walks into a Miasma.

Psychic Scream

Range: The entire map, except for any sections that may be isolated by a Miasma.

Target: All enemy Psykers.

Cost: 8 APs and discard 4 Psychic Attack Cards.

Effect: The Hive Mind releases a shrill piercing scream across the battlefield that affects all enemy Psykers. They are not able to use ANY psychic abilities in any way. Force and Aura Cards are not allowed (except for Pariahs who can nullify psychic attacks), and Force Weapons can not channel any bonuses in close assault. Existing psychic effects remain on the board, and other Zoanthropes, and Hybrids are still allowed to use their Psychic Powers. Tyranids will often defend a Zoanthrope that continually Screams across the Hulk to nullify any enemy Psykers. The effect lasts until the start of the next Tyranid turn, but it CAN NOT be played in two consecutive turns by the same Zoanthrope. Psychic Scream is unstoppable, but it will immediately end if the casting Zoanthrope is killed.

Warp Blast

Range: 8

Target: Section in LOS.

Cost: 4 APs and discard 3 Psychic Attack Cards.

Effect: Similar to a cross between the Vortex Psychic Attack Card and the Vortex Grenade, Warp Blast opens up an instantaneous rift to the warp. It will drag unfortunate victims into the warp and consume them. Warp Blast is not unstoppable. A Force Card of any colour can be used to counter it, along with Aegis Hoods, Aura Cards or other latent psychic defences.

Warp Field

Range: 0

Target: Self

Cost: 4 APs and discard all remaining Psychic Attack Cards (must discard at least one card).

Effect: The Zoanthrope is surrounded in a defensive Warp Field that acts like a personal Miasma. The Warp Field protects the Zoanthrope with as many Force Cards or Aura Cards that the Zoanthrope needs. However, it does not provide Aura Cards to defend against ordinary weapons such as bullets or close assault blades. The Warp Field is only attuned to protect the Zoanthrope against all forms of Psychic Attack Cards and Powers. It will also immediately dispel a section effect that the Zoanthrope walks into (such as Jinx, Warp Time), but the Zoanthrope can not walk into a Miasma. The Zoanthrope is not able to use any other psychic abilities until the Warp Field dissipates. Warp Field is unstoppable. The effect lasts until the start of the next Tyranid turn, the Zoanthrope can not choose to drop out of the Warp Field voluntarily.

Introducing Hive Tyrants

Hive Tyrants are the generals in an attack force of Tyranids. They are extremely intelligent, highly psychic, and actively lead their Brood against the enemy. Hive Tyrants are monstrous creatures that Strike Terror, and they are always armed with a variety of bioweapons. Though not as tough as a Carnifex, the Hive Tyrant can still withstand abnormal amounts of punishment before it is destroyed.

If both players agree, then the Hive Tyrant can be placed on the board at the start of a game. It can otherwise enter play as the 'J blip'. Despite its size the Hive Tyrant is more mobile than a Carnifex. It only occupies one square and can move freely about the Space Hulk. It is deadly in close assault and can kill models that attack it from the left or right square if it wins the combat. However, the close assault rolls for the appropriate square are still used, and the Hive Tyrant can not turn to face the attacker if the attacker is killed.

Hive Tyrant APs

A Hive Tyrant is able to assimilate vast amounts of sensory information from all other nearby Tyranids. It is an active beacon for the presence of the Hive Mind, and can act with incredibly quick judgement based on split second information that it receives. Based on this superior awareness, a Hive Tyrant has 9APs per turn.

Hive Tyrant Psychic Attack Cards

While the Hive Tyrant is the accumulator of the psychic energy of a brood, it is not the main focal point of the release of such energy. If there are already Psykers or Zoanthropes on the board that are using attack cards, then the Hive Tyrant increases their hand of cards by two. Example: A Patriarch and a Hive Tyrant on the board will give a hand of eight Psychic Attack cards. A Hive Tyrant may only use the Psychic Attack cards if there was already a hand of Psychic Attack cards in play. The Hive Tyrant can not generate a hand of Psychic Attack cards by itself as the energy needed to do so detracts from its efforts to coordinate the Hive Mind's will through all of the other Tyranid creatures.

The Hive Tyrant is treated as a 4th level psyker, but it can only ever use one Psychic Attack card per turn if a hand of cards is already present.

TYRANID COMMAND POINTS

Many Tyranid models are able to use CPs, just as the Hybrid Genestealers are able to do so. Any Tyranid Warrior, Lictor, Carnifex, Zoanthrope, or Hive Tyrant can use CPs. Therefore, in a mixed force of Genestealer Hybrids, and Tyranids, the CPs can be shared amongst the appropriate models. However, the only Tyranid that can generate CPs in its own right is the Hive Tyrant. If there are no Hybrids in play, the presence of a Hive Tyrant allows for $d6 + 2$ CPs just as a Patriarch generates. Other Tyranid models capable of using CPs are not allowed to do so until they are generated by the presence of a model that can offer the use of CPs. It is not important that the CPs come from Hybrids or the Hive Tyrant, as long as there is a converted model on the board capable of allowing the Tyranid/Genestealer to have CPs.

TYRANID HIVE SHIPS

There comes a time when Space Marines must take the fight to the Tyranid's own ships and battle through the living arterial corridors to reach their objective. The Hive Ship is an alien environment that houses the Tyranids and actively defends them while trying to repel intruders. Only the highly trained Marines, or craziest of Orks, or the most suicidal of Harlequins would enter a Hive Ship. Fraught with danger in every living alcove, the ship itself dispatches whatever it needs to mop up the invading genetic stock and to use it for processing purposes in the bio-factories on board.

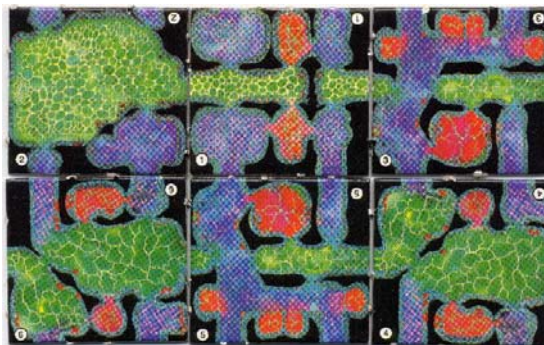


Image: The arterial passageways of a Tyranid Hive Ship.

Using Hive Ship Floor Tiles

The floor tiles can be generated randomly with the set up cards, or placed for a pre-designed mission. They are of a grid design that is similar to the normal corridors of a Space Hulk. However, the Ship will aid the Tyranids, while hindering any other life form on board.

Doors, LOS, Carnifexs

Some rooms in the Hive Ship have doorway sphincter muscles. These muscles are normally closed off, but they contract to open when a model steps onto a square adjacent to the doorway, or when standing in the doorway square. If there are no models keeping a doorway sphincter open, then it is shut. Enemy models can not trace any LOS beyond the closed off doorway sphincters. This will hinder their shooting with any ranged weapon. A closed doorway sphincter will block Blind Targeted Psychic Attacks, but will not affect Free Targeted Psychic Attacks.

The Hive Ship is in direct communication with all of the Tyranid models on board, and is aware of their intentions. If a doorway sphincter is shut, then it DOES NOT block LOS for any Tyranid or Genestealer model. It is possible for Tyranid models to shoot at enemies on the other side of a closed doorway sphincter, as the Hive Ship briefly opens the sphincter for the shot to pass through. Enemy models may return overwatch fire if they are alive, or spend CPs as usual for the single attack. Any Tyranid blips will be converted if they are revealed as the result of a doorway sphincter opening for a ranged or psychic attack. As soon as the Tyranid attack is resolved, the doorway sphincter shuts to protect the Tyranid model. It will be ready to briefly open if another attack is announced.

The Hive Ship actively supports the movement of all Tyranid models through the living arteries. The passages will swell open and freely allow a Carnifex to move unhindered. A Carnifex only ever occupies one square when it is on a Hive Ship floor tile. This makes it even more lethal as it is able to charge into enemies with disregard for being caught in tight places or narrow passages.

