

SPACE HULK

TACTICAL RULES



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PSYCHIC POWER RULES

*The following rules are mostly taken from the december 2017's White Dwarf rules for Genestealer cults. The force point limit is based on the rules of **Space Hulk: Tactics** and the close assault bonus is inspired from this source. The costs for psychic powers for Stealer forces are streamlined, and Hybrid psykers were included, which is more in spirit with the fluff of first edition **Space Hulk**. If the Patriarch dies, the AP costs for casting increase.*

Casting Psychic Powers

A Force may contain a Psyker. He has usually 10 psi points. He can use them to activate one of three psychic powers per turn. This doesn't count as an action. In a campaign those psi points recharge.

Librarian powers

Channel Force Weapon: 1 psi point. For one turn, the psyker gets +3 to the close assault roll to all enemies to the front. Stack two Guard counters to indicate a channeled force weapon. A Librarian channeling his weapon cannot increase his close assault bonus with further psi points.

Force Barrier: 2 psi points. The Psyker casts an impenetrable Force Barrier within 12 squares of him (it doesn't have to be in LOS).

Psychic Storm: 3 psi points. Range of 6 squares, no LOS required. Can be played against any targets in a section or a square. The psychic storm attack is rolled with four dice. A 6 is needed to kill a model or blip in a section, a 5 is needed to kill one in a square. Magi, Patriarchs and other psykers are immune to Psychic storm.

Genestealer powers

Genestealer psykers don't pay Psi Points but APs and can cast psychic powers as long as they have action points. The following costs are for Patriarchs. A Magus pays one more AP per power and other Hybrid psykers pay 3 additional APs. If the Patriarch dies, AP costs increase by 2.

Psychic Bolt: 2 APs. Range 12. Rolls 2 dice and needs a 6 to kill.

Cataclysm: 3 APs. One model (no Blip) which is no psyker of himself gets 2 APs that it can spend immediately. Once per target model per round.

Telepathic Summons: 4 APs. The Stealer player may take one Blip, examine it and place it in an entry area. It counts as being placed at the start of the following Reinforcement phase.

SPACE HULK: TACTICAL RULESET

*The following Tactical Ruleset are house rules trying to fusion the rules of 1989's **Space Hulk 1st edition** with 2018's **Space Hulk: Tactics**. For practical reasons some aspects of the original **Space Hulk: Tactics** are replaced with mechanics from the board game, others are geared towards the original Tactics rules. The ruleset also expands the video games card rules to encompass multiple facets of Space Hulk, like Genestealer Cult forces, Space Marine Captains, Marines with cyclone missile launchers. Note the tactical rules replace or modify several rules for Space Hulk. For example, all card effects that would be effective for multiple turns in the video game are restricted to one turn in this adaption. Rules for the Librarian are taken from **Space Hulk: Tactics**. As he may gain Psi Points with tactical cards, he begins the game with only 10 PPs – but he also gains the psychic power to increase his close combat result by 3 for just one PP – for a whole turn. Ambush counters from original **Space Hulk Deathwing** are used with modified rules, with each having a 1/3 chance to convert to one Stealer, on the one hand to balance the numbers of Stealers per deck more to the numbers seen in **Space Hulk: Tactics**, on the other hand to simulate **Space Hulk: Tactics** O-Blips. Like the O-Blips Ambush counters enter play from entry areas. To counter the disadvantage of the Ambush counters being obvious unlike the O-Blips, one Ambush counter is allowed to be brought in with the original Deathwing rules for Ambush counters. Thus a deceptive factor is retained. Aberrants now are Hard To Hit. This is a new rule (see Hard targets) and yields the similar probabilities when using 1st edition rules with Aberrants as the old rules of rerolling one dice with 4th edition rules in sustained fire from storm bolters. However, their survivability against Overwatch now doubles. Same is with Bulwarks. Bulwarks are increased in costs. With the Hybrids, Genestealer get more options, the Hybrid conversion is adapted to the Space Hulk: Tactics system, where biomorphs take one round to convert and are especially vulnerable in this process. Space Marines also unlock the power of the cyclone missile terminators, whose firepower is counterbalanced by his card costs and low command points of 0. With the heavy plasmars you can use a type of heavy flamers used by most chapters with the effect of plasma cannons.*

The core of the tactical system are the Tactical Cards. Each player gets a deck of 20 cards depending on the selection of Marines or Genestealer force units. Each player has a hand of three cards which is refreshed from the stack of Tactical Cards. Used cards are discarded on another pile and reshuffled as necessary.

This document contains some missions from Space Hulk: Tactics which can be played with the tactical rules, but the strength of the system lies in the fact, that you can play any map and customize your forces and strategies.



HAND OF CARDS AND PLAYING TACTICAL CARDS

Each player has a deck of 20 tactical cards and a discard pile. Both players start the game with a hand of three cards. Tactical Points are needed to play a card and apply the described effect. They are listed at each card. A reserved area between the players indicates current played cards and their effects. However, the command point card and cards for conversions are played face down in this area until discarded (see below).

At the beginning of a player's turn, he increases his Tactical Points by one. Use a different counter for each player and track it on the Psi Point Track or use dice to count them.

Apart from being played, **each card** has a different usage. It can be transformed to Command Points or Blips. While a player can play as many cards as he has (and he can increase his hand by playing cards which allow him to draw additional cards in the turn) he can **only transform one card**. The Marine player may at any point transform a card as Command Point Card, the Stealer player may transform a card into a Blip Card at the Reinforcement Phase of his turn or once before play. He doesn't have to place Blips. These are the only Command Points or Blips the player gets and they replace other rules or the mission's description for Genestealer reinforcements. If a Marine player plays a card while his time runs up, it is lost without effect. At the end of his turn, a player may refresh his hand to 3 cards.

Most cards are played openly. But there are two exceptions:

Command Points are still hidden from the Genestealer player. So the Command Point Card is placed face down when played. The Marine player shows his Command Point Card in the Stealer Endphase and discards it.

Another exception are Conversion Cards. If the Stealer player converts one or more Blips into special Genestealer biomorphs or Hybrids, he plays all Conversion Cards face down and tells (or marks) which Blips are being converted. In his next turn, he flips the Conversion Cards and Blips and resolves all conversions.

All played or transformed cards are discarded, if there are no cards left, the discard pile is reshuffled and used as the new stack.

DECK AND FORCE CREATION

To create a deck, the Space Marine player selects one doctrine and one squad of five Marines.

There are four doctrines: Close Assault (e.g. Blood Angels, Salamanders, Khorne Traitor Marines), Zealot (e.g. Dark Angels, Traitor Marine Sorcerers), Unorthodox (e.g. Space Wolves) and Codex Astartes (e.g. Ultramarines).

The Marine player may field one squad. It may contain at most one Librarian or one Captain, and one Sergeant, one Apothecary, up to three heavy, which includes Marines with



storm bolter or any heavy weapon (i.e. heavy flamer, assault cannon, cyclone missile launcher, plasma cannon) and power glove or lightning claw, and up to three assault Marines with any close assault weapons, or storm bolter and chain fist and +1 in close assault. Each Marine selection generates four cards for the deck, one of which is dependant on the load-out of the Marine and three are defined by the Marine's doctrine. The Captain has some additional options of choosing his non-doctrine-specific Tactical Card.

The Stealer player may select four characteristics of its force. Each selection generates five cards for his force: He may field at most one Broodlord strain card set and three Bulwark, Miasmic and Reaperfex biomorph strain card sets and three Cult unit card sets.

If no leader is in the force, so that it doesn't get a time bonus, select one model. It now is the Commander of the force. As long he is alive he grants a bonus of +30 seconds.

NEW RULES

Turn Order

At the beginning of the game, a random card from the Stealer player's deck is drawn. It shows the starting blips for the player.

At the beginning of each Player's turn, appropriate counters are removed. The Player gains a Tactical Point. Active Genestealer Players convert any Blips. Time counters start.

If a card is played which grants points per enemy kill, each killed enemy after playing the card is set aside.

At the end of the Genestealer's Turn, ambush counters are placed.

At the end of any player's turn, he draws his new cards. Killed enemies are evaluated, TPs and PPs are readjusted. If the player played more cards than his TPs, he lost the game.

Minor Balances and Card Effects

With the tactics rules the assault cannon is the only heavy weapon starting with a reload.

The tactical rules can be used with Space Marines in power armour and traitor marines. Fill up power armour Marine squads to ten Marines.

By using cards Blips can convert to new units. However, they must be marked. Keep all Blips turned in the same direction to mark Blips by turning them 180° clockwise (see below).

It's only possible to play a Big Rubble pile outside of Marine LOS.

Ultramarines' card *Codex Deployment* takes effect at the end of the Marine player's turn, after time is tracked.



If you play with 3rd edition rules and a Bulwark set, replace one card *Psychic Strike* with the card *Hypnotic Gaze*.

Hard Targets

Some pieces are more difficult to destroy than others. This means at least two of the hit dice of a weapon must indicate a hit to destroy such a target. If a weapon has the option to fire with several dice of an extended dice code (e.g. the heavy flamer), the model must do so, if a hard target is being shot at. There are three degrees of hard targets.

Targets like the Stealer Patriarch are Hardest To Hit. At least two dice of a roll with a ranged weapon must hit and both must show at least a 5.

If a target is Harder To Hit, it is not so tough as the Patriarch. If two dice of a weapon show a 5, the target is hit and destroyed – even if the weapon would usually only hit with a 6.

If a target is Hard To Hit, the rules of being Harder To Hit apply, but if the hit number of any dice would be 5 or less, like for an assault cannon, a double 4 on them is sufficient to destroy the target.

If a Marine uses a heavy flamer, roll the extended dice set instead – use two different colored dice sets: the two dice of one set need 4 or more to hit, the other die needs a 5 or more. It still has the same probabilities of killing a model, but now can kill a Hard Target.

With the tactical cards Marines can increase their result in close assault. However, whenever two models in close assault roll 1s and 6s, the models rolling a 1 automatically dies.

NEW SPACE MARINE UNITS

Apothecary

If you have no special Apothecary model, take any other terminator model. Any Apothecary may use a standard terminator armor. To be able to recover a fallen comrades gene-seed, Apothecaries often use chain fists. Each Apothecary may access and operate the life support system of the armour of any marine in his frontal squares and thus uses the following rules.

A Terminator Command Squad may contain an Apothecary. The Apothecary may control the narthecium administering each time a Space Marine dies, so long as that Space Marine is within one of the three forward squares of the Apothecary and not blocked. Roll a dice; on a 4-6 the narthecium successfully healed the Space Marine. Narthecium does not work against psychic attacks.



Cyclone Missile Launcher

The following rules are inspired from the 4th edition rules for Cyclone Missile Launchers. The rules for Web missiles are from the Ark of Dust campaign. The malfunction rules are inspired by Warhammer 40,000 2nd edition rules of the weapon.

