WARPSPACE AND PSYKERS

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

All living creatures exist in warpspace as well as in the material universe, although most are not conscious of the fact. Just as a man's body inhabits the material universe, his soul inhabits that of the warp. The body is part of the universe and made of matter: the soul is part of the warp and is made from the stuff of raw Chaos.

Human sensitivity to the warp is not generally well developed. The soul itself is not aware: it is simply a coherent lump of Chaos energy maintained whole by its anchor to the material body. However, in a minority of people this sensitivity is far more finely tuned. These people are psykers and they are able to consciously control and use the energy of the warp to affect the material universe. There are many kinds of psykers, not all of them Human, some of whom are tolerated or encouraged within Human society while others are regarded as dangerous and are actively persecuted and destroyed.

PSYCHIC POWERS

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

To cast a psychic attack, the psyker pulls energy of one colour into himself, draining the surrounding area as he concentrates and focuses the colour. When he uses his powers, he further weakens the distinction between warpspace and realspace, allowing more power to flow through, providing additional impetus to his attack and replenishing the mist of colour that surrounds him. To those with psychic second sight, it appears that the psyker is the centre of a maelstrom as fragments of colour whip and twist around him. As he gathers all the energy of one colour, the storm dies for a brief moment and he stands at the calm centre of the boiling clouds — he moulds the power into his chosen form, turning it with his mind from raw energy into potent weapon of attack or a shield of defence. Then he releases the pent-up energy, hurling it at his enemy or pushing it out to form an impenetrable shell around him.

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

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

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

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

PSYKERS IN THE IMPERIUM

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

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

The Adeptus Astra Telepathica

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

The League of Blackships

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

The Scholastia Psykana

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

The Chosen

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

Astropaths

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

Sacrifices

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

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

LIBRARIANS

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

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

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

HYBRID PSYKERS

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

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

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

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

LIBRARIANS AND HYBRIDS

Genestealer includes 15 completely new plastic Citadel Miniatures: 5 Marine Librarians and 10 Genestealer Hybrids. The Librarians are each armed with a force axe and storm bolter. The Hybrids have a selection of arm and weapon variants allowing you to assemble the models in a number of different poses. There should be enough arms for the 10 Hybrids, 6 heavy weapons (2 each of autocannon, conversion beamer and missile launcher), plus enough basic and close assault weapons to arm the 4 Hybrids not carrying heavy weapons. All the rules for the Librarian and Hybrid weapons are given in the New Weapons section.

This section tells you how to assemble and paint your models. The best paints for these miniatures are the range of Citadel acrylic paints and inks, particularly the Space Marine Paint Set which has colours specifically chosen to paint four of the most famous Space Marine chapters:

Ultramarines, Space Wolves, Blood Angels and Dark Angels. The Space Marine paint set also includes a free painting guide explaining how to paint your Marines.

If you want some advice on painting or assembling your miniatures or you're not familiar with some of the terms used in this section (eg highlights, washes and drybrushing), ask any of the staff at your local Games Workshop store — they'll be happy to answer your questions and give you helpful tips. Or send a large stamped, self-addressed envelope to the Games Workshop Mail Order Service and ask for our free Citadel Miniatures Painting Guide. The Games Workshop Mail Order Service can also supply any Citadel Miniatures you require — for more details, write to:

Games Workshop Mail Order Service

Chewton Street, Hilltop, Eastwood, Notts, NGl6 3HY

ASSEMBLING THE MODELS

The assembly diagrams show you how to put together your Librarian and Hybrid models. The Librarians are very straightforward: just glue the arm holding the force axe under the model's right shoulder pad and the arm holding the storm bolter under the left shoulder pad.

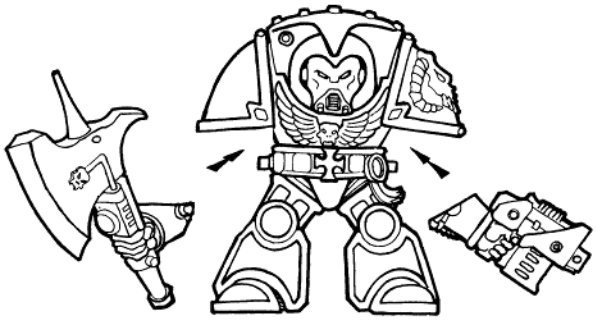
With the Hybrids, you've got more choice. There are four right arms and four left arms on each arm sprue — which arms you put on which Hybrid is entirely up to you. Most Hybrids have 2 Human arms and 1 Stealer claw, but if you want a Hybrid with just 2 Human arms or one with 2 Human arms and 2 Stealer claws, that's fine.

When you're assembling the Hybrids armed with heavy weapons, bear in mind the pose and balance of the model. Make sure the combination of arms you choose allows the Hybrid to hold the weapon without looking too clumsy. If you're not sure what the model is going to look like, hold it together with a few small pieces of adhesive poster putty such as Blu-Tac to check the pose before you glue it in place.

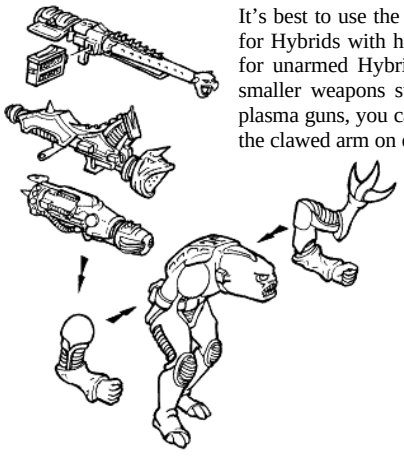
For a Hybrid armed with a smaller weapon such as a bolter or plasma gun, you simply need to stick the weapon onto one of the Hybrid's Human hands.

The best glue to use for sticking your models together is polystyrene cement — ideally the kind that comes in a bottle with its own application brush. Be very sparing when putting this on the model. If you use too much, you can damage the miniature by removing some of the fine detail.

Fit the slots in the arms over the studs on the side of the Librarian



Preparing the models: when you remove the parts for the models from the sprues, it's best to cut them off carefully with a modeling knife — if you twist them off, you may break them. Use a sharp knife and always cut away from your fingers onto a firm surface. Before you glue the models together, trim any excess plastic from the joints to make sure you get a good fit.



It's best to use the Human right arm for Hybrids with heavy weapons — for unarmed Hybrids or those with smaller weapons such as bolters or plasma guns, you can choose to have the clawed arm on either side

Gluing the models: put a thin layer of polystyrene cement on one of the surfaces to be stuck, then push the two parts together and hold them tight for about ten seconds. Gently let go and put the model aside for half an hour to allow the glue to harden. If you want an instant result, you can use superglue, but we prefer polystyrene cement for a better result

PAINTING LIBRARIANS

Take a look at the side of the box bottom for an example of the colour schemes of four of the greatest Marine chapters: Ultramarines, Space Wolves, Blood Angels and Dark Angels. The basic colour scheme for a Terminator Librarian is the same as for a Marine of his chapter:

Chapter	Basic Colour
Ultramarines	Blue
Space Wolves	Grey
Blood Angels	Red
Dark Angels	White

The Dark Angels' colour is for the Terminators of Deathwing — other Dark Angels wear dark green armor.

A Librarian's rank is shown by the colour of the banding around the plates of his Terminator armour and the colour of the gems studding his shoulder pad. The colours for each rank, as laid down in the Codex Imperialis, are:

Rank	Banding	Gems
Lexicanian	Gunmetal	Black
Codicier	Bronze	Green
Epistolary	Silver	Blue
Chief Librarian	Gold	Red

Dark Angels

The Librarians of Deathwing don't follow the Codex regulation colour schemes. All the ranks wear armour with gold banding and red gems.

In Deathwing, rank is shown by the litanies of honour painted on their armour: the colour of the scroll on which the litany is written indicates the Librarian's rank:

Rank	Scroll
Lexicanian	Gunmetal
Codicier	Bronze
Epistolary	Silver
Chief Librarian	Gold

Generally speaking, the higher the rank, the more litanies. To add these to your model, paint one or more narrow strips of the appropriate coloured scroll on exposed armour plates. Then, using a fine brush or a technical pen such as a Rotring, make a series of tiny marks on the scroll to represent the litany itself — don't worry about trying to write any words!

Personalizing Librarian Armour

The guidelines above hold true for most Librarians but, like many Marines, Librarians often personalize their armour to commemorate honourable or heroic actions or to display their personal heraldry. The variations are endless and you can choose what personalization, if any, you want to add.

The illustrations on the side of the box give you a couple of examples. Common variants include painting an area in a non-standard colour, painting checks or coloured lines on an armour plate, and carrying the banding colour over the carapace or a limb. Personal heraldry or coats of arms usually goes on the right shoulder pad in place of (or often incorporating) the chapter symbol.

PAINTING GENESTEALERS

On the sides of the box bottom there are a number of painted Genestealers and Hybrids. The basic colours that you use to paint Stealers and Hybrids are:

Area	Base Colour	Highlight	Shading
Skin	Worm Purple	Worm Purple and Skull White	Purple Ink
Carapace	Moody Blue and Chaos Black	Add Skull White to base mix	Blue and Black Ink
Claws	Orc Brown	Skull White	Brown Ink

To get the best results, you have to spend a bit of time adding several layers of paint. Rather than apply a single highlight in one go, you can highlight the model in gentle stages. Use the colours given in the table above, but each time add a little more of the highlight colour. When you are satisfied that the miniature has enough highlights, you may want to put a very thin wash of ink over the area - this blends the highlights in and gives a rich, subtle finish.

The painting on the back of the box and the Magus on the side (model 1) give you plenty of examples of the tattoos and symbols used by Stealer Hybrids. Hybrid tattoos are often blue or purple, while symbols on clothes can be painted in any colours that stand out well against the background. Details like this can be painted onto your miniatures very easily by using a fine, good quality Citadel brush. You may find it easier to draw out the design before painting it in.

PAINTING TIPS

To give you a better idea of how to get good results on your Librarians and Genestealers, we'll take you through the two painted miniatures on the back of the box in more detail. The Hybrid was painted by Tim Prow and the Deathwing Codicier by Mike McVey.

Both models were first undercoated with white paint and left to dry before any colour was added; a white undercoat is the best way to start any miniature, giving you' a good basis on which you can add colours and details. All the colours are from sets of Citadel paints and inks.

Tim gave the Hybrid a base coat of a mix of Moody Blue and Chaos Black. He added Skull White to this mix and then applied the highlights. For the skin areas, he used a base coat of Worm Purple, highlighted with Worm Purple and Skull White. He painted the ritual tattoos and the missile launcher in colours that fitted the traditional Stealer colours, mainly blues and purples but with yellow areas as a sharp contrast. To get the banding on the edges of the carapace, Tim painted them with Skull White and then went over them with Sunburst Yellow; the dots were spotted in with Chaos Black.