Acid Blobs

The Hive Ship secretes Acid Blobs that routinely travel the arteries mopping up any stray genetic material which is then reabsorbed into the Ship's system. Acid Blobs can be selected in place of a normal blip just as Ambush Blips are selected. However, they must always start on a single closed red cell that is not within six squares of an enemy model. There can only ever be a maximum of three Acid Blobs in play at any time. Acid Blobs have 6 APs and move as blips. They are automatically destroyed by any section effect weapon or section effect psychic attack, and they are immune to all other forms of attack. Acid Blobs automatically kill any model that they come into contact with, even Tyranid models. When this happens, the Acid Blob and the contacted model are removed from the game. The Acid Blob has to pay 1 AP to move onto the model. Standing adjacent to a model is not enough to dissolve it. The only way a model can save itself from an Acid Blob is by playing an Aura card, in which case only the Acid Blob is dissolved. Acid Blobs are a powerful motivator for enemy forces to have a ready supply of section effect weapons at their disposal.



Acid Blobs are never able to move onto the ordinary squares of a Space Hulk corridor.

Image: Two Acid Blobs.

Section Effects

The interior of a Hive Ship is not regimented in its design. Some cells are small, while other cells are as large as normal sized rooms. It is difficult to define what a 'section' is for area of effect weapons, when there is no consistency within a Hive Ship. Therefore, considering that the Hive Ship will naturally try to neutralise any section effect weapons, a 'section' is generally much smaller than in a Space Hulk corridor. A section effect blast or marker will only occupy a 3 by 3 area at most.

When firing a section effect weapon or using another effect, a target square has to be nominated. The section effect then affects the target square and all of the immediate 8 squares surrounding the target square. If there are less than 8 squares surrounding the target square then the effect only covers those squares touching the target square.

Grenades that target by 'section' are similarly affected. They can be thrown at any target square that is in a range of 3 to 8 squares, and they affect an area of 3 by 3 squares instead of the 'section'.

If a doorway sphincter is opened adjacent to a section effect, then the newly revealed 3 by 3 'section' may be affected as well (in the case of an existing flamer hit spreading to an adjacent section when a door is opened).

A Vortex will move around as a 3 by 3 section, but it can not move through a closed doorway sphincter.

TYRANID WARGEAR

Barbed Strangler

The Barbed Strangler is a Tyranid Bioweapon that shoots a small seed pod towards its intended target. If the target is hit, the seed pod rapidly matures inside the host body and sprouts into hideous vines and tentacles that rip the victim apart from the inside. Such a grotesque death is unsettling to most enemies. The Barbed Strangler can only be fired once per turn as each new seed pod needs a short amount of time to germinate in the ammunition sac of the weapon.

The Barbed Strangler has no effect on any Tyranid or Genestealer model as the seed pod is genetically programmed not to sprout inside a Tyranid or Genestealer host.

Boneswords

These Tyranid Bioweapons are used for close assault. They are living creatures that are capable of sending a static charge through their horned blade, similar to Power Swords. Tyranids can parry attacks with Boneswords as they are adept in using them for attack and defence.

Death Spitter

The Death Spitter is a Tyranid Bioweapon that shoots a large slug like creature towards the section. When it hits it splatters with corrosive juices that eat away the flesh and armour of enemy models. A Death Spitter has a relatively slow rate of fire because each slug bullet takes a short amount of time to crawl into the weapon's chamber.

The Death Spitter is not able to kill other Tyranids or Genestealers as they are immune to the effects of the juices.

Devourer

The Devourer is a Tyranid Bioweapon that is sometimes carried by Termagants as well as Warriors. It is another vile weapon that shoots clusters of miniature worms towards the target. If hit, the worms burrow into the victim and rapidly crawl towards the brain stem. This kills the victim, but not before they experience moments of screaming agony as their pain threshold internally explodes. Tyranids and Genestealers are immune to the effects of a Devourer.

Fleshborer

The Fleshborer is a Bioweapon that is commonly used by Termagants as they run rampant towards enemy lines. It fires a single beetle that bores through bone and armour to cause massive internal trauma. Fleshborers are not a relatively powerful weapon, but they do have a high rate of fire. Tyranids and Genestealers are immune to the effects of a Fleshborer.

Lash Whip

The Lash Whip is a Tyranid Bioweapon that is used for close assault. It is a creature that has strong squirming tentacles that try to grasp hold of the enemy models around them. If a Tyranid with a Lash Whip is involved in a draw during close assault, then the enemy model is knocked prone by the Lash Whip. The enemy suffers the normal effects of being prone. The Tyranid need not be the attacker in the close assault as the Lash Whip can take effect even in defence.

Scything Talons

Scything Talons are excessively long sharp claws that have mutated on some Tyranids. They have the same bonuses in close assault as a Bonesword, but do not allow the Tyranid to parry. Rather than being a bioweapon as such, the Scything Talons are a grown part of the Tyranid creature that has them.

Spike Rifle

The Spike Rifle is a form of heavy bioweapon that is mostly used by Termagants. It is similar to old fashioned whaling harpoon guns that were used in the founding days on Terra to hunt whales in the open oceans. The Tyranid harpoon is a large creature that consists of a sharp spiked head that is capable of penetrating through layers of solid armour. This is attached to the main body of the slim, cylindrical shafted creature and is slightly barbed so that the spike will not fall out of the victim. Often the impacting blast of the spike at high velocity is enough to kill many victims; however, once the shaft is lodged inside the victim it quickly corrodes and releases toxic bioacids as a by-product. The acid is strong enough to burn through many substances and can reduce victims to steaming pools of sludge. Once the Spike Rifle is fired place a Fired counter next to it. On the next Tyranid turn flip the counter over to show that the Spike Rifle is Recharging. The Spike Rifle does not have a fast rate of fire, as each spike creature takes some seconds to regeminate inside the barrel of the weapon.

Strangleweb

Just as a spider is able to spin a web, so does the Strangleweb shoot a silken net of Tyranid slime over the target. When a target is hit by a Strangleweb, it is not killed, instead, it is knocked prone and is unable to spend APs or CPs until the start of its next turn. If in the unlikely event that the target has survived long enough to see its next turn, it can then spend 4 APs cutting itself free from the web. Stranglewebs have a slow rate of fire as the spinner sacs in the bioweapon need a short amount of time to construct another net ready to fire. All Tyranids and Genestealers are immune to the effects of a Strangleweb.

Venom Cannon

The Venom Cannon is another type of Tyranid Bioweapon. It fires a burst of acidic poison crystals at supersonic speeds towards its target. The high pitched blast is unmistakable across the roar of a battlefield, and is even more profound on a Space Hulk. If the target is hit the crystals shatter in a blast that instantaneously covers the whole section that the target model was standing in. If the Venom Cannon misses its intended target then you do not roll for section effect shatter. The Venom Cannon can be aimed at an empty square so that the resulting hit will shatter across the section.

The Venom Cannon is able to kill other Tyranid and Genestealer models, not as a result of the acidic poison of the crystals, but from the force of the impacting blast alone.

TYRANID TURN SEQUENCE

- Roll for Command Points
- Draw and place Reinforcement Blips
- Return regenerated Squigs to the board.
- Discard Psychic Attack Cards
- Draw new Psychic Attack Cards
- Use Action Points (Main Phase)
- Roll to move Vortices
- Roll for additional Section Effect damage
- Roll for Decay of Psychic Effects
- Dispersal of Psychic Effects
- Remove next player's Overwatch counters and Section Effect Markers

Missions

Every Last One

After the initial perimeter skirmishes were over, both forces had ground to a halt. Countless centuries of training had been drilled into each force, and the Marines of Chapter Pi were not going to retreat. Only an unexplored sector of the Hulk lay between them and the Chaos Marines of Chapter Theta. Both forces were once very close in the distant time before the Horus Heresy. They shared patrol duties along adjacent sectors at the Galatic fringe, until Chapter Theta was lured by Chaos, where they fled to the safety of the Warp.

Captain Lawickium of Chapter Pi lead the assault on the Hulk immediately after it materialised with a course vector passing dangerously close to the core systems of their patrol sector. Long range sensors detected the familiar transmissions on secure frequencies. The detachment of Chapter Pi Marines knew they were blessed with the chance to deal vengeance upon their distant kin.