The cyclone missile launcher is a devastating, shoulder mounted missile launcher. Because of the dense and unstable environs of the inside of a Space Hulk, where the highly explosive ammunition may cause explosive decompression, it is only suited in special situations. A Terminator Heavy Weapons or Command Squad may contain Cyclone Missile Launchers. It costs 1 AP for a CML to fire. They are equipped with 6 missile volleys of crack missiles and can fire precision strikes or carpet bombing salvos.

Any heavy terminator may mount a cyclone missile launcher. However for unit type limits, each heavy weapon counts against the limits of at most 3 heavy weapons per force. An assault cannon with a cyclone missile launcher counts as two heavy weapons. The marine still yields one heavy marine deck but with the cyclone missile launcher card instead of the other heavy weapon.

Roll 2 dice per shoot action. Carpet bombings target a section and roll 2 dice which kill on a 5+. Carpet bombing may destroy doors but can't affect models behind the door from the same volley.

Precision strikes roll like carpet bombing but target a square. Add 2 different, darker dice per strike. These ones hit on a 4+.

Precision strikes can destroy bulkheads.

Alternatively you may load a single CML with Web missiles. It has 2 volleys and costs 2 APs to fire each with a maximum range of 12 squares. With each volley they block one square for the remainder of the game.

Malfunction

If a Terminator equipped with a Cyclone is attacked there is a chance that his entire stock of missiles will be accidentally fired off in a single salvo or that the gyroscopic stabilisers which counterbalance the Cyclone malfunction and the Space Marine is spun round and round firing missiles in random directions. The Cyclone can only malfunction if there is at least 1 missile remaining. If the Marine is killed by any means, he may still malfunction while dying.

After close combat or if he is being shot at roll two dice. If he rolls two 1s, he malfunctions.

He rolls 1 die. Only on a 6 the malfunction ends, else he resolves the malfunction and rolls again. On a 1 he falls prone, on a 2–3 he is hurled to the left, on a 4–5 he is hurled to the right.

Then roll 1 die. On a 1–3 he fires off missiles. If there is a target in front of him, he fires at it (if he has Web missiles he fires 1d x 1d squares distance). If he is prone or stands in front



of a wall, he explodes (or webs himself and counts as loss). Roll for each model in the section as with carpet bombing.

This must be resolved while the stopwatch runs.

Heavy Plasma Guns

Space Marines use weapons with similar attributes and performances of heavy plasma cannons, while the Dark Angel's Deathwing even field those. Most common is the Heavy Plasmar. If a heavy flamer is equipped with specially adjusted turbines to eject the plasmalike quadpyrosis, they are treated like plasma cannons. If you use heavy flamer marines, mark the models and explain them to the Genestealer player.

They follow the rules of heavy flamers but have unlimited ammunition and range. The effect is instantly though and doesn't block LOS or movement. After the first shot, a heavy plasma gun can malfunction while shooting. For each shoot until the next space marine turn, a heavy plasma gun marine rolls an additional die. On a 1 the weapon explodes.

Heavy plasma guns can destroy objects like doors, but these do block their effect.

NEW SPACE MARINE RULES

Command Points

If both sides field units with ranged weapons or psychic attacks, shoots can trigger uses of command points. If a model is fired upon by another model, the attacked model is allowed to spend CPs even if he doesn't have LOS. He may turn and face the attacker or leave his LOS. This is one exception to the rule that a model cannot spend CPs during his opponents player's turn without having LOS to the opponent performing an action (the other exception is with Genestealer Hybrids in avenues of fire). It applies to both target and section effect weapon fire.

The Timer

A player's time limit is based on how many Captains and Sergeants he has remaining on the board at the end of his enemy's turn. Each grants 30 seconds to the 2 minutes the Marine player has.

GENESTEALER SETS AND UNITS

These basic rules are inspired by the 4th edition rules for Genestealer Hybrids from the White Dwarf of december 2017. They can be used in other Space Hulk missions if both players agree. 4th edition Genestealer and Hybrids have the same survivability. In their turn it's a



lesser one than in 1st edition: Overwatch fire has sustained fire with a 5 from the second shot on. But there is a reduced efficiency of Space Marine fire in their turn in 4th edition—sustained fire doesn't go below 5. One effect is, it is much more difficult to position hybrids in the fire lane of Space Marines in 4th edition, which is central to their tactical value. With the following rules most Hybrids have a survivability comparable to 1st edition and to their suvivability in 4th edition in their turn. To counterbalance the increased survivability of Hybrids in the Space Marine turn in 4th edition basic Hybrids—they act as shields to each other—now only cost half the points compared to 4th edition rules of Hybrids. In short: They behave like Hybrids in 4th edition in their turn, but they die slightly easier in the Space Marine turn. Therefore the stealer player gets more of them. A side effect is, you can distinguish survivability of Space Marines in power armour, Genestealers and Hybrids to a better degree—also as in 1st edition. Also there are just three kinds of usual Hybrids usable: Neophytes with autoguns, with special weapons and with heavy weapons. We suggest to just use two broad cathegories instead, so that you can field any of your Hybrid models into the game, I use Hybrids with mining laser as heavy weapon gunners and Hybrids with seismic cannon as spcialists. The reload-house-rule helps to use acolytes and neophytes as cultists but have a slight distinction in effect. Two of each biomorph can be created with one Genestealer model box. To create Bulwark Genestealers it is suggested to also use arms from the Hybrid Acolyte sprues. The Broodlord close assault dice are derived from the 1st edition Genestealer Leader. Buffing this deck seems acceptable as it is rather weak and used in special situations (like huge maps) and the new cyclone missile launcher option brings still has to be counterbalanced. Each deck has its own signature unit, while the Genestealer Cult deck features only many different units.

While most Genestealers are purestrains, there are four more or less broad classes of Genestealer biomorphs and other stable Genetic modifications in Genestealer Cults which can be found on Space Hulks. Most interestingly the fulfill nearly identical roles.

Patriarch (Genestealer Cult Card Set)

The Patriarch is similar to the Broodlord. While the Broodlord is a separate sub-species or strain of Genestealer used for its superior combat prowess and synaptic leadership, in tyranid forces and genestealer cults alike, the Patriarch is an ancient purestrain Genestealer that leads a Genestealer Cult. As the founder of the cult, he is not simply the leader of the cult, every creature is in part an extension of himself, he is also the psychic focus of the cult.

The Patriarch has 6 APs like other Purestrains and mostly follows the rules for Genestealers. He rolls 4 dice in close assault and adds +3. His psychic abilities protect him from harm. He is Hardest To Hit. Like each Psyker, he can shoot a psychic bolt with the same costs and effect of a Hybrid Specialist. If the Patriarch dies, the cult suffers a psychic shock and falls into disarray. The AP costs for psychic powers increase.

Broodlord Card Set

A Broodlord role shares all rules with Genestealers except the following. For 6 APs a Broodlord class unit may vanish and reappear on another square. It must be at most 12 squares from his origin and 11 to an extract point, and at least 5 to an opponent's unit. If the Broodlord unit is in at least 8 squares distance to the next enemy, one square adjacent to the Broodlord unit may be used as an entry area. The unit rolls 4 dice in close assault.

Most usually the Broodlord role is fulfilled by a Genestealer Broodlord. If you have no Broodlord models (left), you can use special Genestealer units, like the old metal Genestealers, Genestealer Hybrids as special psykers or the Primus with the above rules.

The Broodlord is a huge kind of Genestealer, in appearance similar to the Patriarch. Indeed, the Patriarch can be viewed as the oldest Broodlord of a Genestealer cult. While the Patriarch is the center of the swarms psychic currents, the broodlord as a specialised synapse creature is important for coordinating the swarm's vanguard troops. The Broodlord is huge and heavily armored, in game both factors somewhat offset each other. When a Patriarch dies, the brood at first suffers from psychic shock. But ultimately the shock dampens and the psychic currents search for new directions to flow and accumulate. Then they are drawn to the mightiest Stealer in the brood, most often a Broodlord or a Stealer on the fringe of being a Broodlord. He now takes up command of the remaining force. While this Genestealer leader is no psyker yet, in time he may eventually grow into a full-powered Patriarch, if he manages to save the cult.

Reaperfex Card Set

A unit of the Reaperfex role has 8 APs and may ignore any obstacles, enemies and friendly units in his turn (but not overwatched areas) when moving (he still must pay APs to enter the square).

If you have no Reaperfex biomorph Genestealer, you can use the head first climbing Genestealers from **Space Hulk** as Reaperfexes. If you are playing with a Genestealer Cult, you can use Metamorphs as Reaperfexes.

The Reaperfex biomorph shares attributes with the Tyranid Lictor like its feeder tentacles, double talons and its high speed. Due to his sleek build and agility, it can use shaft systems that are not accessible to other creatures of its size, providing him with excellent infiltration abilities.



Bulwark Card Set

Because of its higher mass or the strain on their metabolism, Bulwarks only have 4 APs. But they are Hard To Hit: A double 5 is needed to kill them, if the original number to hit is a 5 or less, a double 4 is needed to kill the Bulwark.



If you have no biomorph Genestealers, you can use the old stout metal Stealers with the rules for Bulwark biomorphs. If you are playing with a Genestealer Cult, you can use Hybrids with Mk14 recoil-absorbing quadamantium bladed heavy rock saws with Bulwark rules.

The Bulwark biomorph specifies Genestealers who developed broader carapaces and overlapping segments on their forward appendices together or Genestealers with increased regenerative abilities.

Miasmic Card Set

When Miasmic units die, they explode and produce a green haze for one round. It costs an additional AP to enter such a square.

If you have no biomorph Genestealers, you can use the ones running down a beam with cables on machinery instead of Miasmic biomorphs - shooting them short circuits the machinery with the same effect. If you are playing with a Genestealer Cult, you can use Familiars with the rules of Miasmic biomorphs. They are psychic manifestations and produce a local lingering but minor psychic effect on death.

The Miasmic biomorphs feature green glowing toxin sacks on their body, mainly on the carapace.



Hybrid Cultists (Genestealer Cult Card Set)

Hybrid cultists are the most numerous units of a Genestealer Cult (except for maybe Genestealers themselves), the Acolytes and Neophytes of the cult. Hybrids are not as resilient as Genestealers and not as long living. In space hulks, they often are in cryogenic sleep. Their cryo suits allow them to transit faster from cryostatic shifts.

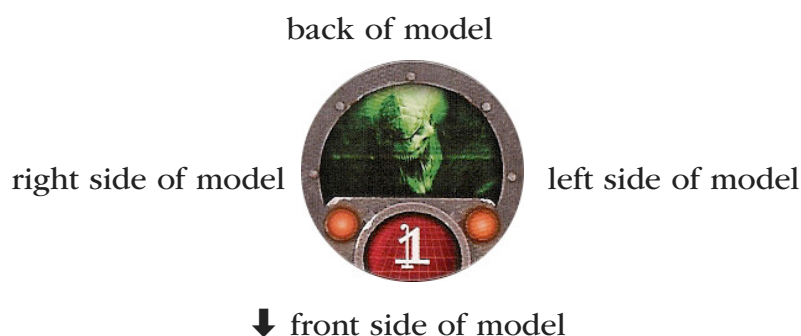
Genestealer hybrids are much less bulky than Terminators or even Purestrain Genestealers and using their innate psychic link they can form effective avenues of fire. When determining line of sight for a Genestealer Cult model, you can ignore any Hybrids – but not Aberrants or Stealers. Treat the squares of ignored models as being empty.