Mike painted his Deathwing Librarian using a technique that's quick and easy but provides an excellent finish. Once the undercoat was dry, he put a wash of Chaos Black over the whole miniature to get the areas of deep shading. This is very important when you're painting models with a predominantly white colour scheme as it defines the shape of the model. When the wash was dry, Mike applied a base coat of Orc Brown over all the areas that are going to end up white, leaving a thin line of black between the armour plates and the banding. He then highlighted the brown up to pure Skull White. For the shoulder pad markings, he used one of the transfers from the Dark Angel decals set as a guide and then painted over it with Blood Angel Red. The break in the sword was added by painting a line through it with Skull White.

Tony Ackland

Finally, here's a few notes on three of the miniatures on the box that are examples of interesting painting techniques.

As Hybrids get closer to becoming Humans, the colour of their skin becomes more flesh-like. This can clearly be seen on the 3rd generation Hybrid with a cleaver (model 3). Ivan Bartlett painted this model almost in two separate halves. He painted the side of the Hybrid with Genestealer claws in the normal way, then faded the usual Stealer blue-purple colour into conventional Human skin tones on the other side.

With the Inquisitor in Terminator armour (model 10), notice how Tim has painted red edging round some of the plates. This really helps to define the shape of the miniature and almost acts as a highlight. For the checked areas, Tim first painted on a coat of Skull White. He then painted a grid of thin black lines over the whole area, finishing it off by filling in the appropriate squares with Chaos Black.

To pick out the skull pattern on the Space Wolf Captain's scabbard (model 11), the area was first given a wash with a mix of Brown and Yellow Ink. When this was dry, it was drybrushed with Bronzed Flesh, leaving the original wash in the recessed areas to show up the pattern.

NEW WEAPONS

The following section gives you rules for new weapons in Space Hulk. Most of these are weapons used by Genestealer Hybrids — the New Blips section explains how you tell which Hybrids are armed with which weapons.

Some of these weapons are provided with the models in the box: you get two each of the autocannon, conversion beamer and missile launcher, plus a selection of smaller weapons. The other weapons are for the range of metal Hybrid Citadel Miniatures. These models are available from your local Games Workshop store or from the Games Workshop Mail Order Service (see Painting Your Models for details).

This section also contains rules for the force weapons carried by Marine Librarians and their psychically-adapted Aegis suits of Terminator armour. Plus new overwatch rules for armed Hybrids going into overwatch as well as Marines.

Rolls to Kill

The range, area of effect, rolls to kill and so forth for the new weapons are all listed in the Weapon Reference Table. It's a good idea to refer to the table as you read each description to give you a feel for how powerful the weapon is.

HYBRIDS WITH WEAPONS

The rules for using Hybrids with weapons are exactly the same as those for Marines in the Space Hulk rulebook. The weapon descriptions that follow explain which weapons can be placed in overwatch, allow move and fire actions, etc. Here's a summary of the rules as they apply to Hybrids.

Targeting

A Hybrid with a ranged weapon can only fire at targets within its 180° LOS and 90° fire arc (the same as Marines).

Move and Fire

Hybrids can make move and fire actions with many of their weapons, although heavy weapons are too cumbersome for this. A move and fire action costs 1 or 2 APs depending on whether the Hybrid moves forwards or backwards; range is measured from the square the Hybrid moved to. Sustained fire bonuses are lost whenever a Hybrid moves and fires.

Mark Gibbons

Overwatch
Hybrids can be put into overwatch with weapons that allow this action. Hybrids don't get a sustained fire bonus if in overwatch. As models from both sides can now be put into overwatch, there are some overwatch rule amendments — these are fully covered later in this section.

Unarmed Close Assault
Hybrids don't have anything like the awesome strength of a Purestrain Genestealer and they can't rip their way through a Marine's Terminator armour with the same ferocious ease. In close assault, a Hybrid gets a single dice with a -2 modifier. Like a Purestrain, it can only assault into its front square. If it is assaulted from behind, it can turn to face its attacker if the round of combat is tied or it wins.

Close Assault with a Weapon
If a Hybrid is armed with a weapon that can be used in close assault, such as a chainsword or bolt pistol, it receives a bonus to its dice roll. This bonus partly offsets its normal penalty — it doesn't replace the penalty (so a weapon with a +1 bonus means the Hybrid has an overall -1 modifier).

AUTOCANNON

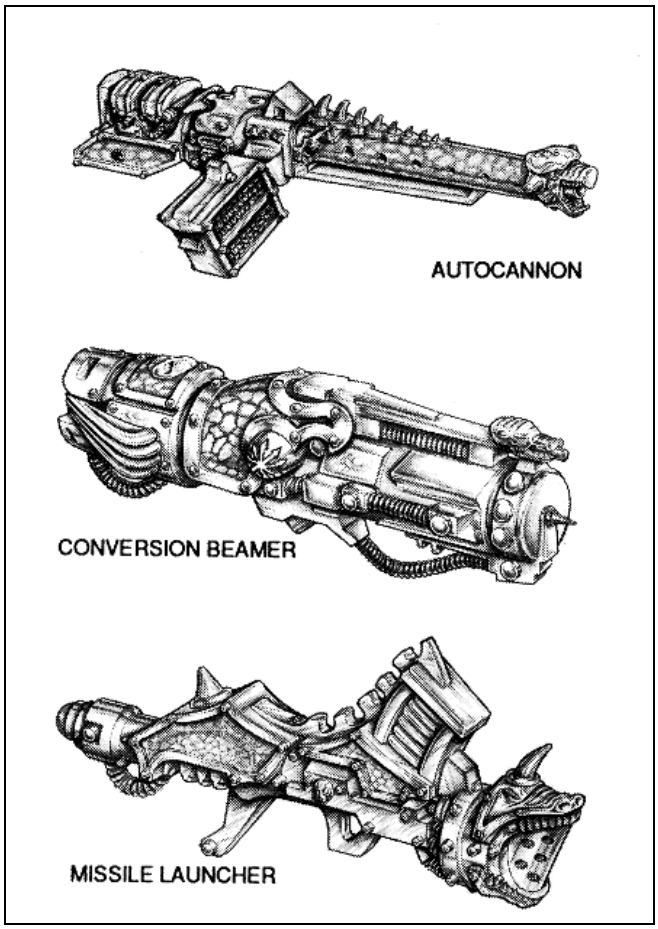
The autocannon is a large-calibre gun which fires high-velocity mass-reactive explosive ammunition — this gives the weapon a hefty recoil and the firer must brace himself firmly to take the shock. Within the confines of a space hulk, the autocannon has an unlimited range, but is particularly effective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

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

Sustained fire bonuses apply to autocannon. This means it is possible to have an automatic hit. For example, against a Terminator at close range, the fourth shot will need a 1 or better to kill — this means the Marine will be hit automatically.

CONVERSION BEAMER

The conversion beam projector, also known as the beamer, works by converting matter into pure energy, creating an energy field before it. The beam builds up slowly, increasing in intensity as it extends further from the projector — at the beam's focus point, the matter-energy conversion becomes so powerful that it causes a violent explosion. Because of this, beamers are incredibly effective against massively armoured targets, such as Terminators, and instantly eradicate large static objects like bulkheads and doors. The firer must remain stationary otherwise the energy field becomes unfocused and the effects are negligible — firers often wear boots adapted with special claws to provide a stable firing position.



Because of the required stability, it costs 2 APs to fire a conversion beam projector and the firer cannot perform a move and fire action. Sustained fire bonuses do not apply as it's impossible to maintain an accurate beam focus over several shots. The beamer's range and ammunition are unlimited.

MISSILE LAUNCHER

These are bulky shoulder-mounted weapons that fire small missiles armed with powerful warheads. Typically a missile launcher is loaded with a combination of armour-piercing crack missiles and area-effect plasma missiles, either of which can be selected before firing. Crack missiles are armed with a double-charged hollow-case warhead designed to rupture armour. Plasma missiles detonate in a split-second burst of flesh-boiling super-heated plasma.

It costs 2 APs to fire a missile launcher. Because of the weapon's bulk, move and fire actions are impossible.

All missile launchers are equipped with an unlimited supply of crack and plasma missiles. The player whose model is firing must select the type of missile he's using before firing; different types of missle can be fired by the same model in the same turn. As each missile is a separate shot, missile launchers receive no sustained fire bonus.

Crack missiles are used against single targets. Plasma missles affect an entire board section, much in the same way as a flamer hit — as the effects are nearly instantaneous, plasma missile explosions block neither movement nor LOS and no marker remains on the affected board section.

BOLT GUNS

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

Bolter

Like storm bolters, bolters are capable of sustained fire but their maximum bonus is lower:

Sustained Fire	Hit On
First shot	6
Second shot	5-6
Subsequent shots	4-6

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

Bolt Pistol

Bolt pistols have a shorter range than bolters but their compact size allows them to be fired against close combat opponents, so models with bolt pistols gain a +1 close assault modifier against opponents in their front or side squares (this means a Stealer Hybrid with a bolt pistol has an overall -1 modifier in close assault).

Heavy Bolter

As this is a much larger weapon than the standard bolter, models with heavy bolters roll two dice and get improved bonuses for sustained fire:

Sustained Fire	Hit On
First shot	6
Second shot	5-6
Third shot	4-6
Subsequent shots	3-6

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

LASER WEAPONS

Advanced laser technology is common to all races throughout the galaxy and easily-maintained, highly-reliable laser weaponry is widely available to Genestealer Hybrids. Laser weapons come in a variety of sizes: las-rifles or lasguns are the standard armament for the Imperial Guard and for many Planetary Defence Forces; the laspistol is a short-ranged weapon often carried as a side-arm, being openly worn on many planets; and las-cannon are powerful shoulder-mounted weapons, capable of cutting through even Terminator armour.

It takes several seconds to build up the energy for a laser bolt and none of these weapons are capable of automatic or sustained fire — their energy is released as individual bolts that punch holes through their targets.