Bombarding the Hulk would deny the opportunity for discovery, and more importantly, deny the Chapter Pi Marines the chance to exterminate the taint of chaos with their righteous justice. Captain Lawickium's men fought well, and died with honour. But the Marines of Chapter Theta were an impressive foe. To a man, they were a match for Chapter Pi, and their bestial howls were cries of fury born from pure rage and hatred.

Although little information was gained from the Hulk, the Chapter Pi Marines were hungry for the final battle. They were ready to hunt down and kill every last one of the Chaos Marines. No survivors, no escapees. No more Chapter Theta.

Captain Lawickium heard the cries beyond the forward corridors, he could hear the sharp precise sounds of fresh magazines being slapped into trusty, ancient weapons. He knew that his Chapter was about to write a page of glory into its history books. He was first to step forward into the fray, his men following with eager thoughts of retribution.

Objectives

Each force is trying to kill the other. Chapter Pi will not retreat, and will keep fighting until every last Marine is killed. Chapter Theta is also trying to destroy Chapter Pi; however, Chapter Theta may decide to retreat if they feel that they could be entirely destroyed. They would prefer to flee to the Warp rather than become extinct. Chaos Marines lost all their virtues and Honour when they chose to shun the Emperor.

Chapter Pi Marine Forces

The Chapter Pi player has 30 points to purchase his force of Terminators. He must have only one Captain in the force (an option on the Standard Squad Force List). He is not allowed to purchase any Librarians at all (no Command Squads). The Chapter Pi player is otherwise free to purchase any combination of squads that he wishes.

Chapter Theta Chaos Forces

The Chapter Theta Chaos player has 30 points to purchase his force. He must have only one Chaos Captain in the force. He is not allowed to purchase any Chaos Librarians or Chaos Dreadnoughts. The Chapter Theta player is otherwise free to purchase any other Chaos Marines that he chooses. Since the force represents the remains of Chapter Theta, the Chaos player does not need to worry about any squad coherency. Purchasing Chaos Sergeants is the player's choice.

Deployment

Before the game begins, both players should study the layout of the map. They can mutually agree on which force starts from the two blue entry areas (A), and which force starts from the two pink entry areas (B). It is important to note that the force on the blue A entry areas ALWAYS moves first.

If the players can not agree on which entry areas to use, then decide randomly. Remember that the force on the blue A entry areas always moves first.

The players may split their forces up between their own two entry areas as they desire, but the Chapter Pi player must make sure that each squad starts from the same entry area.

Special Rules

If either force has purchased Assault Cannons, then they are already hot from previous battles and may malfunction from the start of the game.

The eight rooms of the Hulk can be searched, as they appear to be old weapon stores. Any Marine from either force can search a room. It costs 4 APs to search a room if the Marine is standing in the section. He can not search the room if there is an enemy model in LOS or in the section, or if he is being fired upon, or if a section effect in the room blocks LOS (Heavy Flamers and Blind Grenades). Once a room has been searched, roll a dice to see what the Marine has found.

<u>Dice Roll</u>	<u>Item Found</u>
1	Nothing
2	Nothing
3	5 Proximity Plasma Grenades

- 4 1 Power Field Generator
- 5 1 Assault Cannon Reload
- 6 1 Heavy Flamer Reload

The opposing player places the appropriate weapon token/s on a single square in the section. It costs 1 AP for a Marine to pick up the token/s from his front square. Note that Reloads can ONLY be picked up by the appropriately armed Marine, if he has room to carry another reload. Each room can only be searched once. If the Chapter Theta Chaos player's force is reduced to three (or less) remaining Marines, he has the option of retreating. The remaining Chaos Marines may head to the Disposal Chute and pay 1 AP to dive in and escape from the Hulk. The Chapter Pi player can not catch a Chaos Marine that has dived into the Disposal Chute, so he will not follow them. The fabric of space is ripped by the Warp to suck any retreating Chaos Marines back into the void. Of course the Chaos player does not have to retreat, especially if his remaining Marines are only hunting one Chapter Pi Marine!

Victory

Chapter Pi scores a win if they find retribution by killing ALL of the Chapter Theta Chaos Force, with none of them escaping.

Chapter Theta scores a win and presses on to threaten the core worlds if they are able to kill all of Chapter Pi.

If at least one Marine from Chapter Theta managed to escape while the rest of the force was destroyed, then the game is a draw. While they won the battle for the Hulk, Chapter Pi fell short of destroying every last one of Chapter Theta.

Missionen des Chaos

Show No Mercy

Millenia ago, in a long distant past, the Chaos powers were stirred. In the days when Terra was still known as Earth, and as Humanity was sending it's first fledgling vehicles to the planets, a CD was recorded. The CD was noted by the Chaos powers for it contained lyrics that worshipped them, and honoured their presence. However, Chaos was not able to interfere in the matters of the primitive days on Earth. Late in the 2nd Millenium there were only a handful of psykers on Earth, but popular science had dismissed them as charlatans and hoaxers. Thus the Chaos powers could not channel their evil schemes onto Humanity until after the acceptance of psykers as a true phenonemon, where there were many weak willed minds only too eager to accept false promises of glory and power. By the time that Chaos was able to pervade the minds and souls of Human psykers, many hundreds of years had passed since the recording of the CD, and all known copies had been either lost or destroyed...

...until two days ago.

The Hulk dropped into a steady orbit around a barren binary star system near the fringe of the Eye of Terror. It was magnifying a broad spectrum communications cycle that repeated over and over. Although the Hulk was tiny in comparison to the twin stars, it was pumping out more readable noise than the two stars combined, jamming all local frequencies with the same message. The nearest settlements were all hell-worlds of Chaos, and they immediately dispatched a contingent of Terminators to board the Hulk. Their orders were clear: Do not return without the CD. The Chaos powers were decadent beyond all mortal comprehension, and the Hulk's broadcast message was of that CD recorded in 1983. The Chaos powers wanted the CD that they did not own, Show No Mercy, recorded by Slayer.

A Dark Eldar Force was also skimming by the star system, and they too had their frequencies jammed by the noise. Even though they had a cargo hold with fresh victims on board they decided that a detour was in order. For the magnitude of power that the CD contained was not restricted to Humanity. It lured all evil, and the deep vibrating sounds pulsed through the Dark Eldar like a fresh wave of vitalising fluid. They knew that to secure an ancient relic like the CD would earn them riches and fame in their worlds of pure evil. The Dark Eldar changed course to intercept the Hulk, and they could see the Chaos battlebarge docked alongside. It was too risky for the Dark Eldar to strike at the warship, so they docked further away and hoped that their preternal speed would catch the Terminators as they were retrieving the CD.

Both Forces were prepared to Show No Mercy to gain the CD titled Show No Mercy. Viscious fighting erupted, as Chaos Terminators, and Dark Eldar were trying to steal the CD. Killing each other, and fighting off the local Genestealer population, they were hell-bent on fury as they listened to 1983 Slayer.

Objectives

The Chaos and Dark Eldar Forces are both trying to secure the CD and escape with it. They are not working together, as they each want the CD for their own purposes!

The Genestealers are trying to kill all the invaders on their Hulk. They have no interest in the CD at all, even though they are aware that it is playing, they will ignore it and concentrate on the life forms running around their decayed ship.

Chaos Forces

The Chaos Player has 40 points to spend on his Force. He may not buy Dreadnoughts. He must have four Sergeants, or three Sergeants and a Captain. Otherwise he is free to choose the remaining Terminators.

Dark Eldar Forces

The Dark Eldar Player has 20 points to spend on his Force. He is free to choose whatever force he desires.

Genestealer Forces

The Genestealer Player starts with two blips and gains two blips per turn for the first 12 turns. After that he is reduced to one blip per turn. The Genestealer Player uses the 1, 2, 3, 4, 5, and 6 blips ONLY.