Also any enemy which is attacked by a model he can't see may treat the first Hybrid blocking the shooter as if he shot. If he is in Overwatch he may shoot him.

As with all Hybrids, except for Aberrants, Cultists are only lightly armoured and not particularly durable. For each shot at a non-Aberrant Hybrid the attacker rolls double the amount of dice. Negative effects like jam, malfunctions etc. are determined from the original set of dice, so it's best to have a different looking set for the doubled dice, but all dice of both sets count for purposes of determining kills.

Hybrids have 6 APs per action phase. Their actions costs as much as for Marines with some exceptions. Shooting costs 2 APs. Moving sideways costs 1 AP. Hybrids can use ranged weapons but Hybrid ranged combat lacks the effectiveness of Marine equipment. They cannot move and fire, they can't go in overwatch and they have no sustained fire. Genestealer Cultists are armed with a gun or a pistol. Both weapons have unlimited range and roll two dice. But it is hard to hit with these weapons, this means they need a double six to hit. Hybrids roll 1D-2 in close assault. A Hybrid with a pistol gains +1 in close combat (so 1D-1) but on a roll of 2 1's with his pistol he needs to reload, the next shot in his current activation costs 1 AP more, 3 APs. If he doesn't shoot anymore, he reloads automatically until his next turn.

If you have no Hybrids models, you can - to a certain extend - use Blips as models.



Use the Blips from the discard pile, a second set or different edition of ***Space Hulk*** to depict Hybrids when you have no models. However, bear in mind, it now follows the rules of a model. When you use Blips to depict Hybrids, a 1-Blip counts as cultist, a 2-Blips as specialist and the 3-Blips as heavy weapon gunner. Use the flipped Blip as a Hybrid model of the specified type. If you want to use other Hybrids, just use a different counter or combine with other counters and state the model type to your opponent or write it up.

Magus

A Magus is enshrouded in psychic auras and is Hardest To Hit. He follows the rules for Hybrids but in close assault he rolls 1 dice and adds 2.

Primus

The Primus follows the rules for cultists but is especially effective as the cults master tactician. He has 6 Command Points that he alone can use instead of APs. He shoots like a specialist but may move and fire and turn and fire for every two points cost of move or turning or 2 points. He may also use overwatch for 3 AP but still doesn't get a sustained fire bonus. In close assault he rolls 1 dice, may parry and wins on ties. He is the only Hybrid which can come in play through an Ambush counter.

Hybrid Specialists

Hybrid specialists follow the same rules as cultists but have a range of 12. They still roll 2 dice but only need one hit to kill their enemies.

Heavy Weapon Gunner Hybrid

Heavy weapon gunner Hybrids follow the same rules as cultists with some exceptions. They need 3 AP to shoot and roll 3 dice. When a heavy weapon Hybrid fires his weapon, he is especially effective, but there is a chance the weapon will overload; this represents a misfire or jam, perhaps a power source overheating or any of the myriad problems that crop up when civilian equipment is used as weaponry. If two or more of the dice rolled score the same, the weapon overloads - mark the model with a 'jammed' marker. The weapon cannot be fired again until the hybrid spends 4 APs to clear the jam. In close assault they are hampered by their heavy weapon and roll one dice but subtract 3.

Grenade Hybrid

Hybrids with blind grenades can throw them once per turn at an adjacent section. They are usually equipped with pistols.

Aberrants

Aberrants are deformed monstrosities with huge power hammers and power picks. They have 4 APs and are Hard To Hit. They can destroy doors for 1 AP, Bulkheads for 2 and Power field generators for 4. They roll 2 dice in close combat. This is especially useful in Overwatch situations.

NEW GENESTEALER RULES

Ambush Counters

If a Genestealer Card is transformed to Blips it is stated how many Blips the player may use in this round. Some cards also show ambushes.

Ambush counters are used by the Genestealer player to represent two things: Stealers who have remained hidden while the Marines have passed them by, and things that are picked up by the Marines' movement sensors that might be Stealers. If you have no ambush counters, stack two Blips (best from the discard pile) above each other to represent an ambush counter.

The Stealer player may never use more than one ambush counter per turn and must place them at the end of his turn. In addition, the Stealer player is never allowed to have more than two ambush counters in play at any time.

An ambush counter can be placed in any empty square on the board as long as the square is at least six squares away from the nearest Marine, and not in a Marine's LOS.

Ambush counters have 6 APs, and move in the same way as Blips. An unconverted ambush counter can enter the LOS of a Marine, in which case, the Genestealer player must immediately roll an ambush result. On a 5-6 the ambush counter is a stealer. Ambush counters can only be converted when they enter a Marine's LOS or a square that is adjacent to a Marine (even if no Marine is able to see them).

If an ambush counter result is revealed to be a Genestealer, replace the ambush counter with a Genestealer model. It may carry on moving, using any APs that were not used prior to its conversion. If the ambush result counter turns out to be anything else, the ambush counter is removed from play immediately unless it is in the LOS and arc of fire of any Marine(s) on Overwatch.

A Marine on Overwatch will fire at an ambush counter within his LOS and arc of fire, even if it is something other than a Genestealer. Attacks on revealed Genestealers are handled normally. Those on anything else must be rolled for anyway, as the Marine's gun will jam if he rolls a double. The fired-upon ambush counter is then removed from play.

Converting Blips to non standard Genestealers

Whenever the Stealer player plays a card that allows him to convert a biomorph or cult unit in the following turn, he places the card(s) face down. At the end of the turn, after placing Ambush counters he announces one Blip or Ambush counter for each card he placed face down before. If you want to keep a better oversight, keep all Blips turned in the same direction and turn the soon-to-be-converted Blip 180° clockwise. If these Blips or counters are involuntarily unconverted, they count as 0-Blips and the conversion is unsuccessful.

In the following turn's Stealer Reinforcement Phase, the Stealer uncovers the indicated Blips and gains a number of points equal to the number on the blip or Ambush counter (which counts as 1-Blip on a dice roll of 5 or more). He then uncovers the cards of the units to reveal. Each card must be assigned to one blip with at least the according point value. Usually each Blip yields one unit, but in the case of Hybrids the points can be spend to chose any of the Cultists, Specialists, Heavy weapon gunners and Aberrants. The models are set up following the normal rules for converting blips.

If due to involuntary conversion or mistakes not all cards can be converted, the Marine player may decide which cards are lost. The cards of Patriarchs, Magi, Primuses or biomorphs are removed from game and not discarded once they are converted or lost.

A Primus is an exception to the rules, as he can be converted from any Ambush counter even if it turns out to be a 0-Blip. Hybrid cultist may also be converted from Ambush counters but only if the roll is a 5 or more.

Model

Primus*

Cultist

Costs

0–1 (Ambush counter)

0.5

Miasmic biomorph	1
Aberrant, Specialist or Reaperfex	2
Grenade or Heavy weapon gunner, Bulwark, Magus or Patriarch	3

*This model can only be set up once per Mission or Campaign; once he has been killed, he cannot be returned to play. In a campaign he can leave the map via an entry area. You can only field them with the Blip anomaly rule or with an extended blip set.

WITHOUT THE TACTICAL CARD SYSTEM

If both players agree to play with the option of using Genestealer cult forces, the Genestealer player can choose to either use the standard rules (revealing one, two or three Genestealers) or state that it represents Genestealer Cult forces. Some missions allow to use Hybrid psykers. They cost 3 points to convert and roll one dice and add 1 in close assault.

If you want to use biomorphs without the Tactics System, roll four dice with different colors or sizes covertly in a cup. Determine before the game which color or size stands for which biomorph. E.g. the biggest dice is for the Broodlord and a colored one (apart from black or white and preferably green) for the Miasmic, the smallest for the nimble Reaperfex etc. You may roll at the beginning of each round, but you don't have to. If at least two of the dice shows a 6, you may reveal the roll and convert one Blip to one biomorph or Broodlord as indicated by the dice. Bulwarks and Broodlords may be converted from 3-Blips, Reaperfexes also from 2-Blips and Miasmics also from 1-Blips. You can only convert one biomorph per Blip and at most 4 per game.

FORCE LISTS AND MISSIONS

The following rules are houserules or taken from the **Deathwing** expansion and are altered to be used with the Tactical Ruleset.

With the force list you can replay every scenario several times, trying out different squad and weapon combinations in each game. Choose a mission and calculate the point costs for the given Marine force. Then use the points to create a new force using the force list. If you get beaten with one force, pick a different force next time and try again.

Note that these rules allow only the Marine player to pick his forces. The Genestealer player follows the forces and deployment instructions given in the scenario. However, both players can use the Tactical Ruleset. In this case, if the Stealer has only 1 Blip per round in the original mission, he must chose a Broodlord Card Set and cannot field Miasmatic units and their set. If the mission allows 3 Blips per round, the Genestealer player gets an additional Blip per round. In campaign games, the Stealer has 2 Blips or uses the Tactical Ruleset.

The bidding system to choose the Marine player and Force

Before you choose the Marine player, decide which scenario or campaign will be played. Then, without showing the other player, both player must write down the number of points they would like to spend on a Marine force for the scenario, up to a maximum of 50 points.

The player who makes the lowest bid gets to be the Marine player. He then uses the number of points he bid to pick his force from the force list. This force is used instead of the force listed in the scenario, not in addition to it. If both players bid the same amount, they must each make new bids until one player makes a lower bid than the other.

Remember when you're bidding, that the higher the number of points you bid, the more Marines and weapons you can buy, but that you're less likely to get to be the Marine player. On the other hand, if you bid too low, you're certain to be the Marine player, but your chances of winning are slim!

Using the Force List

Select units from those listed and form squads of 5 marines each. Unless otherwise specified, the Marine player may have any number of squads in his force. (In some cases this will mean that some Marines will not fit on the Marine entry areas specified for the mission. If so, simply add spare straight corridor sections to the Marine entry areas until all of the Marines can fit.)