Lasgun

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

Laspistol

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

Las-Cannon

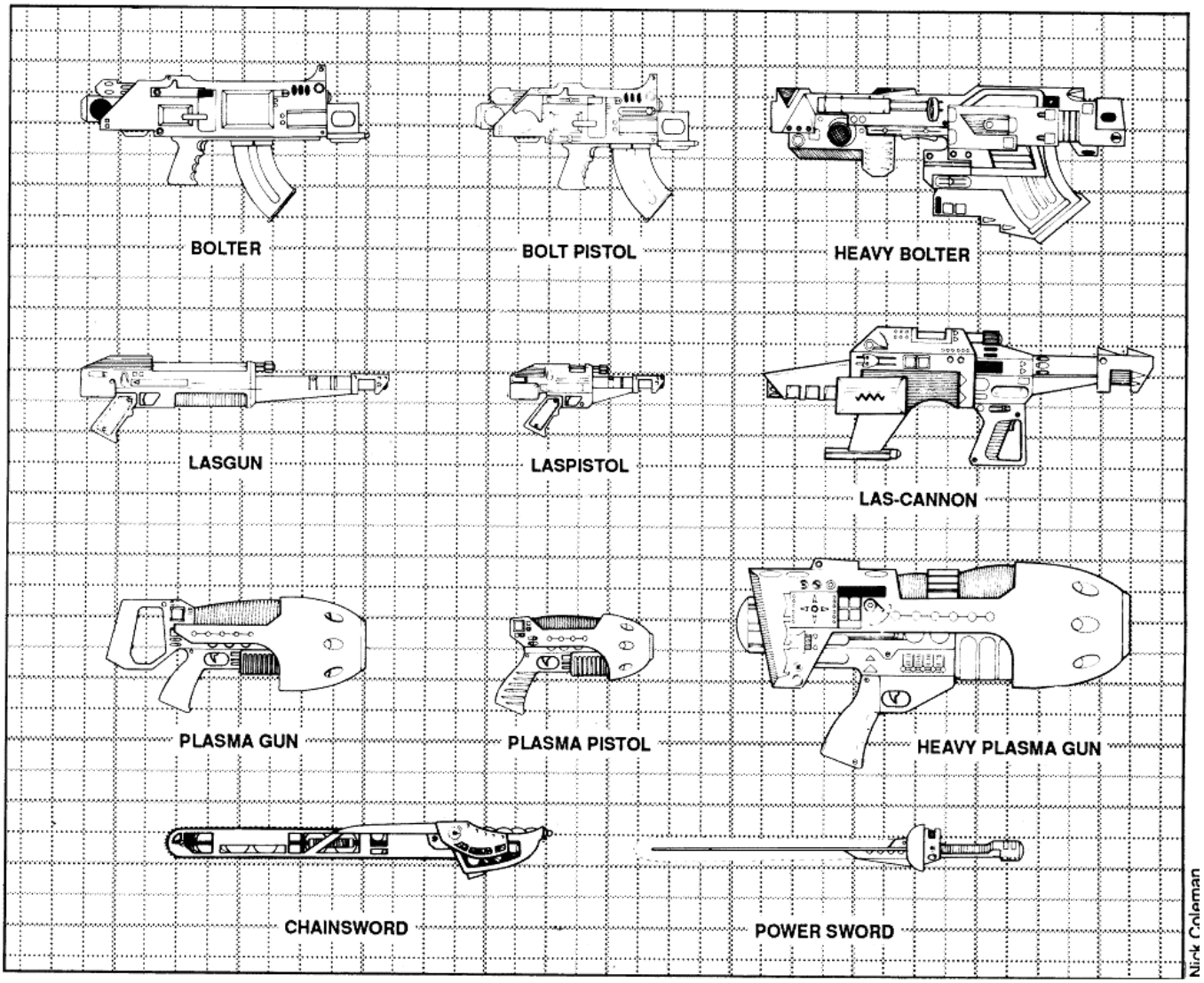
Because of the size of a las-cannon, it costs 2 APs to fire, and a model armed with a las-cannon cannot make a move and fire action or be put into overwatch. These penalties are offset by the devastating power of the weapon — Terminators, for example, are killed on a 2 or better.

PLASMA WEAPONS

Plasma weapons fire a hail of plasma bolts: small packets of super-heated gas plasma with awesome destructive capabilities. It takes a vast amount of energy to heat the plasma to this lethal level and all plasma weapons take some time to recharge after firing a bolt while the power packs energise the plasma under great pressure.

Like bolt guns and laser weapons, there are three types of plasma weapon: the basic plasma gun; the smaller and slightly less powerful plasma pistol; and the heavy plasma gun. The heavy plasma gun carries huge power packs, far larger than the standard power packs of other plasma weapons, which means it is able to fire in two modes: rapid fire or maximal fire — rapid fire uses only a small amount of the weapon's energy so that it can fire without recharging, whereas maximal fire releases the entire pent-up energy in a single cataclysmic burst.

Plasma gun counters: the model cant fire with one of these next to it. The counters are two-sided: place the red fired side face-up as soon as the model shoots. Flip the counter to the green recharging side at the start of its next turn. Remove the counter entirely at the start of its following turn.



Plasma Gun and Plasma Pistol

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

Models with plasma guns and plasma pistols can't be placed in overwatch.

Heavy Plasma Gun

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

Rapid Fire: because this option only uses a small amount of the heavy plasma gun's vast energy reserves, no plasma weapon counter is placed beside the model when it fires. It can fire again in the same turn in either mode.

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

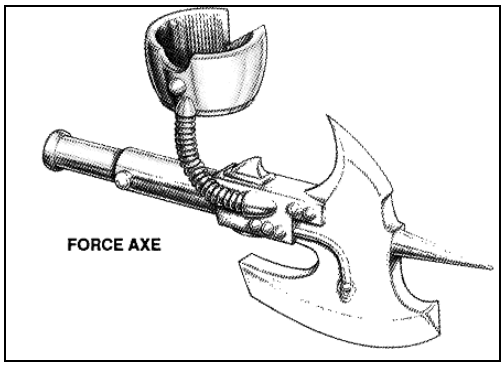
Models with heavy plasma guns cannot be placed in overwatch and cannot move and fire.

CLOSE ASSAULT WEAPONS

Genestealer Hybrids may be armed with close assault weapons such as power swords and chainswords. A Hybrid with a close assault weapon receives a close assault modifier against opponents in its front or side squares. This is additional to the Hybrid's usual -2 penalty rather than a replacement — the table below gives both the individual weapon modifier and the overall modifier including the -2.

Weapon	Modifier	Overall
Chainsword	+1	4
Power Sword	+2	0

Note that, unlike Marines with power swords, Hybrids don't get the option to parry — they don't have the training and expertise to use the sword for anything fancy!



FORCE WEAPONS

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

Whenever a Librarian attacks with a force weapon, he automatically receives a +1 close assault modifier. In addition, when the Librarian is facing his opponent in a round of close assault, he can play as many of his psychic attack cards as he likes and add their close assault bonuses to his roll (psychic cards are fully explained later). A Librarian facing away from his attacker cannot enhance his roll by playing cards, but still receives his normal +1 bonus. As usual, he may turn to face his attacker if he survives the initial round of combat.

THE AEGIS SUIT

Terminator Librarians wear Aegis suits — these are suits of Tactical Dreadnought Armour specially modified with a protective psychic hood. The hood encases the Librarian's head and is made from reinforced plasteel interlaced with the intricate crystals of a psi-matrix. The psi-matrix amplifies the natural psychic defences of the Librarian and helps to deflect harmful psychic attacks.

Because of his Aegis suit, a Librarian gets the equivalent of one free force card against every psychic attack card that affects him — the force defence is always the same colour as the attack (force cards and psychic attack cards are fully explained later). It costs 0 APs to use this defence and does not count as an action. This means that to psychically attack a Librarian (or a section containing a Librarian for section effect cards), the Stealer player must have at least one force card of the correct colour to succeed.

The Librarian does not have to use the free force if he doesn't want to. Force defences not used immediately cannot be saved up; they are lost.

OVER WATCH

As Hybrids can use weapons, it is now possible for the Stealer player to place models in overwatch. Not all Hybrid weapons can be placed in overwatch — the individual descriptions detail which weapons can and can't be placed in overwatch. Overwatch rules remain virtually unchanged. Remember, a model can only take a shot immediately after the target model has taken an action in the firer's LOS and fire arc. Weapons that roll a single dice can't jam in overwatch — this means the heavy bolter is the only one of the new weapons that jams on a double.

Stopping the Clock

Strictly speaking, you should stop the clock whenever a Hybrid model fires from overwatch. However, if the players are willing to co-operate and take their dice rolls quickly, there's often no need to do so. If there's any question of whether or not to stop the clock, it's always up to the Marine player — if he wants to stop the clock, then he can. As soon as the overwatch has been resolved, start the clock again.

Sequence of Play in Overwatch

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

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

Overwatch always takes place after the enemy action is complete — it is not simultaneous. This means that if an enemy psyker kills the model in overwatch with a psychic attack, the overwatch model cannot fire at the psyker. Similarly, a psychic attack that blocks LOS between the psyker and the overwatch model prevents overwatch fire.

It is also important for move and fire actions: a model making a move and fire action always gets to fire before the model in overwatch can fire back — again, it's possible to kill a model in overwatch before it has a chance to retum fire.

Mandatory Firing in Overwatch

If a model is in overwatch and a new target appears, the model is obliged to fire at the new target as usual. It must wait until the enemy model takes another action before being able to play a psychic attack card. Playing a psychic attack card counts as an action and means that it loses overwatch (playing a force or an Aura card doesn't count as an action and doesn't take a model out of overwatch).

A model in overwatch doesn't have to fire at a target which enters its LOS if the target is out of its fire arc or is more than 12 squares away (ie it would be impossible to hit the target due to range restrictions on weapons in overwatch). If the model in overwatch is a Marine, he can choose to drop out of overwatch immediately; he can then spend CPs as usual if any enemy models take further actions in his LOS.

PSYCHIC COMBAT

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

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

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

OVERVIEW

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

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

Each psychic card allows you to cast one type of psychic attack and each card gives the name of the psychic attack, targeting information and a brief description; the cards also have a variety of symbols on them showing which suit or colour the card is, whether it's a force card that can dispel psychic attacks, whether it's unstoppable, and its close assault bonus.

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

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

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

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

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

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

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

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

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

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

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

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

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

SUIT

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

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

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

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

Psionic

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

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

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

Power

A psyker can open a hole into the warp and let through the smallest fraction of the terrible energies from the other side. By focusing this energy, he can cause a roaring blaze of psychic power that burns with the fires of hell, or throw an arcing bolt of lightning. He can even allow the raw warpstuff to enter unfocused as a whirling vortex of pure psychic energy, a wild tornado of destruction that moves out of control and rips apart everything in its path.

The power symbol is an eight-pointed star radiating with jagged lines from a central hub. This represents the eight colours of psychic power that come from the warp; the lightning strokes show the destructive power that can be summoned.

Kinesis

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

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

Temporal

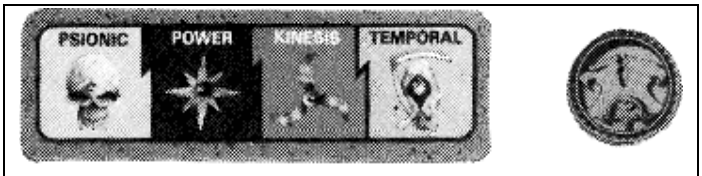
In the warp, time runs in strange patterns, sometimes faster, sometimes slower than in realspace. In places, it may run backwards, or stop entirely, or leap from moment to moment with centuries passing in the blink of an eye. A psyker can use these uncanny effects to pollute the time in realspace, stretching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

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

THE TRUMP SUIT

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

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



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

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

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

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

EFFECT

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

Self

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

Model

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

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

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

Door

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

Feature

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

Section

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

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

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

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

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

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

LOS Through Section Effect Markers
As with a flamer marker, LOS can be traced to and from models on the nearest edge of an affected board section. Models next to each other can also trace LOS to each other (if facing in the right direction). The exceptions to this are Vortex and Stasis: these effects completely block LOS to or from any model on any square in the affected section.