Deployment

The Chaos Forces begin on the shaded squares, but there is only enough room for 17 Terminators. If there are any excess Terminators, they must be placed off the board lurking, but they may enter normally as the mission progresses. Note that any Terminators that are lurking off the board by the end of their sixth turn will be lost as the Dark Eldar Force arrives. Terminators are not allowed to start lurking off the board if there is a vacant square for them to deploy into, only excess Terminators are allowed to lurk!

The Dark Eldar Force arrives at the sector at the end of the Genestealer's sixth turn. Place all of the Dark Eldar models so they are lurking between the two entry areas. The Chaos player will have his seventh turn, then the Dark Eldar player will have his first turn where he is allowed to enter the board. Dark Eldar models are never forced to lurk, but they can choose to do so.

The Genestealer Player may place his starting blips anywhere at a marked Genestealer Entry Area. He is free to place his reinforcement blips at any Genestealer Entry Area also. Blips must lurk, as usual, if they are placed with an enemy model within six squares of an Entry Area.

The Chaos Forces move first, followed by the Genestealers for the first six turns. From the seventh turn onwards the order becomes; Chaos, Dark Eldar, Genestealers for the rest of the game.

Special Rules

The CD is kept in a ceramite casing and will never be harmed or destroyed (except by a Vortex, DRAWN GAME). It is hooked up to a mega-amplifier that is blasting the recorded sound around the Hulk and nearby space. Any Chaos or Dark Eldar model can enter the square with the CD and pick it up for 1 AP. It can be passed or put down without risk of breaking or dropping for 1 AP to another model in any adjacent square. The Chaos Player needs to be aware that from the seventh turn onwards he will have the Dark Eldar Force behind him, and entering the sector. The Dark Eldar may choose to lurk, but should be careful if they do so. Once a lurking model enters the board it can not leave, except if it is holding the CD.

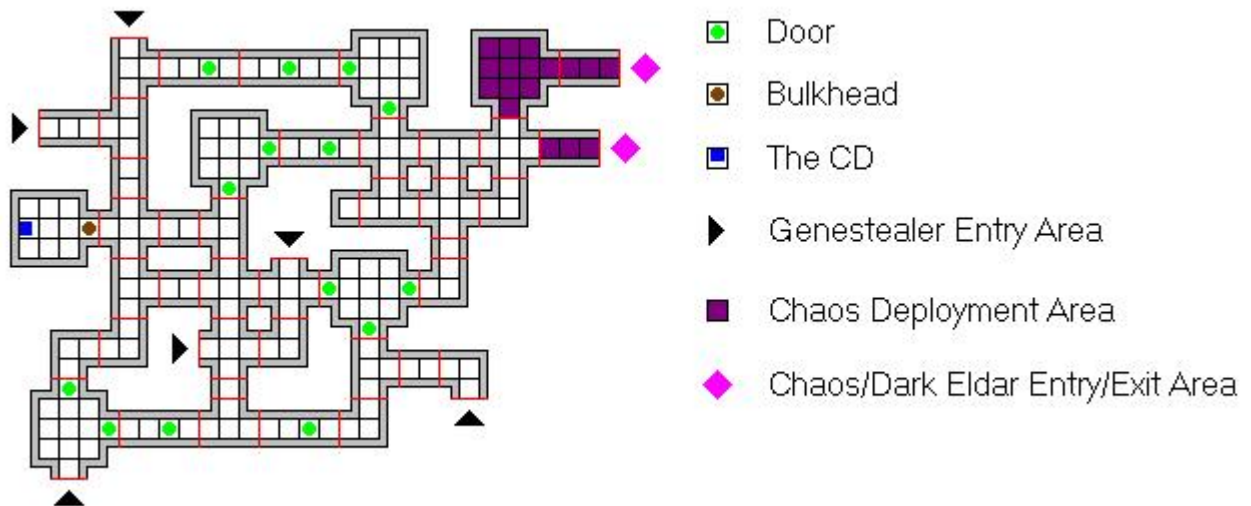
If any Chaos or Dark Eldar model is holding the CD it can leave the board via either of the two entry areas. If a Chaos model leaves via an entry area that has Dark Eldar lurking around it, then ONLY ONE Dark Eldar model may try and either shoot or Close Assault the Chaos model. If the Chaos model lives, then it gets away with the CD. If it dies, the CD falls into the first square on board the Hulk. The Chaos model may initially make a single Move and Fire action at ONE lurking Dark Eldar model as it leaves the board.

Victory

The Chaos Player wins if one Terminator is able to escape with the CD. Remember that leaving the board with lurking Dark Eldar may not mean that he has escaped. He can still be shot or die in Close Assault. The Chaos powers rejoice in owning a rare copy of dedicated music.

The Dark Eldar Player wins if one of his models escapes with the CD. They retreat quickly to their world and study the CD for all of the evil that it contains.

The Genestealer Player wins if the CD remains on the Hulk.



Show No Mercy

Millenia ago, in a long distant past, the Chaos powers were stirred. In the days when Terra was still known as Earth, and as Humanity was sending it's first fledgling vehicles to the planets, a CD was recorded. The CD was noted by the Chaos powers for it contained lyrics that worshipped them, and honoured their presence. However, Chaos was not able to interfere in the matters of the primitive days on Earth. Late in the 2nd Millenium there were only a handful of psykers on Earth, but popular science had dismissed them as charlatans and hoaxers. Thus the Chaos powers could not channel their evil schemes onto Humanity until after the acceptance of psykers as a true phenonemon, where there were many weak willed minds only too eager to accept false promises of glory and power. By the time that Chaos was able to pervade the minds and souls of Human psykers, many hundreds of years had passed since the recording of the CD, and all known copies had been either lost or destroyed...

...until two days ago.

The Hulk dropped into a steady orbit around a barren binary star system near the fringe of the Eye of Terror. It was magnifying a broad spectrum communications cycle that repeated over and over. Although the Hulk was tiny in comparison to the twin stars, it was pumping out more readable noise than the two stars combined, jamming all local frequencies with the same message. The nearest settlements were all hell-worlds of Chaos, and they immediately dispatched a contingent of Terminators to board the Hulk. Their orders were clear: Do not return without the CD. The Chaos powers were decadent beyond all mortal comprehension, and the Hulk's broadcast message was of that CD recorded in 1983. The Chaos powers wanted the CD that they did not own, *Show No Mercy*, recorded by Slayer.

A Dark Eldar Force was also skimming by the star system, and they too had their frequencies jammed by the noise. Even though they had a cargo hold with fresh victims on board they decided that a detour was in order. For the magnitude of power that the CD contained was not restricted to Humanity. It lured all evil, and the deep vibrating sounds pulsed through the Dark Eldar like a fresh wave of vitalising fluid. They knew that to secure an ancient relic like the CD would earn them riches and fame in their worlds of pure evil. The Dark Eldar changed course to intercept the Hulk, and they could see the Chaos battlebarge docked alongside. It was too risky for the Dark Eldar to strike at the warship, so they docked further away and hoped that their preternal speed would catch the Terminators as they were retrieving the CD.

Both Forces were prepared to *Show No Mercy* to gain the CD titled *Show No Mercy*. Viscious fighting erupted, as Chaos Terminators, and Dark Eldar were trying to steal the CD. Killing each other, and fighting off the local Genestealer population, they were hell-bent on fury as they listened to 1983 Slayer.

Objectives

The Chaos and Dark Eldar Forces are both trying to secure the CD and escape with it. They are not working together, as they each want the CD for their own purposes!

The Genestealers are trying to kill all the invaders on their Hulk. They have no interest in the CD at all, even though they are aware that it is playing, they will ignore it and concentrate on the life forms running around their decayed ship.

Chaos Forces

The Chaos Player has 40 points to spend on his Force. He may not buy Dreadnoughts. He must have four Sergeants, or three Sergeants and a Captain. Otherwise he is free to choose the remaining Terminators.

Dark Eldar Forces

The Dark Eldar Player has 20 points to spend on his Force. He is free to choose whatever force he desires.

Genestealer Forces

The Genestealer Player starts with two blips and gains two blips per turn for the first 12 turns. After that he is reduced to one blip per turn. The Genestealer Player uses the 1, 2, 3, 4, 5, and 6 blips ONLY.