1 Terminator Captain with storm bolter, power glove with grenade launcher, power sword	5 points
1 Librarian with storm bolter, force axe	8 points
1 Heavy Terminator with power glove and heavy flamer, assault cannon (1 free reload), plasma cannon	5 points
1 Apothecary with storm bolter, power glove	3 points
1 Sergeant with storm bolter, power glove	2 points
1 Terminator Heavy or Assault terminator with storm bolter, power glove. Assault terminator with thunder hammer and storm shield or lightning claws or chain fist, storm bolter and +1 in close assault.	1 point
equip any Heavy Terminator with a cyclone missile launcher	4 points
1 heavy flamer reload	1 point
1 or 2 assault cannon reloads	1 point each
equip any model with grenade harness and unlimited blind grenades	1 point
equip Sergeant with power sword	1 point

Tactical Ruleset with the Force List

Now take one set for captain or librarian, if one or both of these are present in the mission, and one set each for Apothecary and Sergeant, if these are present. Now evaluate the number of cards to take and observe the number and ratio of assault and heavy terminators. Deal both card sets according to the ratio, if possible. If no clear decision can be made, e.g. same ratio and card set slots left, chose the remaining sets from any assault or heavy marines present. If no such marines are present chose from both sets as you want.

The Timer

A player's time limit is based on how many models he has remaining on the board at the end of his enemy's turn, and how many Captains and Sergeants are leading them. Use the table below to calculate the time limit. The 30 seconds penalty for a squad that has lost its Sergeant applies regardless of how many Space Marines are left in the squad – it obviously doesn't apply to squads that didn't have a Sergeant in the first place (e.g. those led by a Captain).

Space Marines in Play	Time Allowed
5 or less	2.00

6-10	3.00
11-15	4.00
16 or more	5.00
Each Captain present	+0.30
Each Sergeant or Commander present	+0.30

SPACE MARINES IN POWER ARMOUR

Power armoured Marines are used often in space hulks, e.g. when the Blood Angels boarded a space hulk some hundred years before encountering the Sin of Damnation. Usually Terminator armour is used in space hulks due to the excessive amounts of radiation in some parts of the hulk which would in many cases vaporise Power Armoured Marines in their suits. However, once the terminator Squads secured the decks and the Marine ships had accurate seismic scans of the hulk they were able to deploy Devastators and Assault Marines in areas where the radiation was lower, and even space-suited Scouts on the surface to help the Techmarines. Then, sometimes, power armour may even be chosen instead of Terminator armour, especially if the combat is to take place where space is severely restricted and aboard the most labyrinthine of hulks. Power armour allows a Space Marine a much greater degree of freedom of movement and, although its protection isn't as good, this added manoeuvrability may sometimes be vital. The rules for the weapons are mostly house rules.

Armour and Close Combat

Power Armour is more efficient than Genestealer Hybrids Flak armour, but less efficient than Terminator Armour.

If a Marine in Power Armour survives a hit, the attacker has immediately an additional attack roll. All dice have -1 but hit on a 6. This leads to comparable death probabilities as in Space Hulk 1st edition (storm bolter 1st shot 51.8 % vs original 55 %, 2nd shot sustained fire 69 % vs original 75 %, 3rd shot 89 % vs 89 %, heavy flamer 94 % vs 84 %, assault cannon 83 % vs 87.5 %, 2nd shot sustained fire 96 % vs 88 %).

Marines in Marine Armour throw one dice in close combat, like Terminators, but they subtract -2 from the score. Sergeants are better close combat fighters: they only subtract -1 from their dice scores, while Marines with special or heavy weapons will rely on just a bolt pistol for defence and subtract -3 from their close combat scores.

Space Marines in Power Armour move like Terminators. If they do not wield a heavy weapon, their mobility in Power Armour allows them to pay 1 AP less when turning.

Weapons

Space Marines have access to many weapons, some, like grenade and melta and plasma weapons, with exceptional special effects. Most Space Marines are equipped with Bolter and often with Crack and Frag Grenades. Bolters roll only 1 die and thus they cannot jam in

Overwatch. However their sustained fire bonus only goes up to 4. If the roll is a 6, the Marine may roll another dice. This way, a Marine with Bolter can kill a hard target, but usually needs clear guidance from his Lieutenant, which usually translates as many Command Points.

Grenades use rules of flamer section effects and captain's grenade launcher with some modifications: It costs 2 AP to throw a grenade. Crack and Melta Grenades target a square up to 2 or 3 squares away in LOS, however frag and plasma grenades may target any adjacent section with LOS to at least one square of the section. Section effect grenades which are aimed into a section are assumed not to fall through pitfalls. A door which is not destroyed blocks the effect of a section effect.

Crack grenades and missiles target a square and kill on a 6 but roll 6 dice. They are mostly used against large or immobile armoured targets.

Frag grenades target the adjacent section. They kill models on a 6. Frag grenade explosions create much smoke and debris and block LOS like a flamer hit but not movement. This effect has a tactical usage like the terminators' blind grenades.

Plasma grenades and missiles target a section and hit like a captain's grenade launcher: Roll 2 dice. A 5 or more is a hit. They are good against multiple non-terminator targets.

Terminator Armour is especially effective against explosive damage. Against plasma grenades and missiles (not plasma cannon shots) it counts as Hardest To Hit. Frag grenades cannot affect Terminators.

Melta bombs roll two sets of dice, 2 which kill on a 4 or more and 2 which kill on a 5 or more. Place the lower deck side of a Pitfall marker in the square. It blocks movement and LOS. Next turn flip the marker to the Pitfall hole. Models passing the hole must roll a die and fall through and die on a 1. Genestealer can move across the marker without rolling.

Space Marine Sergeants may carry 9 Melta Bombs or unlimited Plasma Grenades.

Space Marines may carry **flamers**. They work in much the same way as the heavy flamer carried by Terminators, but they kill on a 5 with two dice per model. Their tactical value for blocking sections is still extremely high.

Marines with **plasma guns** use the rules for bolters with some exceptions. They roll 3 dice and need a 6 to hit. They can go into overwatch but risk to overheat the weapon on doubles. In this case the marine needs to pay 1 AP. Overwatch is immediately active again. plasma guns behave like storm bolters, but are better suited for holding defensive positions in overwatch. They are reliant on command points though, as they overheat fast in overwatch.

Melta guns have special rules. Roll 3 dice, they hit on a 6. Instead of sustained fire bonus they get another die for each shot at the same target. Also they get 1 additional dice if in half range (1–12). As plasma guns they can move and fire, but their armor penetration is significantly higher if they don't, but unlike plasma guns they cannot go in Overwatch. Melta guns excel in close ranges and with sustained fire against armored targets.

Marines may use Heavy Weapons. They cost 2 APs to use (except for the multi melta), no move and fire, no overwatch and have unlimited ammunition and usually unlimited range (not multi melta). Some hit single targets, other affect whole sections (plasma cannon and missile launcher with plasma missile):

A **las cannon** must roll a 5 or more on 5 dice. It has unlimited range and is exceptional in penetrating armoured targets.

A **missile launcher** can fire crack or plasma missiles. Plasma missiles can be used as standard ammunition while crack missiles are mostly used against single or armoured targets.

A **heavy plasma gun** hits a section and kills models like a heavy flamer but doesn't block LOS and movement in the section. Roll a dice at the end of each round. If the number is lower than the number of shots fired in the turn, the weapon explodes, killing any model in the section on a 4+.

A **multi melta** uses the rules of a melta gun (but as heavy weapons they can't move and fire.). It costs 1 AP to fire but rolls 4 dice and hits on a 6. It has a range of 24 squares. It is recommended to use within 12 squares to kill armoured targets.

The **heavy bolter** also costs only 1 AP to fire. It rolls two sets of dice: 2 dice which need a 6 to hit and 1 dice which needs a 5. The heavy bolter can use overwatch mode with a range of 18 squares and cannot jam. It is recommended to use in a defensive manner in overwatch.

Terminus

Terminus is a practice common amongst Marines on desperate missions who wish to avoid capture. Simply put the Marine takes out and primes a frag grenade. The tiny grenade can be kept in the palm of his hand so that it does not interfere with combat. It won't go off until the Marine releases his grip. A Marine can prepare Terminus with a 2 AP action. A frag marker should be placed face-down next to the model. When the Marine loses a round of close combat, the grenade will detonate. This immediately kills the Marine and his close combat opponent outright (if susceptible to frag damage). Any other models on the same board section suffer a normal frag hit. The frag marker should be turned over to show that LOS is blocked.

SPECIAL MISSION FEATURES

AUTO-FIRE SQUARES

There are two kinds of auto-fire weapons. Scorpion turrets are set into the ceiling or wall and cannot be destroyed. If you have no Auto-Fire counters use Overwatch counters instead. Unless stated otherwise use the following rules.

Every model passing over the counter is fired on by the scorpion turrets. The auto-fire square counts as Marine player's LOS for purposes of converting a Blip. The turrets are rolling two dice and attack any target, Genestealer or Space Marine. Hit rolls are as storm bolter in Overwatch (6 for a Stealer or Marine).

Unless otherwise stated, each turret has a location and doesn't target its location square. Moreover, as a safety mechanism, occupying this square deactivates the turret temporarily. Usually the range of turrets is 4 squares, but it may vary. The exact range is indicated in the map description. Some turrets are linked to a console. If this is the case, for 1 AP a Marine may program the linked turrets to target Genestealers only.

Shredders are special devices which automatically combust anything on its squares. At the beginning of a player's turn, each model or Blip of a player which stays on a shredder is automatically killed.

BULKHEADS

Bulkheads are doors which cannot be opened and must be broken through in close assault or with special equipment. It costs double the amount of APs to cut through a bulkhead with a chain fist: 2 APs.

A bulkhead can only be shot open by an assault cannon firing a burst at it (full auto fire has no effect - it's not focused enough) or with a cyclone missile launcher firing a precision strike. A bulkhead can also be blown down by a self-destructing flamer, thunder hammer or a malfunctioning assault cannon. In any of these cases, the bulkhead counts as Harder to Hit. Two dice must show a 5 or better. Melta bombs treat them like a usual door and a vortex grenade destroys them like any other piece.

Powered bulkheads are shielded with power fields. Only a defensively overloaded terminator may destroy them for 1 AP.

Some missions may use sealed bulkheads. They are indestructible, even to melta bombs – they are usually used to shut down Stealer entry areas and operated by special controls. If there is only one control terminal for power field bulkheads, it triggers all of them, if there are multiple, each triggers the closest one.

If you have no bulkhead marker, simply use door markers, but put the wide edge into the base. Some missions use open bulkheads, which can be closed.

CONTROLS

Many missions include controls which must be operated or destroyed. If not stated otherwise, it costs 1 AP to operate a control. If it is linked to Power Field Bulkheads, all linked ones switch their state: open ones close and closed ones open. These controls are often accessible not only from one square but also only from one direction in the square. The map uses arrows or explains the usage if this is the case.

RUBBLE

The **Space Hulk: Tactics** system uses rules for Big Rubble squares symbolizing a cave in revealing dangerous conductors of explosive gases. This effect blocks movement and LOS. For damage purposes it counts as a door.

WARP BUBBLE

Warp bubbles are created by warp anomalies or alien, often eldar technology. They allow any model entering it to swap places with another model.