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

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

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

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

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

TARGETING

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

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

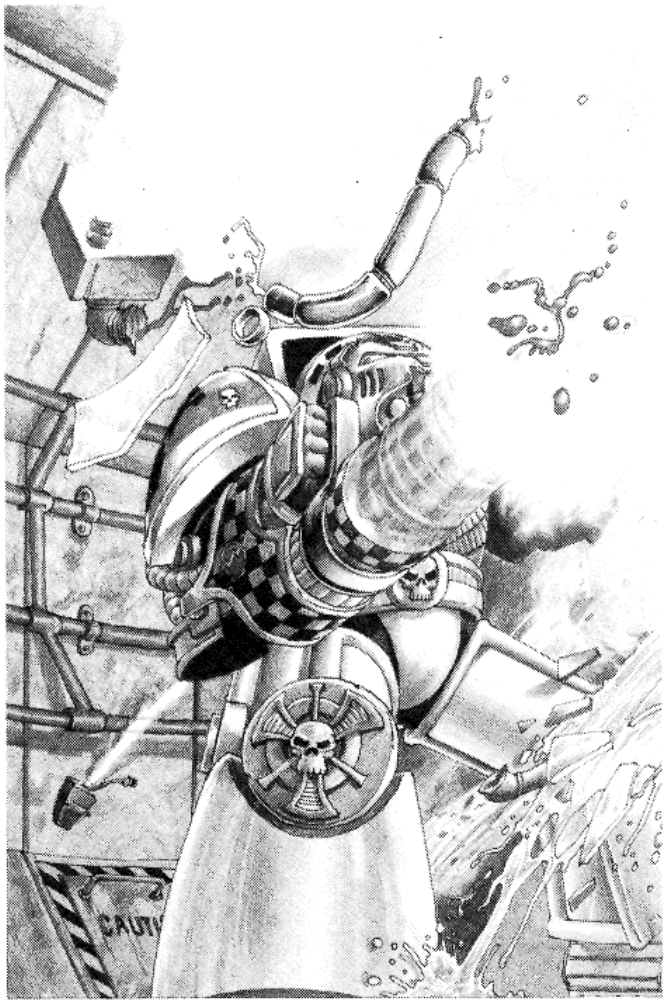
LOS Targeting

The psyker must be able to trace a line of sight (LOS) to his intended target. This is just like targeting a normal ranged weapon, except the target only has to be in the psyker's 180° field of vision, not specifically within his narrower arc of fire — this includes the line of squares to either side of the psyker, as well as all the squares in front of him.

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

Blind Targeting

With blind attacks, the psyker isn't restricted to LOS: he can project the psychic effect about him in a 360° arc, and can cast it around comers to areas he can't see.



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

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

Free Targeting

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

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

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

RANGE

Apart from cards affecting only the psyker himself, each card

lists the range of the attack. This will either be a number or unlimited. A number is the maximum range to the targeted model or section. Unlimited means that there is no restriction on range, although the normal targeting restrictions apply.

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

CLOSE ASSAULT BONUS

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

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

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

FORCE CARDS

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

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

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

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

Playing Force Cards

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

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

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

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

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

Force Battles

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

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

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

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

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

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

DISPERSAL

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

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

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

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

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

UNSTOPPABLE ATTACKS

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

DECAY

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

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

DRAWING PSYCHIC ATTACK CARDS

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

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

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

The Card Deck

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

Drawing New Cards

At the start of your turn, you can draw new cards to replenish those played in the last turn. The Genestealer player can draw as many cards as needed to take his hand back up to its maximum size. The Marine player can only draw 1 card for each psyker he has in play.

When drawing cards, the Stealer player can never exceed his normal hand. The Marine player, however, can temporarily take an extra 2 cards above the normal size of his hand (assuming he has enough psykers to draw this many cards). He can then choose which 2 of his cards to discard to bring his hand back to normal size — this gives the Marine player a much greater range of choice in the cards he can play.

Discarding

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

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

PLAYING PSYCHIC ATTACK CARDS

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

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

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

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

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

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

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

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

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

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

PSYCHIC ATTACK CARDS

The psychic attack cards contain most of the information you'll need during play. Once you've played several games of Space Hulk using the Genestealer psychic combat system, you probably won't have to refer to this section very often. For your first few games, however, it's best to check through the notes on each psychic attack until you're sure you know how the cards work.

Unless the description says that a card is an exception, all the normal rules given in the Psychic Combat section apply to all the cards.

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

Rolls to Kill

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

AURA CARDS

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

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

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

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

THE PSIONIC SUIT

Control

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

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

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

Miasma

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

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

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

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

Force cards can't be played by a psyker within the section to disperse the Miasma but psykers outside the section with LOS to it can use force cards to disperse the field.

The shifting patterns of a Miasma block LOS, but not movement — this is the only effect upon non-psykers.

Scan

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

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

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

Smite

The psyker unleashes a carefully-directed burst of psychic energy that only affects his enemies — by seeking out the strong emotions of hate and animosity they project towards him, the psyker can target his attack with great accuracy. Those who are unable to defend themselves are struck down as their brains overload with the psychic assault. Flames of golden fire lick from eyes and ears as the victim's face melts and his bones crumble to a fine yellow sand.

Only enemy models on the affected board section are hit — friendly models are unaffected. Any enemy models that aren't defended by a force or Aura card are killed. The results are instantaneous, so the card goes directly onto the discard pile and there's no section effect marker.

THE POWER SUIT

Assail

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

The target model can be moved up to 3 squares in any direction, even onto a board section containing a section effect marker (provided the effect doesn't block movement). The casting player can choose the facing of the targeted model.

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

Hellfire

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

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

Target	Roll to Kill
Blip	2
Purestrain	2
Hybrid	Auto
Marine	3
Door	No Effect
Bulkhead	No Effect

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

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

Lightning Arc

A bolt of psychic energy flies from the caster's hand to strike down his chosen target, then leaps from enemy to enemy until its destructive power is exhausted.

The Lightning Arc inflicts 6 hits on up to 6 different models or features, provided all the targets are within the 12 squares range. The casting player has a free choice of which targets are affected by the Lightning Arc and the number of hits that are directed against each. He may choose which target to attack next after he's rolled each hit.

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

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

If at any point a psyker survives by using either a force or an Aura card, the Arc is halted and any remaining hits are lost.

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

Vortex

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

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

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

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

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

When a Vortex moves, any models on the newly-affected section suffer an immediate kill. Psykers still have a chance to use an Aura card to save themselves.

Vortices are allowed to move off table. The Vortex simply vanishes out of play, automatically destroying any Stealers lurking outside that entry area.

Paul Green

THE KINESIS SUIT

Blast

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

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

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

Jinx

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

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

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

Switch

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

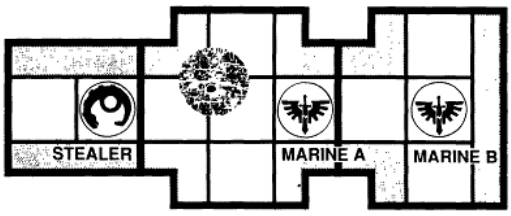
Doors on space hulks are designed so that they cannot possibly injure anyone. They simply will not close if anyone

— or anything — is in the way (ie standing in the door's square). Switch doesn't work on a Jinxed door — the Jinx has scrambled the control mechanisms and the psyker cannot override them until the Jinx is dispelled.

Teleport

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

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



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

THE TEMPORAL SUIT

Burst of Speed

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

This card can only be played during the psyker's own turn. Playing the card ends the psyker's original move immediately. However, the psyker remains active and gets to spend his normal AP allowance all over again. Burst of Speed doesn't affect CPs — any CPs spent by the psyker before the card is played are not recovered.

A psyker under the influence of a Burst of Speed that enters an area affected by a Warp Time card still has to pay double APs for each action, as usual.

Prescience

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

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

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

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

Stasis

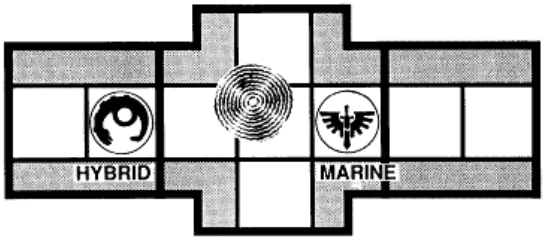
Stasis freezes time in a small area, causing it to appear from the outside as a dull black, impenetrable shell. By opening a small hole into the warp, the psyker bleeds time out of the area affected. For those within the Stasis shell, time stops — when the Stasis eventually fades, it will seem that anyone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

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

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

Warp Time

The psyker draws on the strange fluxes within the warp to slow down time within a chosen area. By diverting the currents of warptime into realspace, he twists time back and forth on itself. To onlookers, those affected appear to be moving in slow motion. Within the Stasis field, people feel themselves pushing against an unseen barrier that traps and hinders their movement.



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

Warp Time affects all the models within a single board section. The points cost for any action is doubled, even when models are moving onto or off the affected board section.

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

An Inquisitor receives the blessing of his superior

SEQUENCE OF PLAY

The introduction of psykers into a game slightly alters the sequence of play. This section explains the new sequence — where no difference is mentioned, follow the normal procedure from Space Hulk.

BEFORE THE GAME STARTS

The Trump Suit

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

The Cards

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

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

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

The Timer

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

MARINE PLAYER'S TURN

Timer Phase and Command Points Phases

These two phases are exactly the same as in Space Hulk.

Psychic Cards Phase

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

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

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

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

Marine Action Phase

This phase is the same as in Space Hulk, with the following exception.

The Timer
As in the original Space Hulk, stop timing the Marine player (whether he finishes moving or simply runs out of time) at the end of this phase. The section effects endphase is not on the clock.

If a player manages to play a psychic attack card before time runs out, he still gets to roll for its effects, even if his action phase is over.

Section Effects Endphase

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

Roll for Additional Damage Caused by Section Effects
The Marine player rolls to kill every model, Marine or Stealer, that is on a section containing a Hellfire marker. Models on sections containing a Vortex marker are automatically killed — only psykers that play Aura cards survive. Note that if the section effect was cast by a Marine psyker this turn, no roll is made until the Stealer section effects endphase.

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

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

STEALER PLAYER'S TURN

Psychic Cards Phase

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

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

Stealer Action Phase

This is the same as in Space Hulk, with the following exceptions.

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

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

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

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

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

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

Section Effects Endphase

Roll for the Movement of Vortices
The Stealer player rolls a dice for each Vortex on the board to see if it moves — see the rules on the Vortex in the PsychicAttack Cards section.