Deployment

The Chaos Forces begin on the shaded squares, but there is only enough room for 17 Terminators. If there are any excess Terminators, they must be placed off the board lurking, but they may enter normally as the mission progresses. Note that any Terminators that are lurking off the board by the end of their sixth turn will be lost as the Dark Eldar Force arrives. Terminators are not allowed to start lurking off the board if there is a vacant square for them to deploy into, only excess Terminators are allowed to lurk!

The Dark Eldar Force arrives at the sector at the end of the Genestealer's sixth turn. Place all of the Dark Eldar models so they are lurking between the two entry areas. The Chaos player will have his seventh turn, then the Dark Eldar player will have his first turn where he is allowed to enter the board. Dark Eldar models are never forced to lurk, but they can choose to do so.

The Genestealer Player may place his starting blips anywhere at a marked Genestealer Entry Area. He is free to place his reinforcement blips at any Genestealer Entry Area also. Blips must lurk, as usual, if they are placed with an enemy model within six squares of an Entry Area.

The Chaos Forces move first, followed by the Genestealers for the first six turns. From the seventh turn onwards the order becomes; Chaos, Dark Eldar, Genestealers for the rest of the game.

Special Rules

The CD is kept in a ceramite casing and will never be harmed or destroyed (except by a Vortex, DRAWN GAME). It is hooked up to a mega-amplifier that is blasting the recorded sound around the Hulk and nearby space. Any Chaos or Dark Eldar model can enter the square with the CD and pick it up for 1 AP. It can be passed or put down without risk of breaking or dropping for 1 AP to another model in any adjacent square. The Chaos Player needs to be aware that from the seventh turn onwards he will have the Dark Eldar Force behind him, and entering the sector. The Dark Eldar may choose to lurk, but should be careful if they do so. Once a lurking model enters the board it can not leave, except if it is holding the CD.

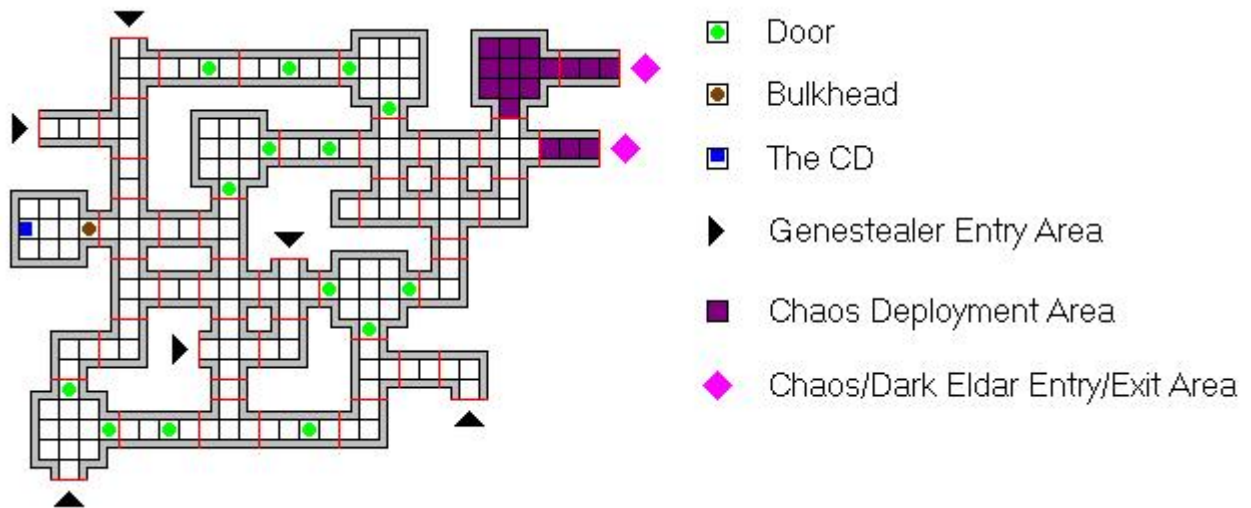
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Victory

The Chaos Player wins if one Terminator is able to escape with the CD. Remember that leaving the board with lurking Dark Eldar may not mean that he has escaped. He can still be shot or die in Close Assault. The Chaos powers rejoice in owning a rare copy of dedicated music.

The Dark Eldar Player wins if one of his models escapes with the CD. They retreat quickly to their world and study the CD for all of the evil that it contains.

The Genestealer Player wins if the CD remains on the Hulk.



Destroy Those Foul Idols

The lure of the Chaos Idols was too much for the Harlequin Troupe to ignore. They could not allow such foul icons of Daemonic worship to pass through the system unchecked. With a swift boarding action, the Troupe began to perform. Each knew that the climax of their performance would be the destruction of the Idols. Seconds after they breached the hull, the Harlequins sensed that they were outnumbered by their foe. Calculated strategy would ensure that their movements were precise, and devastating. Each Trouper was determined to celebrate the victory dance that would follow the banishment of the Chaos ship from the system. There could be no defeat, regardless of the enemy numbers, they would triumph.

Objectives

The Harlequins are trying to destroy all five of the Chaos Idols on board the ship.
The Chaos Marines are trying to kill all of the Harlequin while defending their Idols.

Harlequin Forces

The Harlequin player has 30 Points to purchase his Force. He may choose anything that he wishes, but he must purchase enough Vortex Grenades (for the correct models) to complete the mission (at least 3 pairs).

Chaos Forces

The Chaos player has 35 Points to purchase his Force. He must have at least 1 Sergeant or Captain. At most he can only have 1 Captain and 3 Sergeants. He may choose anything else that he wishes including Librarians or Dreadnoughts.

Deployment

The Chaos Force begins play anywhere in the 5 small 3×3 rooms. The Sergeant(s) and/or Captain must be separated from each other in different rooms so that they each lead their own squads.

The Harlequin player may then divide his force (if he wishes) between the two entry areas. The models are placed next to their respective entry area (but they are NOT lurking like blips). The Harlequin player **MUST** enter at least 6 Harlequins onto the board every turn, until they are all on the board. He can enter more if possible, but if he enters less than 6 for any reason, then he loses ALL of the lurking models.

The Harlequins move first.

Special Rules

No models may leave the board via the entry areas, not even the Harlequin once they have stepped into play.

There are 5 Chaos Idols situated in very small temples around the ship. The only way that they can be destroyed is by a Vortex Grenade (or a psychic Vortex Marker). Models are not allowed to enter the Chaos Idol squares, as there is not enough room due to the altars and other fixed ornamental statues.

The Harlequins need to make sure that they have enough Vortex Grenades to use against the 5 Idols. Each Idol is automatically destroyed if the square is hit by a Vortex Grenade. When an Idol is destroyed, remove the single board section from the map. The Chaos Idol continually burns in the purifying warp fires that the Vortex Grenade ignites.

When an Idol is destroyed, a portion of the Chaos power is sucked out from the ship. The Idol not only collapses in on itself, but it also drags the soul of the nearest Chaos model instantly into the burning fires and consumes it immediately. The Chaos model can not defend itself under any circumstances from being destroyed by a fallen Idol (Not even an Aura). Any Chaos model can be affected, including Dreadnoughts and Librarians. If there are two or more equally close Chaos models to a destroyed Idol, then the Harlequin player chooses which model is destroyed. It is entirely removed from the game the instant that the Idol takes the hit from the Vortex Grenade.