WARP PORTALS

Warp portals are created by warp anomalies or alien, often eldar technology. Each Warp portal is adjacent to a square. A model entering a Warp portal immediately exits on the square of its linked portal. Units standing there are blocking the portal. It is not possible to fire through a Warp portal.

MISSIONS

The following missions are taken or adapted from **Space Hulk: Tactics** and designed to be played with the tactical rules.

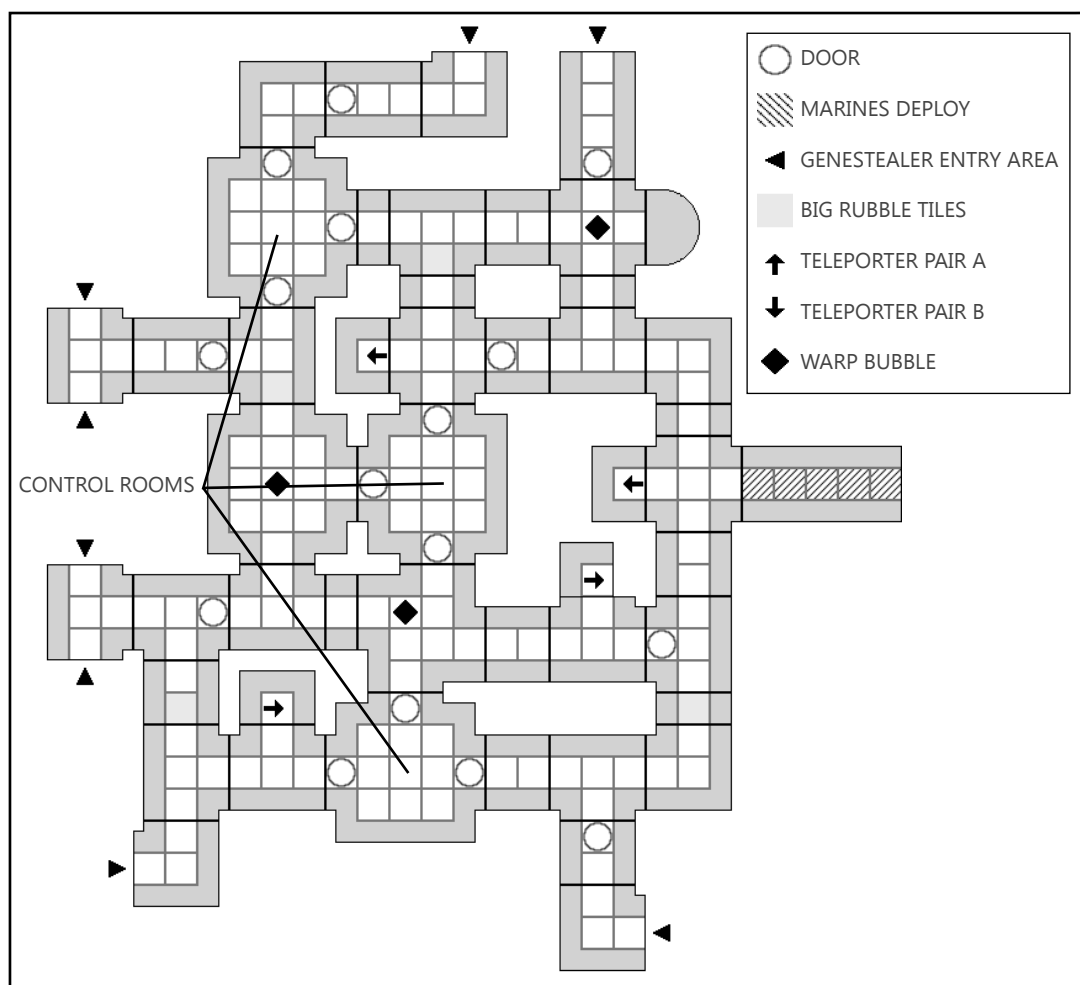
The space hulk *Forsaken Doom* has been encountered many times by the forces of the Imperium. Regardless of a successful operation of Blood Angels Terminators on the space hulk in the 43th millenium under the command of Captain Ubaldo and with the guidance of Ordo Xenos Inquisitor Jost von Marburg, the operation near the Maelstrom did not succeed in completely destroying the huge cluster of vessels, and parts of it managed to reenter warp space. Future encounters are expected.

LOSETH

You need two sets of Space Hulk 3rd or 4th edition to play this mission.

Special Rules

Secured Zone:
Blips cannot lurk.



Victory

Space Marines: The Space Marine player wins if he flames the three control rooms.

Genestealers: The Stealer player wins if he kills all flamer marines.

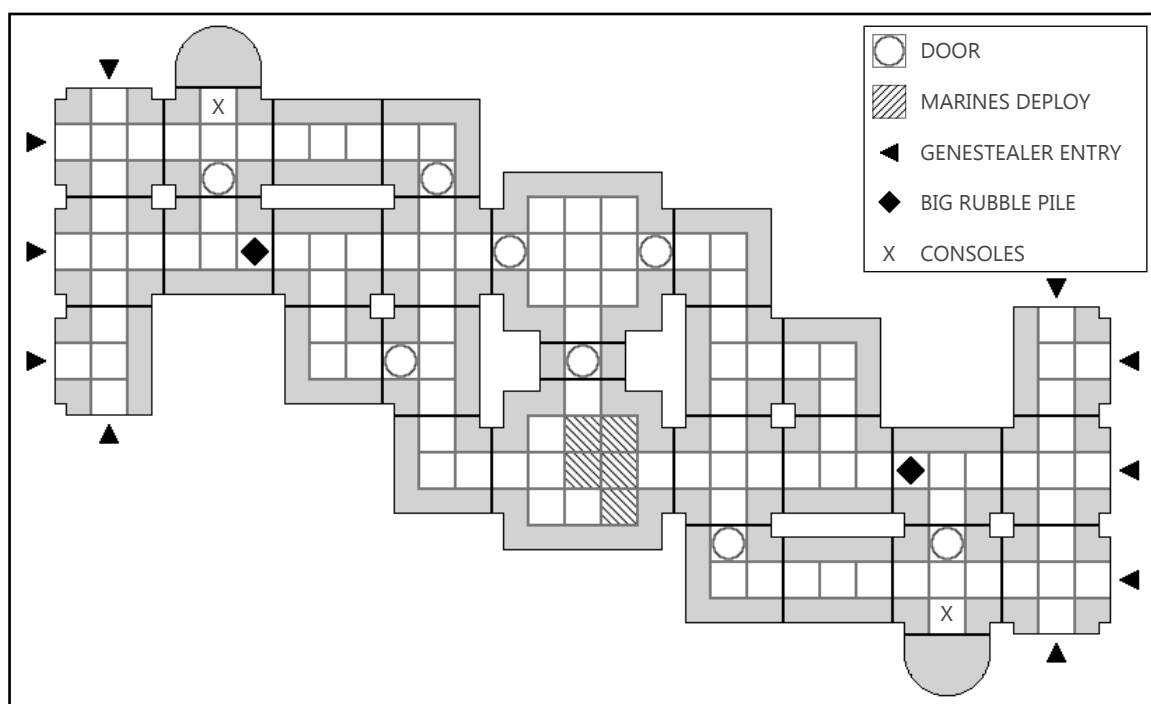
WAGGOK

Special Rules

Secured Zone: Blips cannot lurk.

Neurotoxin: The Genestealer player rolls a dice at the beginning of each turn for each of his revealed units. It dies on a 1.

Forbidden Bluff: If you get one Ambush counter, place a Blip instead.



Victory

Space Marines: The Space Marine player wins if he activates the two consoles and extracts three terminators within 20 turns.

Genestealers: The Stealer player wins if he kills three marines within 20 turns.

HADARIEL

You need two sets of Space Hulk 3rd or 4th edition to play this mission.

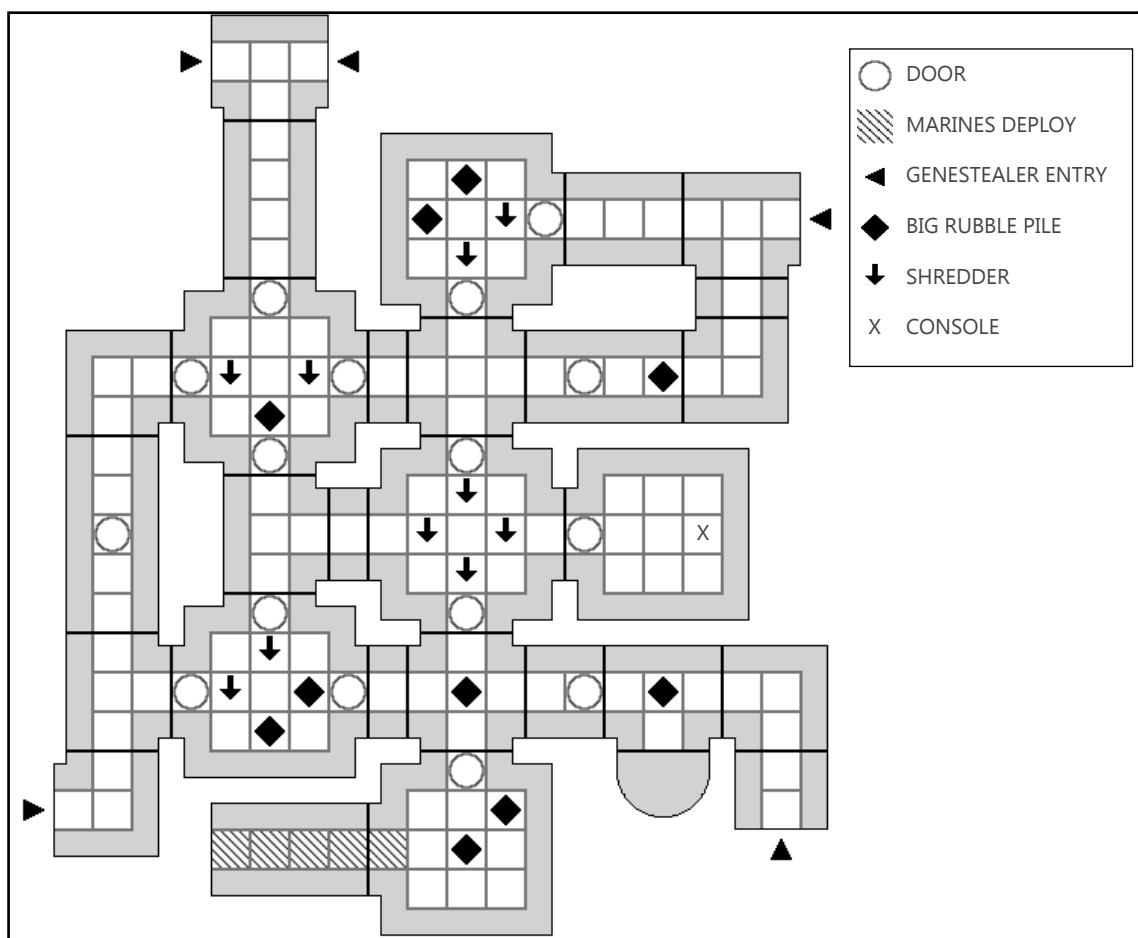
Special Rules

No Librarian may be used.