Roll for Additional Damage Caused by Section Effects
The Stealer player rolls to kill every model, Marine or Stealer, that is on a section containing a Hellfire marker. Models on sections containing a Vortex marker are automatically killed — only psykers that play Aura cards survive. Note that if the section effect was cast by a Hybrid psyker this turn, no roll is made until the Marine section effects endphase.

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

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

Endphase

This is the same as in Space Hulk, with the following exception.

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

LEVELS OF MASTERY

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

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

The Four Levels of Mastery

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

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

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

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

Once you've got the hang of the system, feel free to experiment with psykers of other levels, even using several different levels of psyker in the same game.

The levels of mastery rules that follow are mainly for Marines. Hybrid psykers draw on the shared psychic power of the brood and are all usually treated as 4th level. If you want to use Hybrid psykers of other levels, however, there's no reason you shouldn't and the rules for Marines apply equally to Hybrids.

Playing Different Level Psykers

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

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

The following table summarizes the AP costs for various psychic actions for each level of psyker. If the model is inactive, add +1 to the cost.

Level of Mastery	Rank of Librarian	Cost of Playing a Psychic Attack Card from:	
		Trump Suit	Other Suit
1st	Lexicanian	3AP	4AP
2nd	Codicier	2 AP	3 AP
3rd	Epistolary	1 AP	2 AP
4th	Chief	OAP	lAP

Identifying Librarian Models

If you're using different level Librarians, you'll need to be able to tell the models apart so that each one is paying the right AP or CP costs for playing psychic attack cards. The best way to do this is to paint each model with the correct colour colour scheme for that rank of Librarian. The painting guidelines at the start of this book and the illustrations on the side of the box bottom tell you the colour schemes for the four ranks of Marine Librarian

TERMINATOR FORCE LIST

This section expands the Terminator force list that appeared in Deathwing. You should use it in the same fashion as the original: either replay published missions with new forces (on both sides now) or play scenarios designed with the mission generator also found in Deathwing.

This force list doesn't replace the original — it is an alternative for games in which the Genestealer player is using the new expanded Blip set.

Before the Game

Before choosing the Marine player, decide whether or not the Genestealers get the expanded Blip set in this game. If they do, the Marine player uses the following rules with this force list to purchase his squads and both players can use psychic cards.

If the expanded Blip set is not being used, the Marine player uses the force list and rules for Librarians published in Deathwing. Neither player can use psychic cards.

Choosing the Marine Player

Choose the Marine player just as you did in Deathwing by bidding for the Marine forces. The player with the lowest bid takes the Marine side and purchases his forces with the amount he bid. Unlike in Deathwing, however, there is no maximum bid when using the expanded force list.

Be sure to bid enough points so that if you're the Marines you can purchase some psykers to pit against the Genestealer Hybrids — the minimum for a command squad containing a Librarian with 1st level of mastery is 30 points.

Using the Expanded Force List

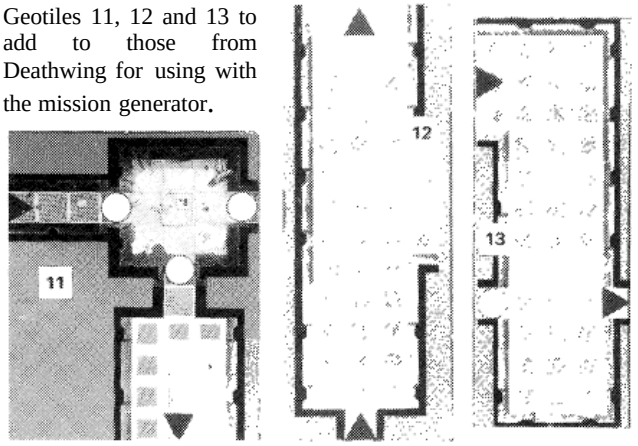
The Marine player is allowed to purchase his forces normally from the squads published both here and in Deathwing with one notable exception: the command squad listed here replaces the original version in its entirety (this command squad costs more points because of the additional power of Librarians using the new psychic combat system).

Turn length must be purchased as described in Deathwing. However, if the Marine player purchases any squads containing psykers, he automatically receives an extra 30 seconds for free — he only gets 30 seconds, regardless of how many psykers he has in his force. This free timer bonus lasts until the turn after the Marine player's last psyker is killed.

Using the New Geotiles

There are 3 new geotiles included in Genestealer for use with the mission generator found in Deathwing. Simply add these to the original 10. When generating a board using geotiles, randomly select and place 8 of the 13 geotiles as you normally would. You can generate a random number from 1 to 13 in any way you find convenient: for example, by rolling a 20-sided dice and rerolling on scores of 14-20,

Geotiles 11, 12 and 13 to add to those from Deathwing for using with the mission generator.

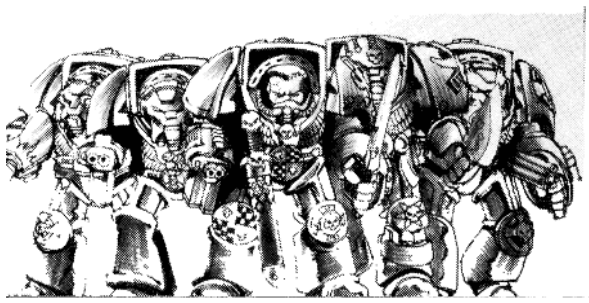


or by using one suit from a normal deck of cards with the jack, queen and king representing 11, 12 and 13.

When using the new geotiles, it's possible to end up with three square wide entry areas. You treat these just as if they were standard-sized corridors. The Stealer player can choose to bring a Blip onto the board on any of the three squares.

In order to secure a 3-square-wide entry area, a Marine must enter a square next to the first row of squares across the entry point. It costs no APs to secure the area, but the Marine must have LOS to all three squares in the first row at the same time — it's not possible to partially secure an entry area.

COMMAND SQUAD – 30 POINTS



1. Captain with storm bolter, power sword and power glove with grenade launcher
1. Librarian, 1st level, with stonn bolter and force axe
1. Marine with flamer and power glove
1. Marine with assault cannon (1 free reload) and power glove
1. Marine with storm bolter and power glove

OPTIONS	POINTS COST
Increase Librarian's level of psychic mastery (maximum 4th level)	5 per level
1 flamer reload	2
1 or 2 assault cannon reloads	1 each

NEW BLIPS

Genestealer comes with 16 new Blips, 10 representing Genestealer Hybrids and 6 representing larger numbers of Purestrain Stealers. The Purestrain Blips are exactly the same as those in Space Hulk, except for the numbers.

The Hybrid Blips have the same back as the Purestrains (they give the same reading on a Marine's sensorium), but the side showing the type of Hybrid has a picture of an armed Hybrid and a letter from A to J.

If you're using the expanded Blip set, simply mix the new Blips in with your original set and draw from the Blip cup as you normally would.

If you're not using Hybrids in a mission, just play with the original Blip set. Separating the original Blips from the expanded set is easy. Just remove any Hybrid Blips or Blips larger than 3 Stealers. There are 37 Blips in the expanded set, and 21 in the original.

There are six Purestrain Blips — two each of 4, 5 and 6 Purestrains. The ten Hybrid Blips are lettered A to J and represent different models in different missions.

HYBRID BLIPS

The letter on a Hyrbid Blip allows each Blip to represent different models in different missions. In every mission including Hybrids, there will be a list showing what each Blip represents. For example, it might state that Blip A is a Hybrid psyker armed with an autocannon, Blip B is a nonpsyker Hybrid armed with a beamer, Blip C is a Hybrid psyker armed with a close assault weapon and so forth.

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

A Hybrid Blip follows all the normal rules for Purestrain Blips. This means, amongst other things, that a Blip can't move into or across a Marine's LOS and can't convert into a model during a move. Like a Purestrain Blip, it has 6 APs and is attacked as if it was a single Purestrain Stealer.

A Blip has no psychic powers, even if it represents a Hybrid psyker — this is important when a Blip is attacked by a psychic section effect which doesn't convert it.

HYBRIDS

Once a Hybrid Blip has been converted to the appropriate model, the Hybrid only receives 4 APs each turn. Hybrids have their own AP costs for movement — these are similar to a Purestrain Stealer's, except it costs an extra 1 AP for a Hybrid with a heavy weapon to turn 90° or 180°.

Hybrids are easier to kill than their Purestrain brethren — they do not have the thick carapace armour of a Purestrain to protect them. There are separate scores for ranged weapons and psychic attacks to kill Purestrains and Hybrids, with the scores needed to kill Hybrids being lower.

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

HYBRID PSYKERS

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

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

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

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

NEW PURESTRAIN BLIPS

The new Blip set includes Blips representing 4, 5 and 6 Purestrains — there are two of each type in the set. These Blips follow all the rules for Purestrain Blips in Space Hulk.

The Genestealer player must be careful to convert a Blip which represents a large number of Purestrains in a place where there's enough room to place all the models. If the Blip's converted in a narrow or dead-end corridor, you'll immediately lose several models.

This can also be a problem if you place your Blips too close together. Note that models lost during conversion never count toward victory conditions in games where the Marine is trying to kill a number of Genestealers.

STANDARD BLIP LIST

You can use the following Blip list for any games involving Stealer Hybrids with psychic powers. You can also adapt it for your own missions, with your opponent's agreement — if you can't agree, just use the basic list as it stands.

When you first draw a lettered Blip from the Blip cup, consult the list below to see what type of Hybrid it is. When it's converted, simply replace the Blip with the correctlyarmed model.

Blip	Type of Hybrid
A	Psyker with autocannon
B	Psyker with conversion bearner
C	Psyker with missile launcher
D	Non-psyker with autocannon
B	Nan-psyker with conversion beamer
F	Non-psyker with missile launcher
G	Psyker with basic or close assault weapon
H	Psyker with basic or close assault weapon
I	Psyker with basic or close assault weapon
J	Psyker with basic or close assault weapon

Basic or Close Assault Weapon Blips

If you draw one of these Blips you can choose to have it armed with any of the new weapons listed, except for the heavy weapons. You choose the Hybrid's armament when it's placed on the board as a model not when you draw the Blip.

For convenience, a list of the allowed weapons is given below.

Bolter	Plasma Gun
Bolt Pistol	Plasma Pistol
Lasgun	Chainsword
Laspistol	Power Sword

You don't have to choose a weapon if you don't want to — the Hybrid can enter play unarmed.

VARIANT BLIP LISTS

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

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

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

More Purestrains

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

Heavy Weapons

If you've got metal Hybrid Citadel Miniatures armed with heavy weapons, you can change some of the weapons defined in the list so that, for example, one of the autocannon-armed Hybrids is now armed with a heavy bolter or a heavy plasma gun. Or you could give heavy weapons to one or more of the models currently armed with basic or close assault weapons. This is a good chance to make the Blip set match the models that you've got assembled and painted.