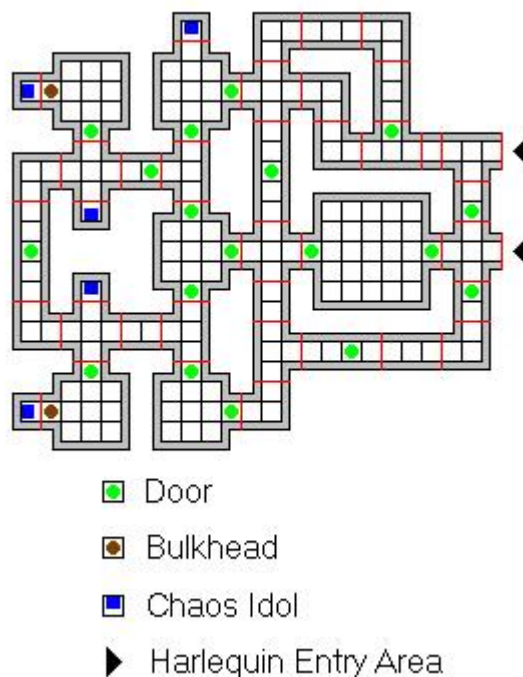
The Harlequins need to carefully plan their attack, as they must keep alive their models that are armed with the Vortex Grenades. The Harlequin are (hopelessly ?) outnumbered and can not afford any mistakes at all. Chaos players need to be aware of leaving powerful models near Idols. A surprise Harlequin attack may aim for the Idol and kill the powerful model as a secondary effect.

Victory

The Harlequins win if they destroy all five Chaos Idols. The spirit of each Troupier rejoices in their victory, whether or not each spirit survived. As the last Idol is destroyed, the Chaos Gods are so enraged that they will automatically, and instantly kill any remaining Chaos Models on the board. Their souls will know new tortures each morning of their eternal lives spent in the most barren wastelands of the warp.

If the Harlequins do not manage to destroy one Idol, then their spirits are hounded with eternal torment at their dismal failure.

The Chaos Forces win if they kill all of the Harlequins, and there is at least one surviving Chaos Idol. They will still be punished by their Gods if any of their Idols were destroyed. If no Idols were destroyed, then the Chaos Gods reward each Marine with fresh Eldar souls to feast upon.



Marines Missions

Rapid Penetration Part 1 - Expunge Campaign

Scouting a deserted outpost, the Marines were not sure what they would find, or encounter. As often happens, it was only by good fortune that a detachment of the chapter were in the nearby vicinity when the local planetary defence forces were alerted by locals about "Nightmare creatures". Suspecting that something more powerful than pirates may be behind the unrest, Sergeant Lenja was ordered to enter the compound for an initial sweep. With very little other information, the Marines were cautious, but not afraid.

Tense minutes passed until their sensoriums burst to life with multiple readings, almost impossibly fast and converging on their position. They were in the middle of an approaching wave of death by claws and fangs. Lenja's transmitter offered the scratchy signal of hope for his squad. Push forward, fight through the throng and enter the next sector. CAT units and X-Ray scanners confirmed it to be enemy free, for now... Lenja's squad rallied, and fought forward. Knowing that their brothers had smashed into the next sector ahead from the planetary surface, they would join with them. Rapidly penetrate, or stay and die where they stood.

Objectives

The Marines are caught in the entry sector, but can not retreat as they have been cut off from behind. They need to move forward into the next sector, at all costs.

The Genestealer player is attempting to isolate Squad Lenja and prevent as few of them as possible from entering the next sector.

Marine Forces

The Marine player has 12 Points to spend on his Force. He may ONLY purchase POWER ARMOUR Marines. He must have only one Sergeant (Lenja) who is leading the initial assault.

Genestealer Forces

The Genestealer player uses the Standard Blip set. He may not choose Ambush Blips.

Deployment

The Marines set up by squads in the marked blue corridor sections.

The Genestealer player has 2 starting blips which must be placed at different areas. He receives 1 reinforcement blip per turn. The Marines can not secure Genestealer entry areas in this mission. The Marines move first.

Victory

The Marine player needs to exit 4 Marines from the board to win the mission.

If the Marine player only exits 2 or 3 Marines, then the mission is drawn.

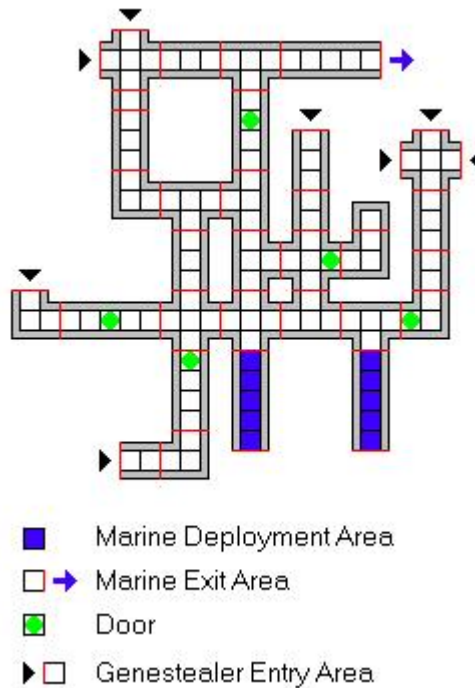
The Genestealer player wins the mission if he manages to prevent all but 1 Marine escaping.

Campaign Notes

If you are playing the campaign as the series of linked missions then you should note the consequences of the above victory conditions.

If the mission was drawn, then the Marine player suffers a casualty from his Forces for the next mission. He must purchase his force for the next mission, then decide which Marine is removed. This reflects the lack of support that Sergeant Julinon received from Squad Lenja's approaching move.

If the Genestealers won the Rapid Penetration mission, then the Marines have already lost the campaign. Sergeant Julinon's squad was over-run in their attempt to hold the breach alone without any support from Squad Lenja. All entrances to the compound are sealed and guarded until more Marines arrive with heavy bombing equipment.



Perimeter Closure Part 2 - Expunge Campaign

Catching the enemy from behind on the ground level of the compound, Sergeant Julinon's squad needed to close off their sector. Squad Lenja were now chapter memories, but their valiant service would not be forgotten. Even in their deaths they managed to seal off part of Julinon's perimeter task. Julinon thanked the devotion that his brother's had, as their deaths afforded him a tactical advantage. Yet there were more Genestealers, a roused fighting vanguard that were mustering along the perimeter lines. Squad Julinon pressed forward to close off the dangerous ground level perimeter, allowing more Marines free access to bolster the lines from behind.

Objectives

The Marines have taken advantage of a lull in the Genestealer awareness as they blasted into the compound bypassing the main entry area. They need to seal off the Genestealer entry areas in this sector to slow their advance from the lower levels.

The Genestealer player must try to kill all of the Marines before they are able to seal off the sector. Failure to do so will enable the Marines to muster a greater force against them for a lower level assault.

Marine Forces

The Marine player has 13 Points to spend on his Force. He may ONLY purchase POWER ARMOUR Marines. He must have only one Sergeant (Julinon) who is in charge of the mission.

Genestealer Forces

The Genestealer player uses the Standard Blip set. He may not choose Ambush Blips.

Deployment

The Marines set up by squads in the marked blue corridor sections.

The Genestealer player has 2 starting blips. He receives 1 reinforcement blip per turn.

The Marines move first.

Victory

The Marine player needs to seal off the 4 Genestealer Entry Areas to win the mission.

If the Marine player only seals 3 Genestealer Entry Areas, then the mission is drawn.

The Genestealer player wins if the Marines fail to seal at least 3 Genestealer Entry Areas.

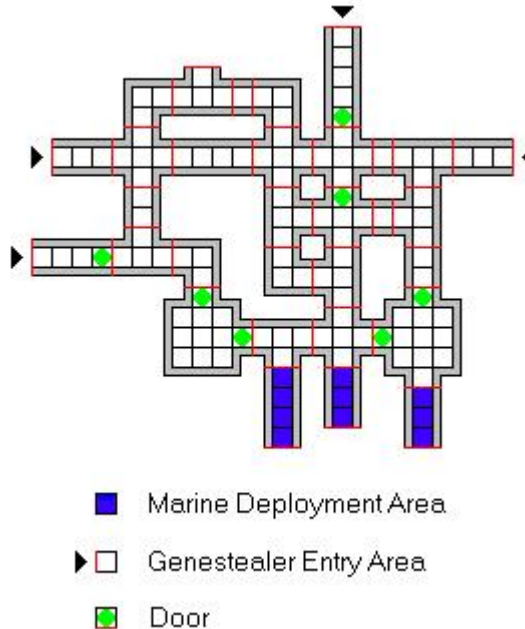
Campaign Notes

If you are playing the campaign as the series of linked missions then you should note the consequences of the above victory conditions.