Victory

Space Marines: The Space Marine player wins if he protects the console for 10 turns. 3 units must survive.

Genestealers: The Stealer player wins if he kills three marines within 10 turns or destroys the console.

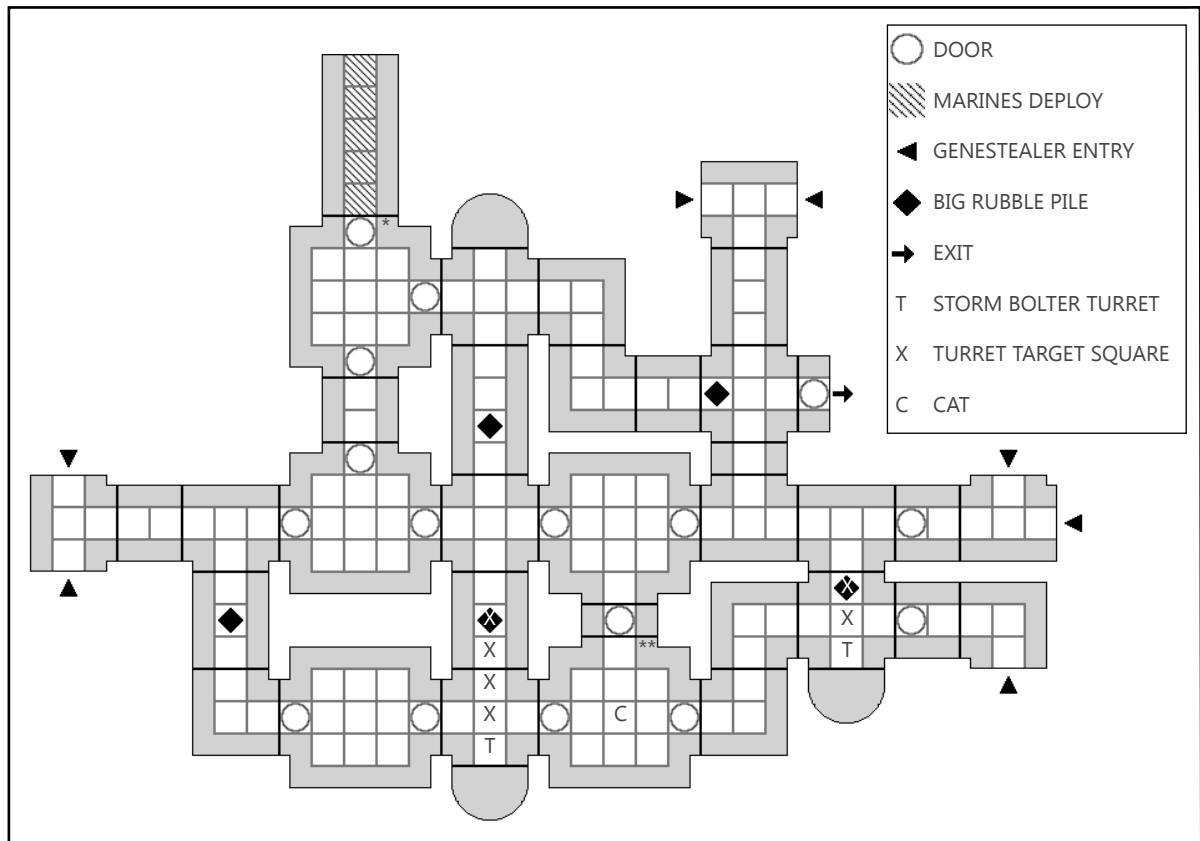


ERATRIUS

You need two sets of Space Hulk 3rd or 4th edition to play this mission.

Special Rules

Limited Blips: 1 Blips is allowed per entry area.



If you have only one copy of Space Hulk 4E

- replace the room marked with one asterisk with a corner-room and place a torpedo as Marine entry area
- replace the room marked with two asterisks with a room with 4 entries. Close the southern entry with an end piece.

Victory

Space Marines: The Space Marine player wins if he retrieves the CAT and exits with it within 20 turns.

Genestealers: The Stealer player wins if he kills all marines within 20 turns.

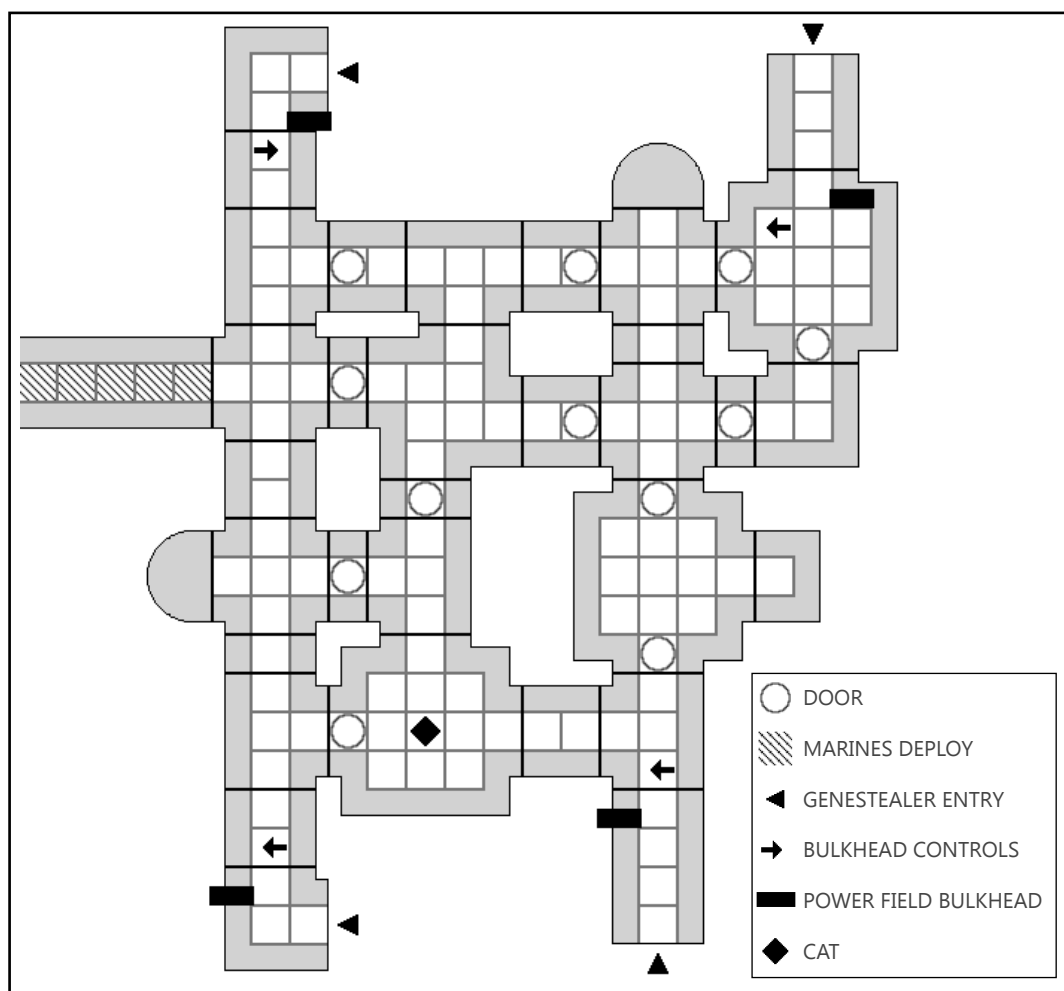
LOCKED FOR GOOD

You need one set of Space Hulk 3rd and 4th edition each to play this mission.

Victory

Space Marines: The Space Marine player wins if he operates the 4 power field bulkhead controls to close the power field bulkheads and seizes the CAT.

Genestealers: The Stealer player wins if he kills all marines.



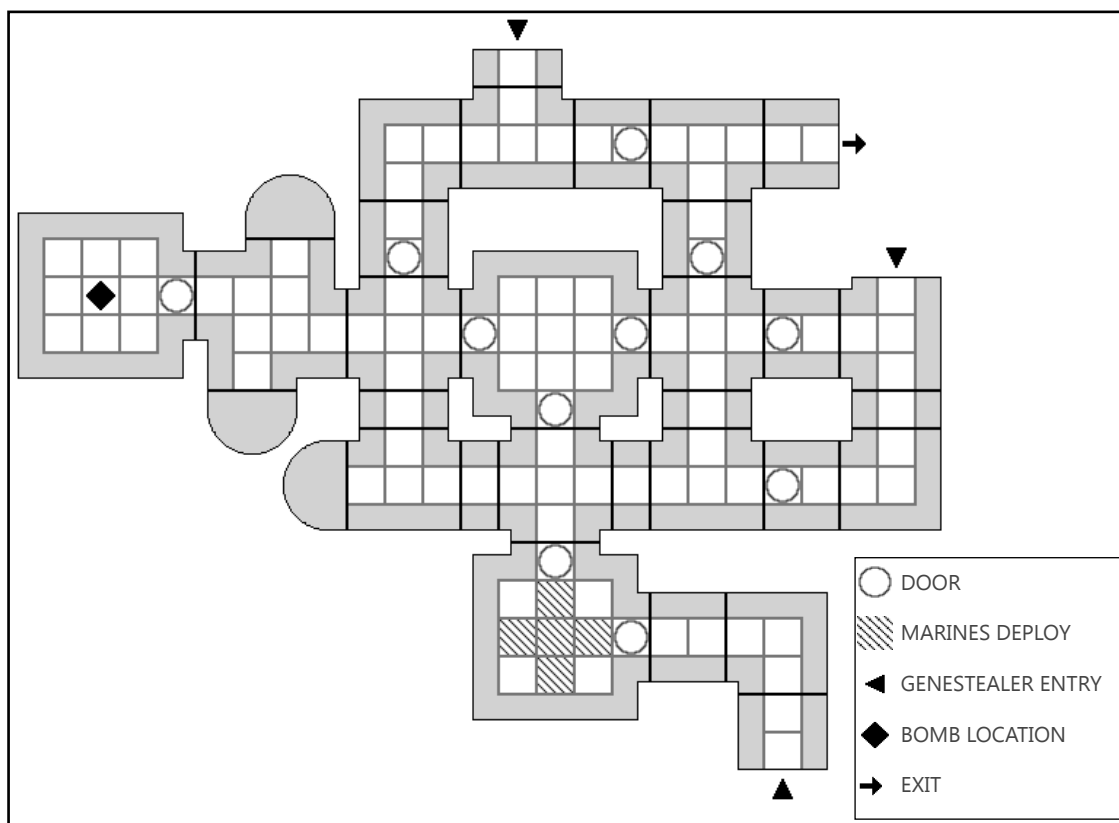
UKGANAK

You need one set of Space Hulk 3rd and 4th edition each to play this mission.