Psykers

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

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

Magus

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

Patriarch

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

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

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

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

Balancing the List

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

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

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

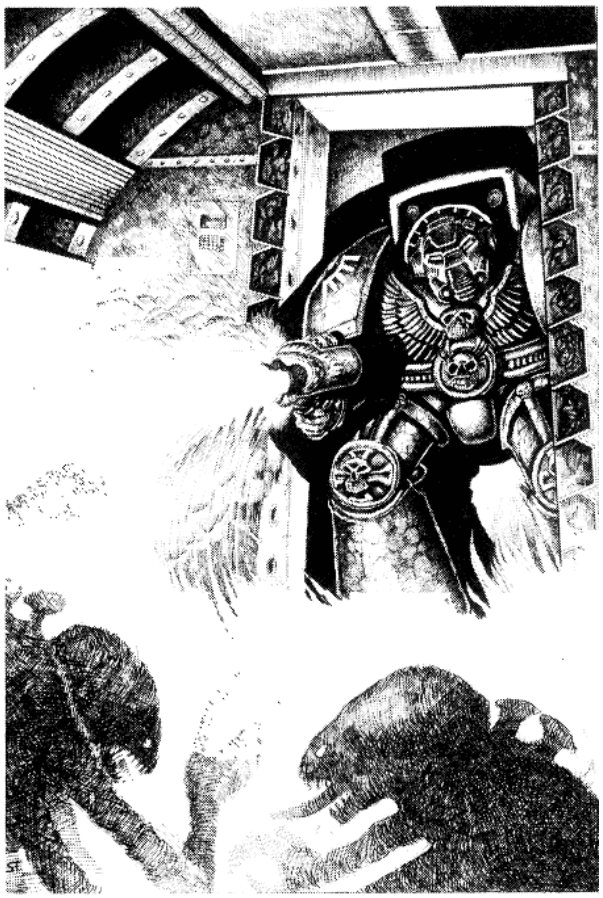
BEHIND ENEMY LINES

Less than two weeks ago, Genestealers were discovered in the capital city of the planet Arcadium. The planet fell under the jurisdiction of the Dark Angels Chapter of Space Marines. Their Imperial Commander decided to launch a full-scale attack on the city to swiftly remove the insidious Genestealer cancer before it spread and irrevocably doomed the entire world.

After ten days of intense battle, the Stealer brood had been all but destroyed. However, a well-fortified pocket of resistance remained entrenched within the Imperial Governor's Palace. Despite the Marines' best efforts, time and again their attacks were repelled by ferocious Purestrains supported by heavily-armed Hybrids. The Dark Angels' Terminator Company, the famed Deathwing, was called in for a final all-out assault.

Their first attacks met with great success and the Terminators soon managed to breach the palace's outer walls. The remaining Stealers retreated to the Governor's mansion, an edifice built to withstand attack from the planet's populace. Unfortunately for the Stealers, Deathwing was far better armed than any revolutionaries. Within scant hours, they had entered the mansion with orders to hunt down and destroy the Stealer Patriarch itself.

After penetrating the Stealers' defensive perimeter, the invading Marines were surprised at the sparseness of the opposition's ranks. There were far fewer Stealers than they'd expected. Things were quiet — too quiet.



Suddenly, Deathwing's Librarians reported a flurry of psychic activity from the centre of the mansion. And then the world turned inside out, and everything went wrong.

Whirlwinds sprang up from nowhere. Raging fire rained down from the heavens. Lightning struck not once, but several times. Marines began dropping like flies. There was nothing they could do against this new onslaught — they had nothing to defend themselves from such a powerful surprise psychic attack.

Captain 'Broken Knife' Gabriel, Deathwing's commanding officer, made the most difficult decision of his life. It turned out to be the wisest. He ordered his men to get out of the palace. Now!

Objectives

The Marine player's forces are the regrouped remains of a standard squad and a command squad, their dead brothers cut down by the Stealers' psychic onslaught. They are just one of several such groups trapped behind enemy lines. Their objective is simple: to escape the complex alive via the marked exit corridors.

The Stealer player is trying to prevent the Marines from escaping by killing the whole squad before they can leave the board and regroup.

Forces

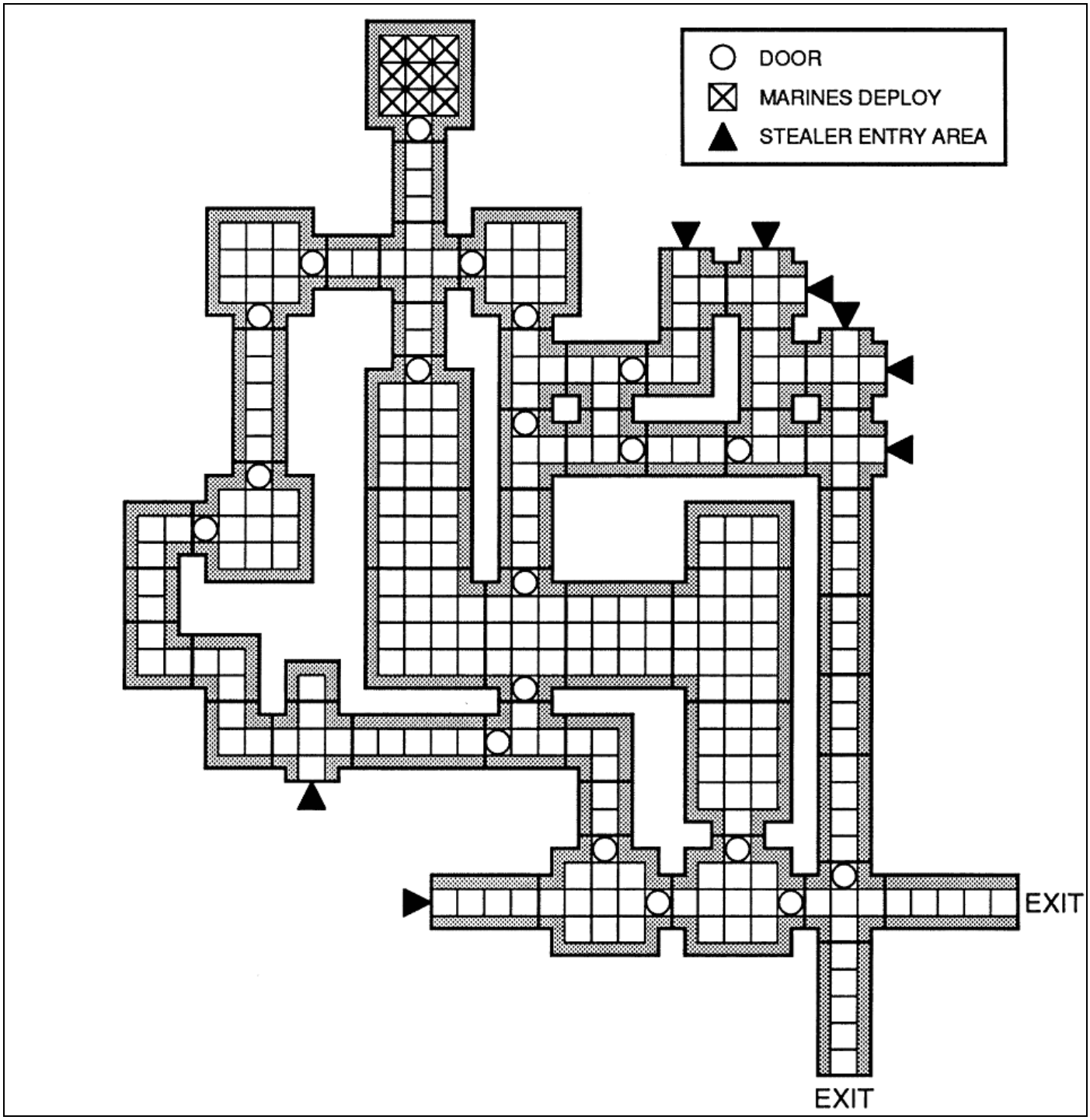
Marines

Sergeant Gervase with storm bolter and power glove.
One Chief Librarian (4th level of mastery) with storm bolter and force axe.
One Marine with flamer and power glove.
Two Marines with storm bolters and power gloves.

Stealers

Two Blips to start. One reinforcement Blip per turn. The Stealer player uses the expanded Blip set — the lettered Blips convert as follows:

Blip	Type of Hybrid
A	Psyker with autocannon
B	Psyker with conversion beamer
C	Psyker with missile launcher
D	Non-psyker with autocannon
E	Non-psyker with conversion beamer
F	Non-psyker with missile launcher
G	Psyker with basic or close assault weapon
H	Psyker with basic or close assault weapon
I	Psyker with basic or close assault weapon
J	Psyker with basic or close assault weapon



Deployment

Marines: The Marines begin the game in the dead-end room and can be deployed in any of the marked squares with any facing.

Stealers: The Genestealers can enter the board via any of the marked entry areas.

Special Rules

Both players use psychic cards.

Marines: The Marine player can secure entry areas. He receives 3 minutes for his move (2 minutes, plus 30 seconds for the Sergeant and 30 seconds for having a psyker). If this is the first game he's playing with the psychic cards, the Marine player should get an extra minute to start with.

Stealers: The Stealer player can use the ambush counters from Deathwing if he wants to.

Victory

The Marine player wins if he manages to get one of his models off the board.

The Stealer player wins by killing all the Marines.

Replaying the Mission

This is a good mission to introduce you to the new psychic combat system. We recommend that you play it through several times to get the hang of the system before going on to The Final Assault. Once you're used to using the psychic cards, try varying the mastery levels of the Librarians.

THE FINAL ASSAULT

After the battered remnants of Deathwing had withdrawn from the Governor's Palace, Broken Knife assessed the situation facing him.

The psychic might of the Stealers within the mansion was far too great for his squads of Terminators — they'd be annihilated before they got anywhere near the Stealers. He needed to throw the weight of the Chapter's own psykers against the enemy.

From what he could piece together, Broken Knife concluded that deep within the bowels of the Governor's Palace, protected from all but the most devastating of conventional weapons, a Genestealer Patriarch was co-ordinating the Stealers' psychic assault, guiding its children and lending them its strength.

Removing the Patriarch was the key to winning the battle. Its death would be a tremendous blow to the brood's power, one from which they could not possibly recover.

To crush the Patriarch and the Hybrids defending him, Broken Knife gathered together the Chapter's most powerful psykers. The tarot was read and the Librarians looked deep inside themselves to seek the wisdom of their ancestors. As night fell and the only light came from the leaping flames of burning houses, a plan unfolded.

The Marines' best hope was for the Dark Angels to launch a full-scale offensive from all sides of the palace at once. While the Stealers were reeling from the Marine assault, Broken Knife and a carefully-chosen force strong in psychic power would be able to penetrate the overloaded defences and destroy the Patriarch.

Success was imperative. If Broken Knife failed, the Dark Angels would be forced to destroy the entire city to be certain of rooting out the infestation. Even so, without a corpse as proof of the Patriarch's death, the Marines would never be sure they had fulfilled their duty and permanently removed the threat.