If the mission was drawn, then the Marine player suffers a casualty from his forces for the next mission. He must purchase his force for the next mission, then decide which Marine is removed.

If the Genestealers won the Perimeter Closure mission, then the Marines have already lost the campaign.

Captain Nashemrarod withdraws all forces and decides to heavy bomb the compound down to a fine powder, losing all chance of a thorough interrogation of the site.



Prolonged Stalking Part 3 - Expunge Campaign

With their initial forays into the compound proving to be successful, Captain Nashemrarod decided to take advantage of their ascendancy on the ground level. He ordered Sergeants Brayden, Tuscarny and Forst to drop themselves into the lower level of the compound. Expecting to meet further resistance, Nashemrarod needed to gauge the strength of the Genestealer force that remained. If their numbers were weak he could allow his Marines the luxury of time to rout the remaining beasts. IF their numbers were weak...

Squads Brayden and Tuscarny separated from Squad Forst as they descended into the darkened compound. Only the emergency lights were operating on the damp, stone walls. No doubt all power had been cut by the Genestealers as they came under attack.

Sergeant Brayden took point with his squad as Tuscarny followed behind. They were pushing ahead leaving Sergeant Forst's squad covering their rear a sector behind. The two Sergeants were never comfortable with silence, which is why both men smiled as their sensoriums spoke to them so gleefully. Genestealers surrounding them, from everywhere. Time to stalk and to hold their ground.

Objectives

After the Marines fired their first few rounds, they could tell that the Genestealer force attacking them was only limited. There were no fanatical wave like attacks being thrust at them. Knowing this, the Marines are desperate to hold the sector and clear it of all Genestealers. They must stay alive at all costs to keep their forward thrust moving.

The Genestealer player must try to kill all of the Marines and claim the sector as their own. With a limited force, they need to be careful, and to set their traps wisely.

Marine Forces

The Marine player has 24 Points to spend on his Force. He may ONLY purchase POWER ARMOUR Marines. He must have only two Sergeants (Brayden and Tuscarny) who are both in charge of the mission.

Genestealer Forces

The Genestealer player uses the Standard Blip set; however he only has a total of 30 blips to complete the mission. He may use Ambush Blips if he chooses, in which case he can take one per turn in place of a normal blip. Each Ambush Blip is only counted as one of the 30 blips if it is revealed to be a Genestealer, otherwise it is disregarded. The Genestealers have had more than enough time to hide themselves in the sector, so the Marines need to be very wary.

Deployment

The Marines set up by squads in the two marked blue rooms. Place Squad Brayden in the room with four exits.

The Genestealer player has 2 starting blips. He receives 2 reinforcement blips per turn. Remember that he can take Ambush Blips, and they only count to the 30 blip total if they are revealed to be a Genestealer. The Marines are allowed to seal off any Genestealer Entry Areas if they wish. If any blips are lurking at a sealed Genestealer Entry Area, then it is lost and it still counts as one of the Genestealer's 30 blips. The Marines move first.

Victory

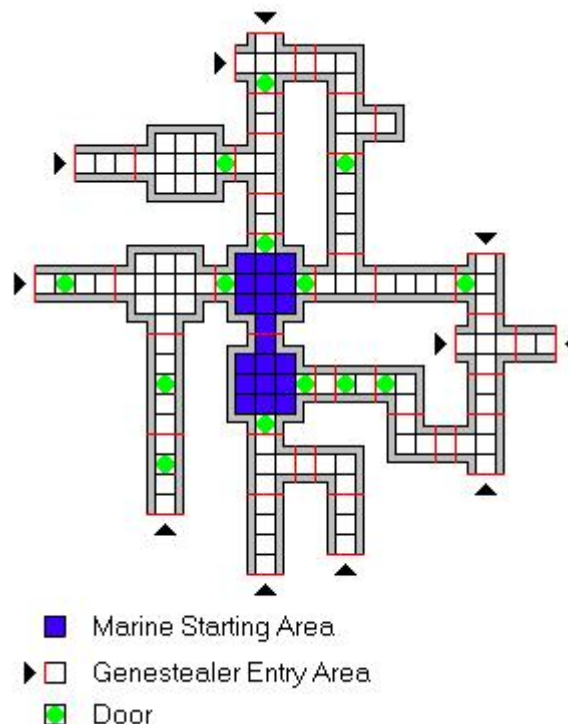
The last remaining model alive wins the mission.

Remember that the Genestealer player may also use Ambush Blips, so even in the unlikely event that the Marines manage to seal off all of the Genestealer Entry Areas, the Genestealer player can still continue on using 1 Ambush Blip per turn.

If there are no models left alive on the board at all, then the Genestealers win.

Campaign Notes

If the Genestealers won the mission, then the Marines have lost the campaign. Squad Forst is withdrawn, and the compound is abandoned in readiness for the waiting bombardment.



Hold Tight Part 4 - Expunge Campaign

Reports from Sergeant Brayden indicated that his Squad still had presence in their sector. Sergeant Tuscarny was killed, along with most of his squad. They died for the greater glory. Brayden never mourned a battle brother lost in true service to the Emperor of Humankind. He worshipped their death with the mystical ceremony that it deserved. For the fallen brothers were those who would greet their Father at the moment of their deaths. Brayden also managed to relay back some crucial information - there were Hybrids surfacing. One of his finest warriors was taken by surprise and cut down with Autocannon fire. Brayden sent the word to Sergeant Forst to expect the worst, heavily armed Hybrids approaching his sector. Captain Nashemrarod was not a gambling man, he would never squander the lives of his Marines on a whim. Knowing that Forst was about to be assaulted by Hybrids heading for the surface, he decided to end the battle swiftly... the Terminators were ready, and he would lead them himself.

Sergeant Forst heard his orders above the static - "Hold tight, the Terminators are coming." Sergeant Forst's squad were spread throughout their sector performing routine search operations. Now they were about to be overrun with Hybrids making a dash to the surface through all of their secret, hidden passageways.

"Hold tight." Thought Forst, "The Terminators are coming..." No other thought could possibly comfort him more.

Objectives

The Marines are about to be overrun with a powerful force of Hybrid Genestealers. They must try to retain a presence in the sector for enough time to allow the Terminators to approach.

The Genestealer player must try to kill all of the Marines so that he can ambush the approaching Terminators.

Marine Forces

The Marine player has 15 Points to spend on his Force. He may ONLY purchase POWER ARMOUR Marines. He must have only one Sergeant (Forst) who is in charge of the mission.

Genestealer Forces

The Genestealer player uses the Expanded Blip set. He may not use Ambush Blips.

Deployment

	<u>Blip</u>	<u>Model</u>
The Marine player takes any three of his Marines and places them in a room of his choice. Then, the Genestealer player takes another three Marines and places them in an unoccupied room of his choice. Finally, all of the remaining Marines are placed by the Marine player in the last unoccupied room. The Genestealer player has 3 starting blips. He receives 3 reinforcement blips per turn for the first 10 turns. After that he gets no more blips. The table lists the result of drawing a lettered blip. The Marines move first.	A	Hybrid with Autocannon
	B	Hybrid with Conversion Beamer
	C	Hybrid with Missile Launcher
	D	Hybrid with Bolter
	E	Hybrid with Lasgun
	F	Hybrid with Plasma Gun
	G	Hybrid with Heavy Bolter and 1 Hellfire Shell
	H	Hybrid with Las-Cannon
	I	Hybrid with Bolt Pistol and Chain Sword
	J	Hybrid with Heavy Plasma Gun

Victory

If at the end of 15 complete turns there is still a Marine model alive on the board, then the Marines win.

If at the end of 12 complete turns there is still a Marine model alive on the board, then the mission is drawn.