Victory

Space Marines: The Space Marine player wins if he activates the bomb on the marked location for 1 AP and 1 turn and exits the map with 3 Marines.

Genestealers: The Stealer player wins if he kills 3 Marines.



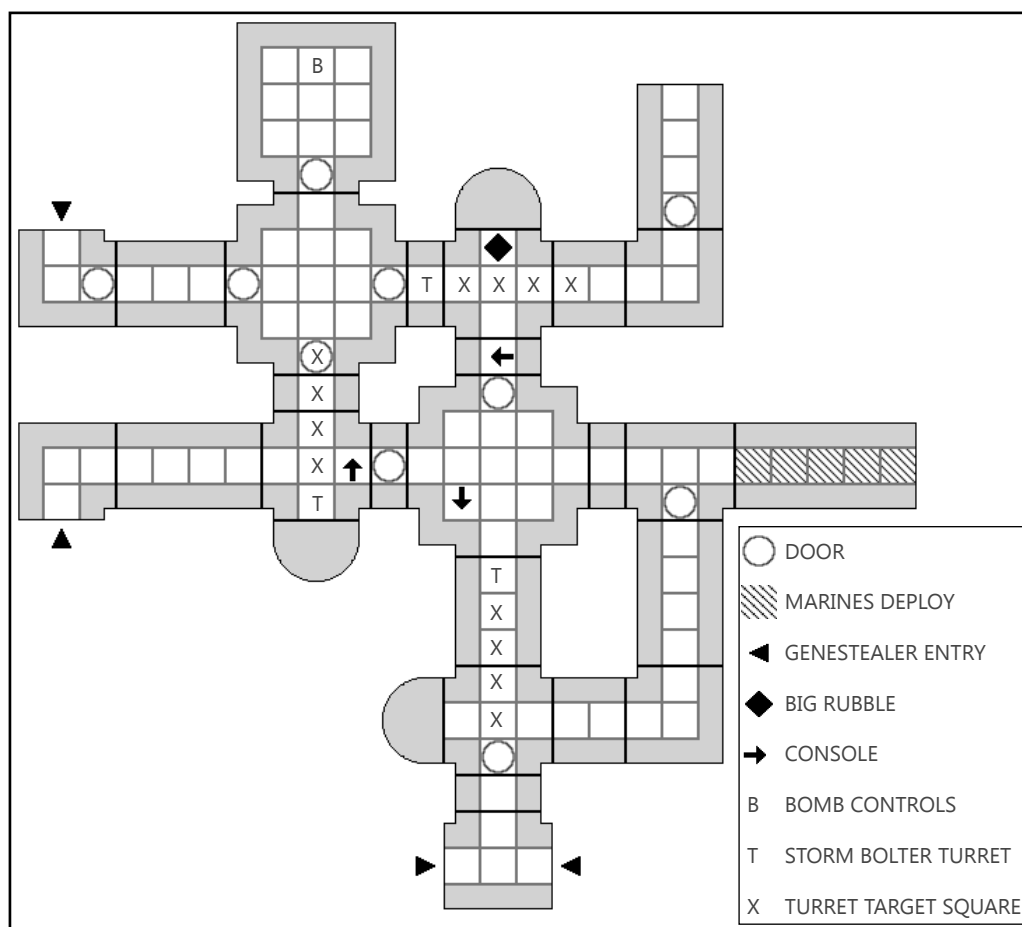
FIRST DETONATION

You need one set of Space Hulk 3rd and 4th edition each to play this mission.

Victory

Space Marines: The Space Marine player wins if he activates the bomb on the marked location for 1 AP and 1 turn.

Genestealers: The Stealer player wins if he kills 3 Marines.



UNKNOWN BIOMORPH

You need one set of Space Hulk 3rd and 4th edition each to play this mission.

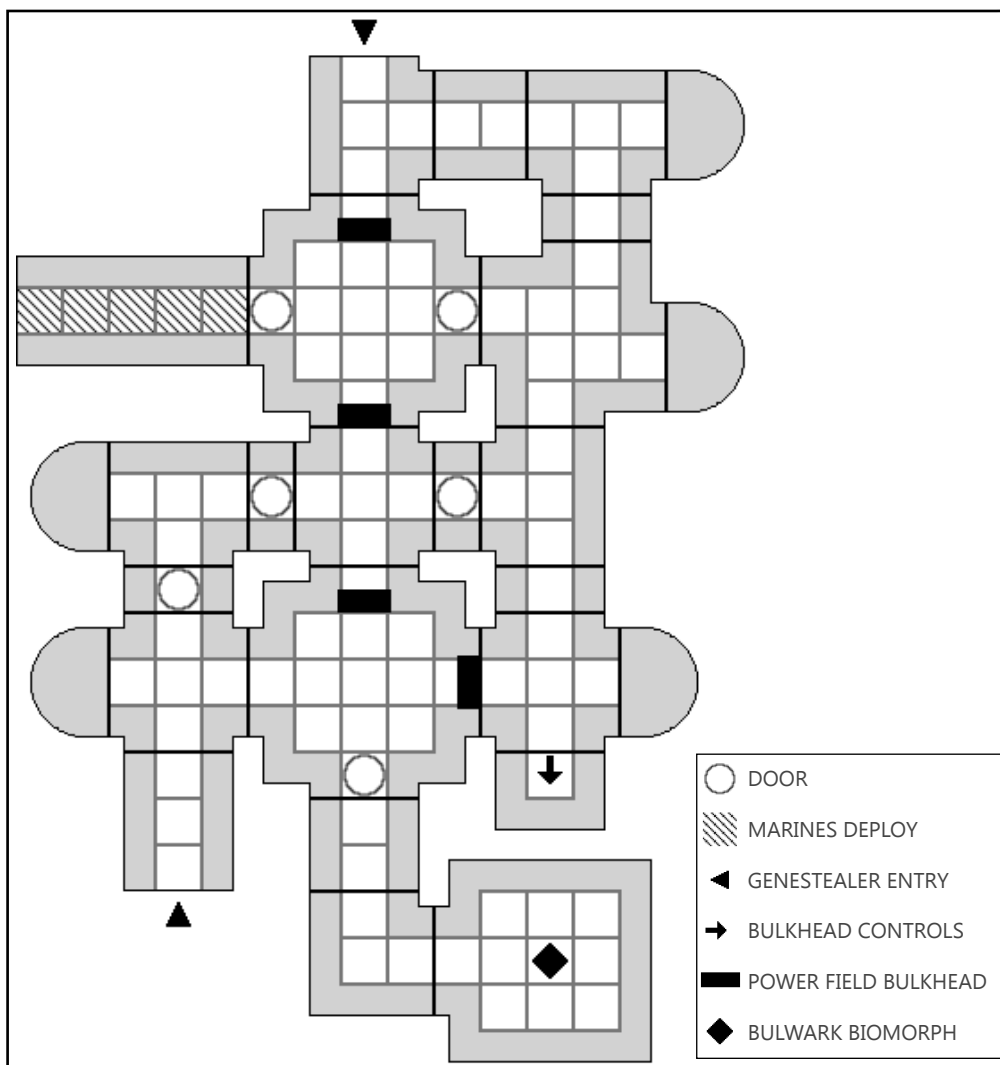
Special Rules

Biomorph: The Stealer player starts with a bulwark biomorph. No other biomorphs are allowed in the game and the cards are removed from the sets.

Victory

Space Marines: The Space Marine player wins if he kills the bulwark biomorph.

Genestealers: The Stealer player wins if he kills all Marines.

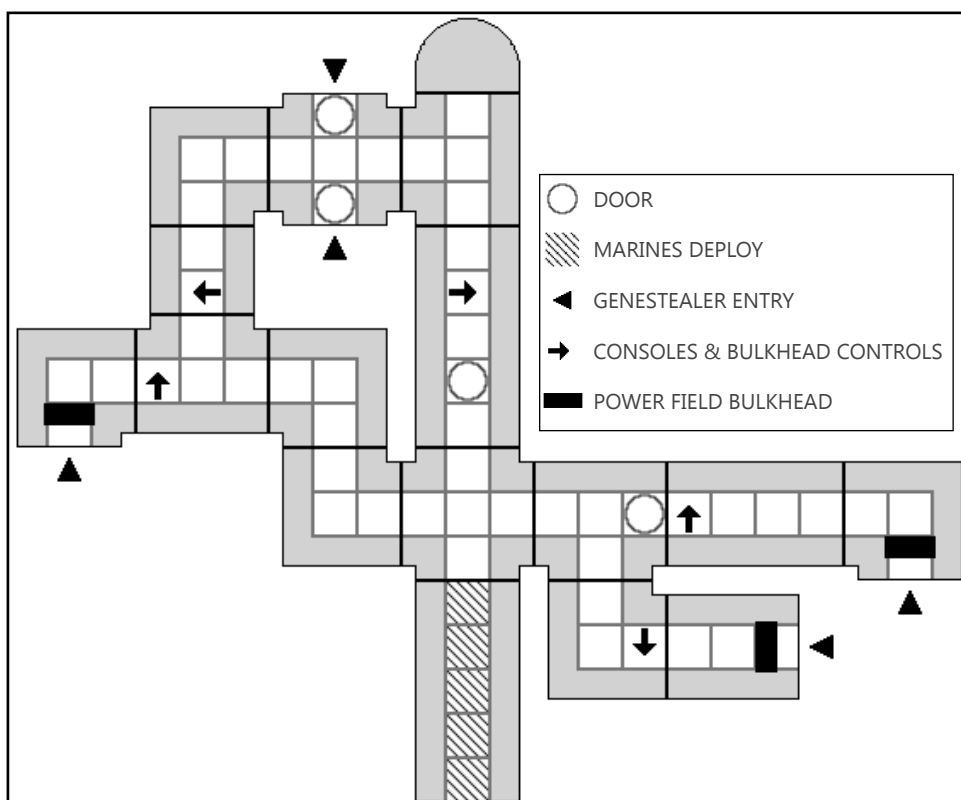


HORDE

Victory

Space Marines: The Space Marine player wins if he activates all consoles within 10 turns.

Genestealers: The Stealer player wins if he kills all Marines within 10 turns or prevents the Marines to activate all consoles.



OSULAS

You need one set of Space Hulk 3rd and 4th edition each to play this mission.

Special Rules

Secured Zone: Blips cannot lurk.

Limited Blips: Only 1 Blip is allowed in the Entry Area.