In the darkness, Broken Knife moved into position.

Objectives

The Marines are attempting to kill the Genestealer Patriarch in the dead-end room at the bottom of the map.

The Stealers are desperately trying to prevent this from happening by destroying both squads.

Forces

Marines

Captain Gabriel with storm bolter, power sword, and power glove with grenade launcher
Three Librarians with storm bolters and force axes
One Marine with assault cannon (1 reload) and power glove

Captain Raphael with storm bolter, power sword, and power glove with grenade launcher
Two Librarians with storm bolters and force axes
One Marine with flamer (one reload) and power glove
One Marine with lightning claws

All of the Marine Librarians are 4th level psykers.

Stealers

The Patriarch is on the board at the start. The Stealer player receives two reinforcement Blips per turn and uses the expanded Blip set — the lettered Blips convert as follows:

Blip	Type of Hybrid
A	Psyker with autocannon
B	Psyker with conversion beamer
C	Psyker with missile launcher
D	Non-psyker with autocannon
B	Noupsyker with conversion beamer
F	Non-psyker with missile launcher
G	Psyker with basic or close assault weapon
H	Psyker with basic or close assault weapon
I	Psyker with basic or close assault weapon
J	Psyker with basic or close assault weapon

Deployment

Marines: The Marines begin the game with one squad on the marked entry corridor. The Marine player can choose which squad goes first. He can bring on the second squad at the start of any turn after the first, provided all five squares of the entry corridor are clear.

To bring on the second squad, simply place all five models on the entry corridor — this counts as the models' move for this turn and they don't get to spend any APs, but they can spend CPs.

Stealers: The Genestealers can enter the board through any of the marked entry areas.

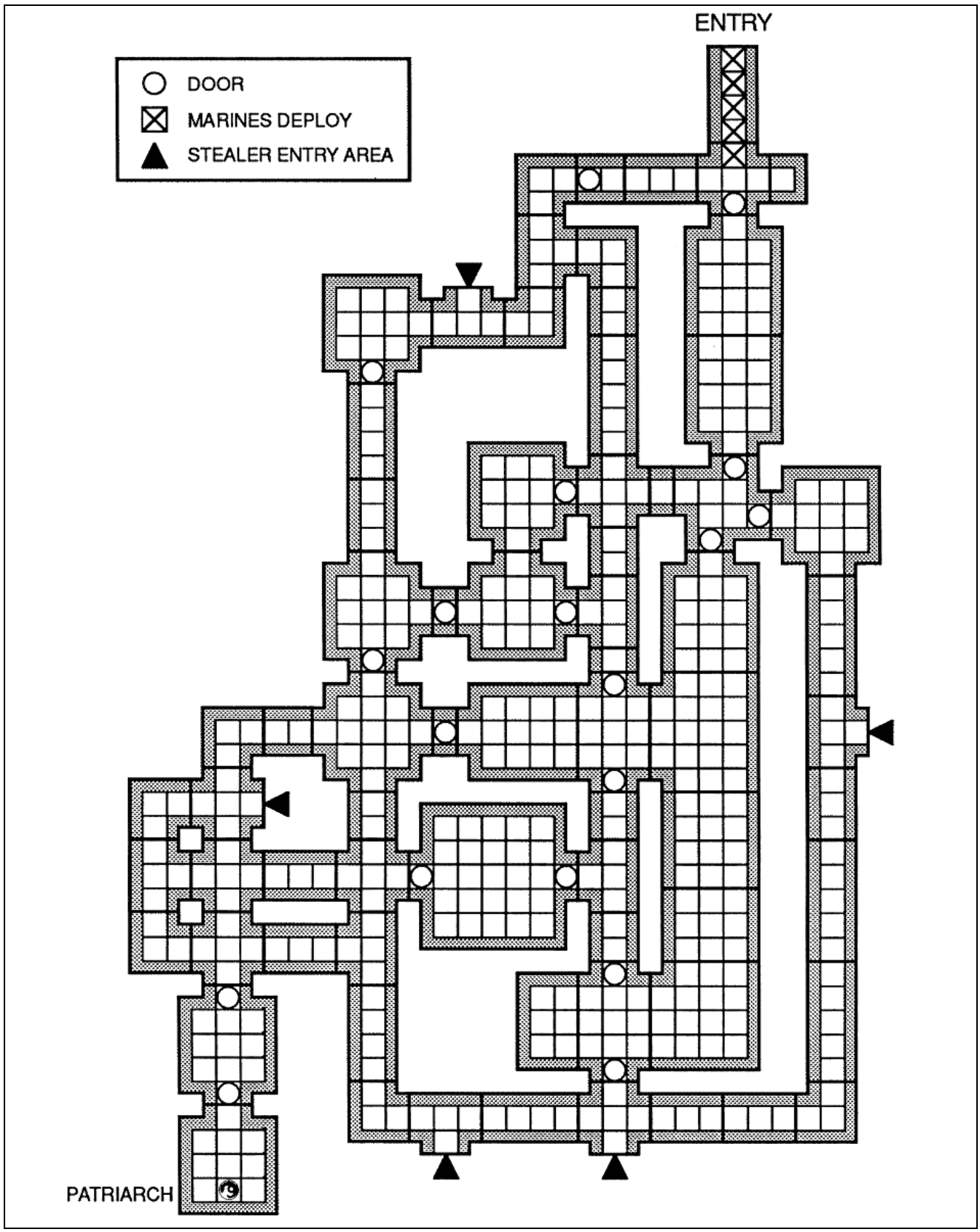
Patriarch: If you don't have a Citadel Miniature of a Genestealer Patriarch, use one of your Purestrain Genestealer models to represent it. Place the Patriarch in the rear center square of the dead-end room.

Special Rules

Both players use psychic cards.

Marines: The Marine player can secure entry areas. He receives 3 minutes and 30 seconds for his move (2 minutes, plus 30 seconds for each of the Captains and 30 seconds for having psykers). The two Captains give him an extra 4 CPs.

Stealers: The Stealer player uses the expanded Blip set and can use the ambush counters from Deathwing if he wants. He also has six psychic attack cards in his hand due to the presence of the Patriarch, a strong psyker who shares its power with all the psykers in the brood.



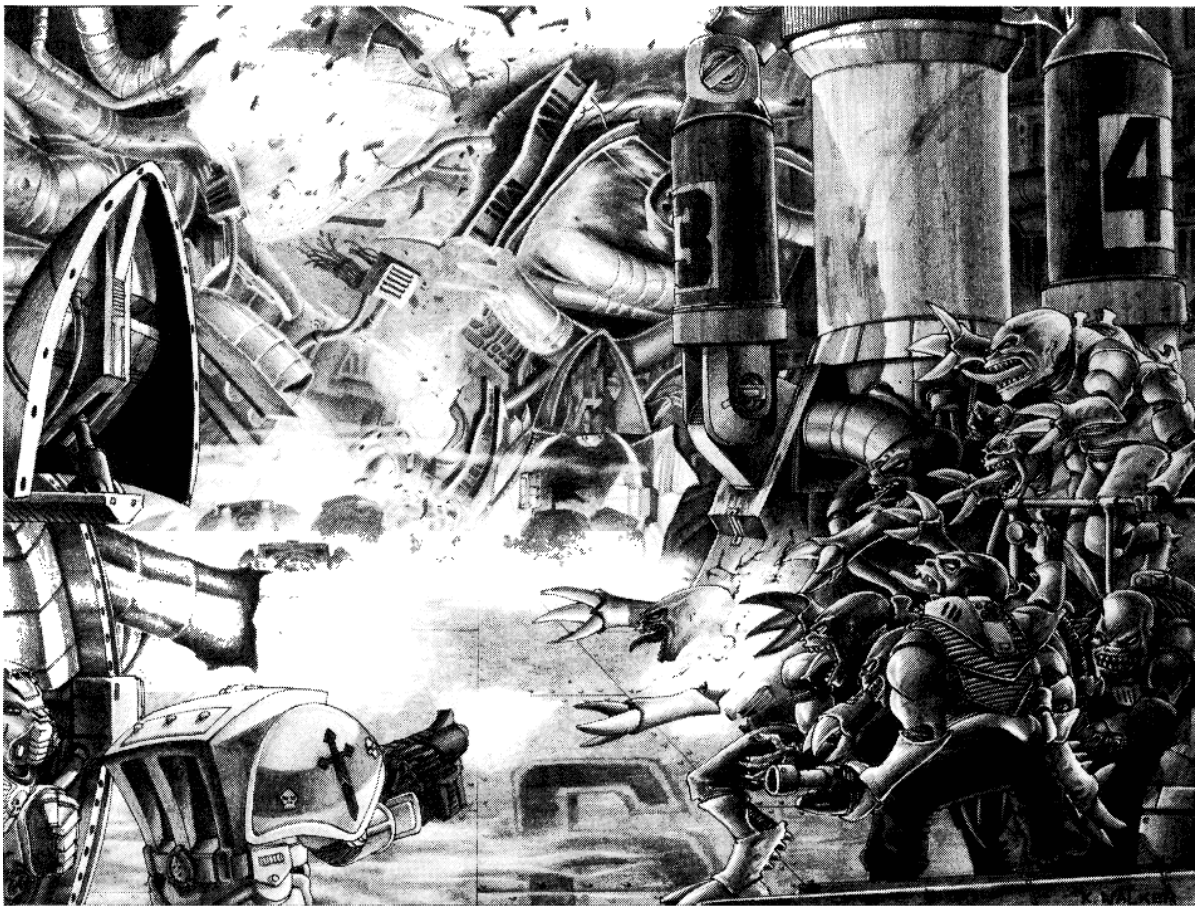
Patriarch

The Patriarch is very old and tired and almost immobile. Actively lending its children its psychic strength is an extremely draining process. It is all that it can do to continue channelling its vast reserves of psychic power to the Hybrids defending it.

The Patriarch must remain on the same square throughout the game. The only move it can make is to turn 90° or 180°.

Although its movement is limited, the Patriarch is still extremely dangerous. It has 9 APs available per turn for close assault and playing psychic attack cards. It rolls 4 dice in close assault, with a +3 bonus to each dice, making it an awesome adversary.

Additionally, the Patriarch can make a psychic blast, exactly as if it were armed with a Nemesis weapon (see The Grey Knights section that follows this mission).



Terminators assault a hulk by boarding torpedos

Victory

The side that wins this battle wins the war. The Marine player is victorious if he kills the Patriarch. The Genestealer player claims victory by destroying all the Marines.

If the Marines fail, the Patriarch eventually manages to slip through the Dark Angels' grasp via a secret tunnel. A waiting ship then takes him to another planet where the terrible cycle of Stealer infestation begins again.