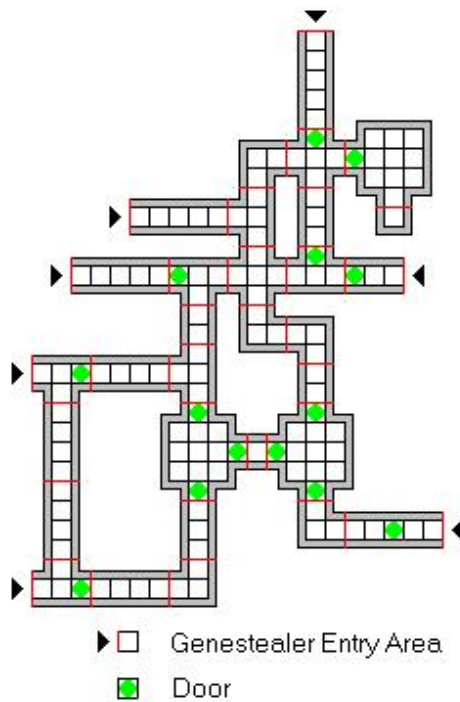
If there are no surviving Marines on the board at the end of 12 turns, then the Genestealers win.

Campaign Notes

If the Marines won the mission, then the Genestealers lose 2 random lettered blips from A - I (chosen by the Marine player) for the final mission.

If the Genestealers won the mission, then the Marines have 5 less points to spend on their force for the final mission.

If the mission was drawn, then the Genestealers lose 1 random lettered blip from A - I, and the Marines have 3 less points to choose their force for the final mission.



Slow The Swarm

The few Marines had penetrated deep into the Hulk beyond the initial boarding perimeter. Each looked grim as their sensoriums burst to life with massive amounts of fast moving blips, all converging on their location. However, they were not to retreat. There was no way that they could relinquish the tactical advantage of their forward position. Their orders were clear; slow the swarm and buy precious time for the Terminators to arrive. C.A.T units reported the approaching swarm was only the vanguard of the enemy, their own leaders were lumbering further behind. The swarm could not be allowed to breach the sector and run unchecked into the advancing Terminators. Without the full heavy support of the Terminators, the boarding action would fail.

The Marines stood ready and were poised to hold their defensive positions against the swarm. Then the rush began, Bolters screamed shells of death, tearing into the first ranks of Genestealers. For every Stealer killed, two more were bursting from behind with charging fury.

Objectives

The Marines are trying to buy time for the Terminators by killing as much of the initial wave of the swarming Tyranids as possible. They are desperately defending the Exit Areas from any swarm creatures escaping towards the Terminators.

The Tyranid player is trying to exit the sector so he can swamp the unprepared Terminators as they approach. However, he is also trying to minimise his casualties so that his ambush force is strong enough to take on the Terminators.

Marine Forces

The Marine player has 18 Points to spend on his Force. He may ONLY purchase POWER ARMOUR Marines. They were able to strike deeper into the Hulk with the slower moving Terminators closing in from behind.

Tyranid Forces

The Tyranid player uses the Expanded Blip set. No Ambush Blips are allowed. Numbered Blips are normal Genestealers. Refer to the table below for the lettered Blips.

Blip Model

A	1 Termagant with Devourer
B	1 Termagant with Devourer
C	1 Termagant with Devourer
D	2 Hormagaunts with Small Scything Talons
E	2 Hormagaunts with Small Scything Talons
F	2 Hormagaunts with Small Scything Talons
G	3 Termagants with Fleshborers
H	3 Termagants with Fleshborers
I	3 Termagants with Fleshborers
J	3 Termagants with Fleshborers

Deployment

The Marines set up by squads in the marked blue rooms. All members of the same squad must be in the same room at the start of play.

The Tyranid player does not have any starting blips. He receives 5 reinforcement blips per turn.

The Marines move first.

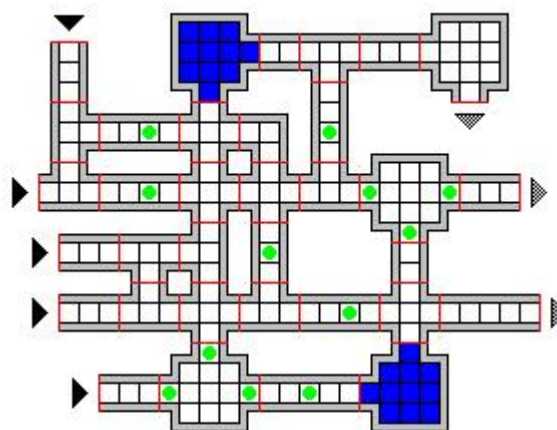
Special Rules

Each of the 5 reinforcement blips must start at a different entry area. Blips are not allowed to lurk. Each blip **MUST** enter play on the turn that it is placed, even if there is a Marine within 6 squares. If the blip can't enter play (flamer effect marker), then it is lost. Lost blips do not count towards the Marines' kills.

Victory

The game immediately ends in a Marine victory as soon as the Marines have killed 40 swarm creatures. The Marines have been able to slow the progress of the swarm long enough for the Terminators to arrive.

The game immediately ends in a Tyranid victory as soon as one of the swarm creatures manages to escape. The Terminators will be ambushed as they approach the sector.



-  Door
-  Marines Starting Points
-  Genestealer Entry Areas
-  Genestealer Exit Areas

Kill Their Power

The Marines were retreating. Earlier they had busted into a section of tombs that needed exploration. The Scouts reported Necrons in stasis, so they pulled back. The Marines went in unprepared for the full force of the waking Necron army, they knew it was time to retreat, and to rethink their strategy. Fortunately, there were some Terminators who were close to a group of Gauss Generators along their line of retreat. Destroying the generators would impact upon the Necrons as they woke from their lifeless slumber. The Necrons acted in defence and flanked the Terminators to the sector of tombs containing the generators. Losing the generators would hinder the further revival of more Necrons, leaving them exposed for any follow-up assaults by the Marines. The immediate survival of the Terminators was secondary to their efforts to destroy the generators. Each Marine knew that they had been given their orders, and that they were completely surrounded by their foe.

Objectives

The Marines are trying to destroy all four Gauss Generators to kill some of the Necron's power. The Necrons are trying to kill all of the Marines, while saving their Gauss Generators.

Marine Forces

The Marine player has 20 points to purchase his force of Terminators. He must purchase at least two squads of Terminators.

Necron Forces

The Necron player has 20 points to purchase his force. He must have at least one Warrior Squad, or one Flayed One Squad. Otherwise he is free to choose the remainder of the force.

Deployment

Marines

The Marine player must place at least one squad in each of the pink Deployment Areas.

Necrons

The Necron player must split up his force so that he has models in each of the four green Deployment Areas. He is allowed to split up squads so they can be placed in different rooms at the start of play. The Marines move first.

Special Rules

The Gauss Generators are powerful devices that radiate Gauss energy which revitalises any Necron. Any dead Necron may modify his Self Repair roll by +1 when it is within 6 squares of a working Gauss Generator. A dead Necron does not need another similar model within 6 squares if it is Self Repairing via a Gauss Generator.

As powerful as the Gauss Generators are, they are fragile, and can be destroyed in the same way as a door. They block movement in their section, even when they are destroyed.

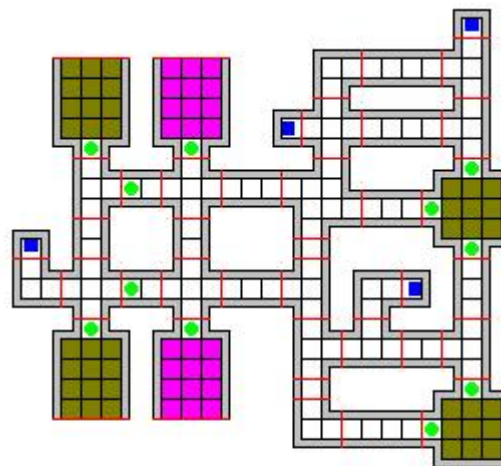
When the Necron force is reduced to 25% or less of its starting number it will Phase Out. Provided there is at least one Marine remaining, the Marines will automatically win.

Victory

If the Marines destroy all four Gauss Generators, they win.

If the Necrons kill the Marines and they have at least two working Gauss Generators, they win.

If the Marines are killed, but they managed to destroy three Gauss Generators, they can claim a draw.



-  Door
-  Gauss Generator
-  Marine Deployment Areas
-  Necron Deployment Areas