Variant Forces

Once you've played a few games using the psychic combat system and are familiar with the mechanisms, you can try out this mission with Librarians of different levels of mastery. This means you have to make sure the rank of each model is obvious so that you know how many APs each must spend to cast a psychic attack. You can experiment with various level combinations — here's a suggestion to start with:

Squad Gabriel	1 Chief Librarian	4th level
	1 Epistolary	3rd level
	1 Codicier	2nd level
Squad Raphael	1 Chief Librarian	4th level
	1 Epistolary	3rd level

Playing with some of the Librarians at a lower level of mastery will, of course, make the mission more difficult for the Marines — treat it as a challenge to see how far you can reduce the Marines' psychic powers and still win the game!

Grey Knights

You can also play this mission using Grey Knights. The only changes are to the Marine side — Stealer forces, deployment and special rules all remain the same.

Marine Forces
One Grey Knight Sergeant with Nemesis weapon
Four Grey Knight Marines with Nemesis weapons

All the Grey Knights are psykers with 4th level of mastery.

Grey Knights are so powerful that even with only one squad the Genestealers are going to be hard-pressed to wipe them out before they reach the Patriarch.

Marine Deployment
The squad deploys on the marked entry corridor — as there's oniy one squad, ignore the rules for Marines entering after the first turn.

Marine Special Rules
The Marine player can secure entry areas (see Deathwing). He receives 3 minutes for his move (the standard 2 minutes, plus 30 seconds for a Grey Knight Sergeant and 30 seconds for having psykers in his force). The Sergeant also gives him an extra 2 CPs.

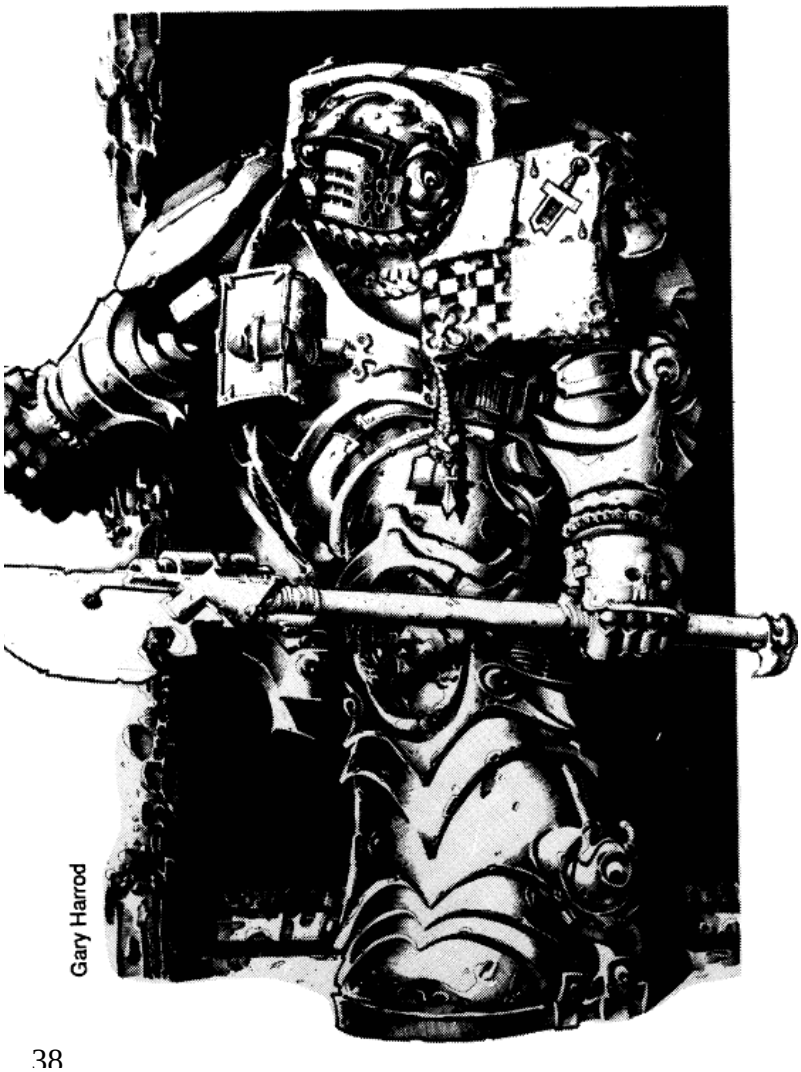
Levels of Mastery
As with the Deathwing Librarians, you can try this mission with various ranks of Grey Knight. Giving the Sergeant 4th level of mastery and splitting the other Grey Knights equally between 2nd level and 3rd level of mastery is a good place to start.

THE GREY KNIGHTS

The Grey Knights are unique among the Legiones Astartes as the only chapter to have full knowledge of the dark secrets of Chaos — they alone know of the existence of Daemons and their appearance in the real world, and they alone are equipped to battle and defeat mankind's most terrible enemy.

The Grey Knights are the military arm of the Ordo Malleus, the inner chamber of the Inquistion dedicated to eradicating all manifestations of Chaos within the Imperium. The Chapter is the only product of the mysterious Second Founding of the Legiones Astartes in the 31st Millennium, raised by the Emperor to protect Humanity by hunting down and destroying Daemons in all their many fonns. When the Ordo Malleus enters battle with Daemonic forces, it is Grey Knights that stand alongside the Inquisitors.

The Grey Knights are one of the largest Marine chapters; even so, they are too few to stand against the incursions of Chaos throughout the Imperium. The Ordo must spread them thin, stationing individual squads in the systems judged most at risk. When an Inquisitor seeks aid in defeating Daemons or those irrevocably tainted by the warp, he must hope that a squad of Grey Knights is nearby — all too often there is too little time for a full task force of the Ordo to be summoned.



Gary Harrod

Grey Knights often aren't called home for decades at a time. To most, the Chapter's homeworld is but a distant memory, but each of them wishes eventually to be buried with honour beneath the fortress-monastery where they were trained for so many of their younger years.

Grey Knight Terminators are all psykers, each with the immense fortitude and strong soul needed to protect himself from temptation and possession by Daemons. They are grouped into squads of five, equipped with Nemesis weapons and Aegis suits of Terminator armour. A Grey Knight's Terminator armour is highly ornamented and heavily embossed in a baroque fashion and, with the exception of the personal heraldry plate upon its left shoulder, metallic gold in colour.

Each Knight enters battle with his personal hand-crafted copy of the Libra Daemonicus prominently displayed in a beautifully decorated ceramite case fastened to his breastplate or hanging from a chain around his neck. Many also carry several additional scrolls of damnation and detestation encased in ceramite tubes attached to their waists.

GREY KNIGHTS IN SPACE HULK

The Grey Knights are often called upon to face Genestealers, especially when a coven has turned to Chaos or includes powerful psykers. The insidious hidden invasion of a Stealer coven is frequently difficult to tell apart from the dark workings of Chaos, even to an experienced Inquisitor — and the result of its discovery may often be the same:

annihilation for a whole city or planet unless the infiltration is caught in its early stages.

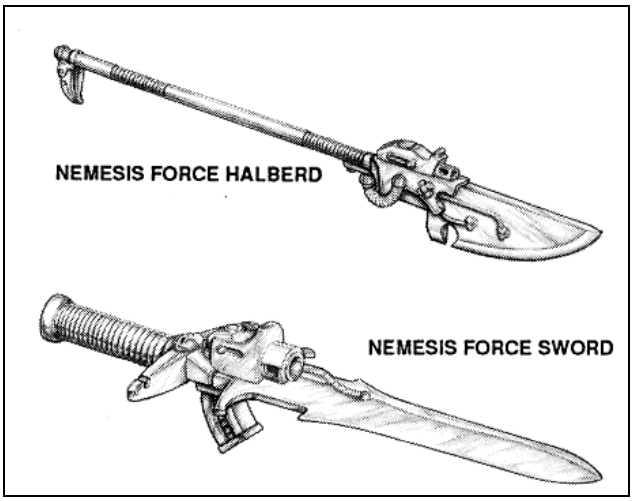
We'll be dealing with Grey Knights in far more detail in the future — for now, the following rules allow you to pit Grey Knights against Genestealers in Space Hulk.

Grey Knight Squads

Grey Knights traditionally operate in squads of five: one Sergeant and four Marines. All are armed with Nemesis force weapons and Aegis suits of Terminator armour. Their Aegis suits give them a free force defence against psychic attacks as usual; Nemesis weapons are described below.

Psychic Powers

All Grey Knight Terminators are psykers. You should decide what levels of mastery they're going to be depending on the mission you're playing. If you want to keep things simple, there's no reason why you shouldn't have them all as 4th level of mastery although this would be an unusually strong squad under normal cirucmstances.



Nemesis Force Weapon

Nemesis force weapons are the standard class of armament used by Grey Knight Terminators. The Nemesis is a doublehanded weapon and comes in several forms, often as a halberd or two-handed sword.

Whatever their shape, all Nemesis weapons have the same basic design and function: the blade is a powerful force weapon housing a psi-matrix attuned to the unique psychic field of its owner; and the haft or handle contains a modified storm bolter which can be used in both ranged combat and close assault.

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

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

Psychic Blast
A Nemesis weapon can also be used by a Grey Knight to focus a psychic blast at any model in his LOS and arc of fire and within 12 squares. To do so, the Marine player lays down as many psychic attack cards as he likes, adding their close assault bonuses to a D6 roll. He must always play at least one card. The enemy model rolls as if it was facing a close assault attack from its front square.

If the Grey Knight wins the confrontation, the enemy model's brain is burnt out by a psychic overload and it dies instantaneously. If the target survives, it can immediately perform any one action for free. If the Grey Knight loses, he suffers no ill effects other than those described below.

Firing a psychic blast is an extremely draining procedure. A Grey Knight who does so immediately ends his move and cannot perform any further actions costing APs or CPs until the Marine player's next turn. The Grey Knight can still defend himself in close assault and play force and Aura cards because these things don't count as taking an action.

Grey Knight Sergeants

Grey Knight Sergeants are always powerful psykers; they are never less than 3rd level of mastery. They give the Marine player an extra 2 CPs and 30 seconds on the timer for each Sergeant in play. A Grey Knight Sergeant is armed with a Nemesis weapon and gets a +2 bonus to close assault rolls (rather than the usual +1 roll for a psyker using a force weapon).

Grey Knights in Missions

We haven't included a force list for Grey Knights — they're just so awesomely powerful that they push the current points system to its limits. The best way to include Grey Knights is to design some missions of your own specifically for them.

If you want to use them in published missions, use the following guidelines as a starting point: the Marine player gets one Grey Knight for every two Marines normally allowed and the Stealer player uses the expanded Blip set with at least two reinforcement Blips every turn. You may find with some of the missions that you want to increase the number of Blips to three a turn, or perhaps give the Stealer player a hand of six psychic cards.

For the Mission Generator, we suggest a squad of five Grey Knights with the Stealer player getting the expanded Blip set and at least two reinforcement Blips per turn, as above. If you need more Stealers, keep piling them on — you'll find that the Grey Knights can dole out an awful lot of punishment!

Grey Knights touch a chapter relic before teleporting into battle