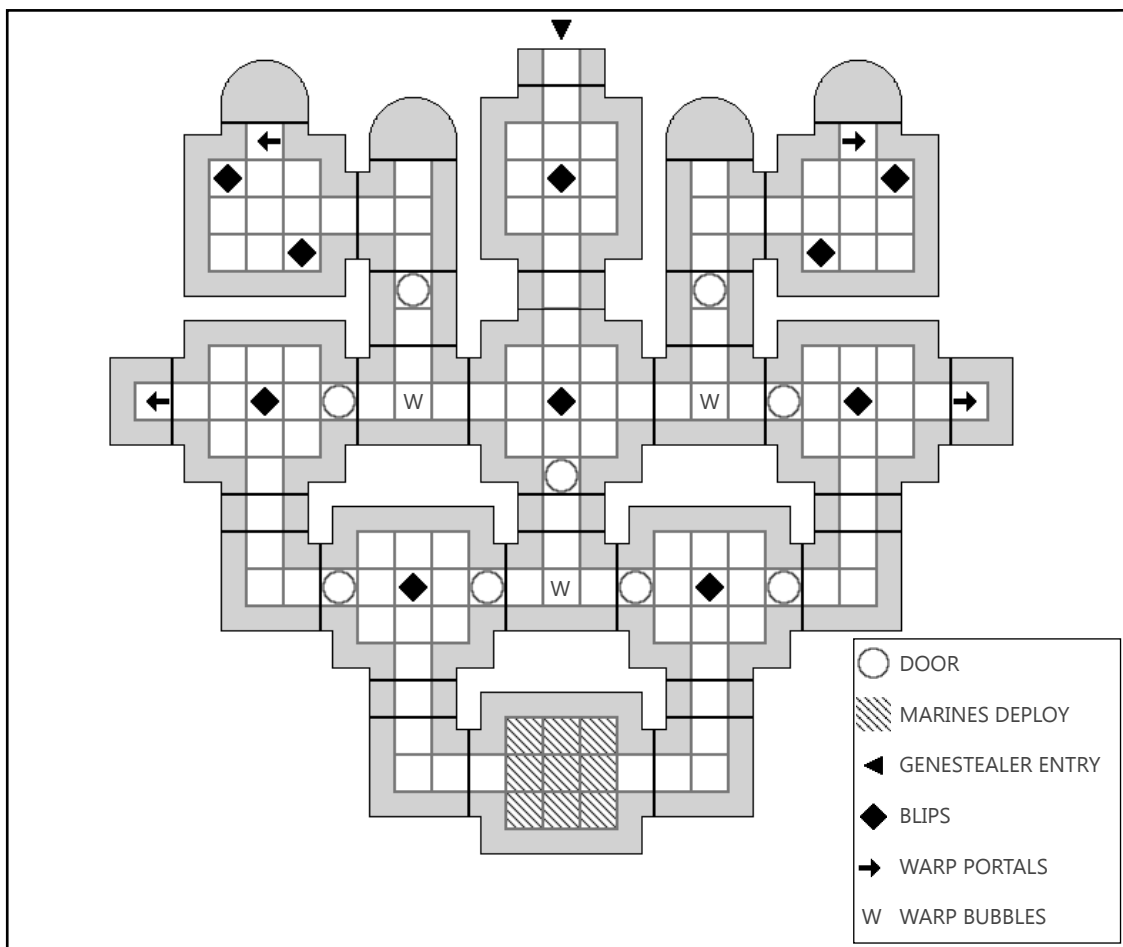
Forbidden Bluff: If you get one Ambush counter, place a Blip instead.

Awakening Stealers: For the first two turns, Stealers and Blips have only 3 APs.

Victory

Space Marines: The Space Marine player wins if he kills all Genestealers within 20 turns.

Genestealers: The Stealer player wins if he survives with at least one unit for 20 turns.



A RELIC FOR THE EMPEROR

You need one set of Space Hulk 3rd and 4th edition each to play this mission.

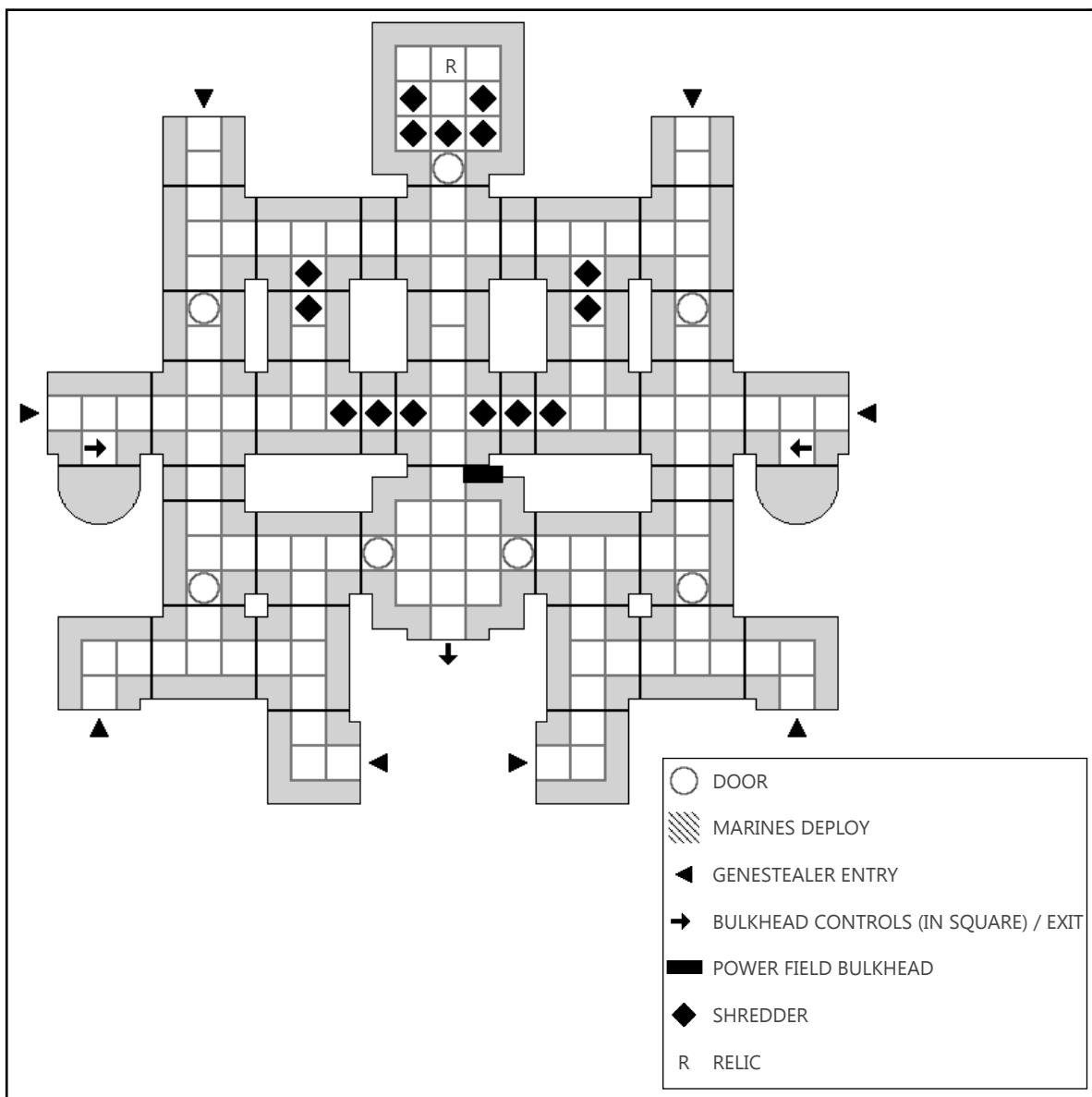
Special Rules

Security Protocol: Once the relic has been obtained, the Power Field Bulkhead closes and can only be operated by the Bulkhead Controls.

Victory

Space Marines: The Space Marine player wins if he takes the relic for one AP and exits with it from the map within 20 turns.

Genestealers: The Stealer player wins if he kills all Marines within 20 turns.



EDGE OF THE ABYSS

You need one set of Space Hulk 3rd and 4th edition each to play this mission.

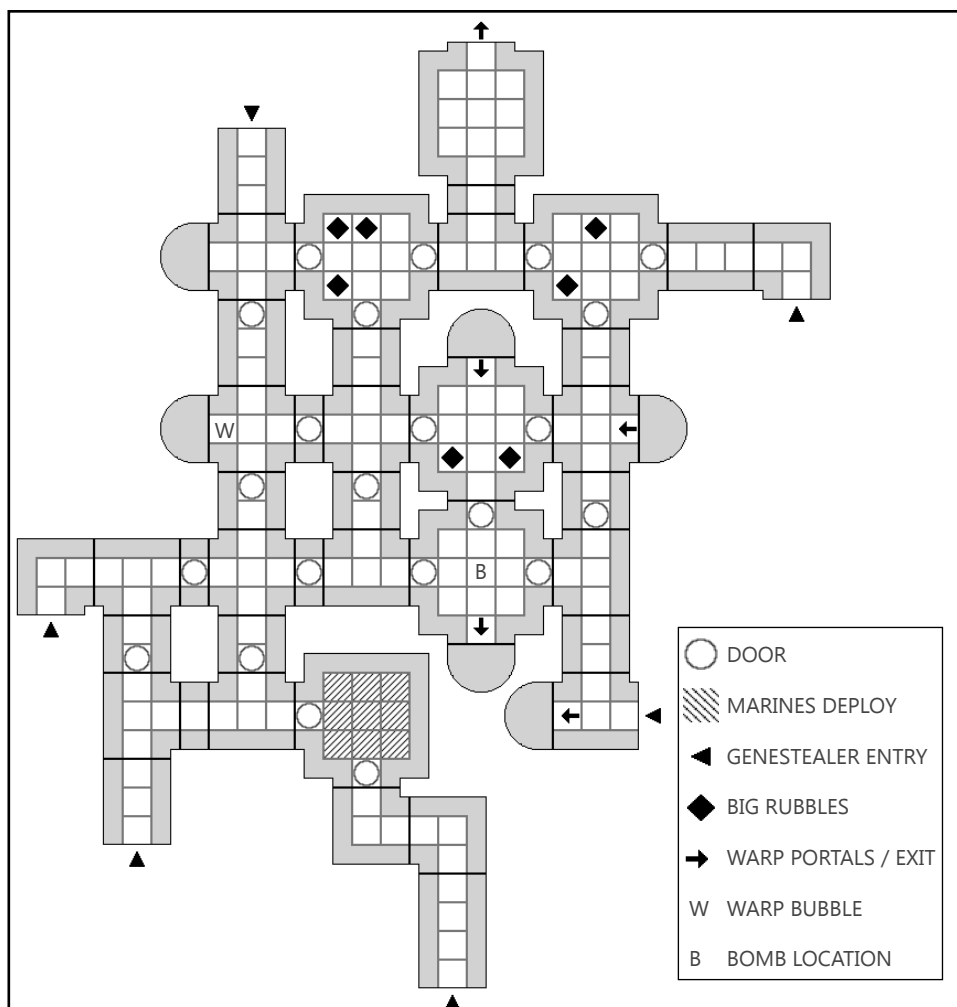
Special Rules

Broodlord: As the Bomb activates a Broodlord is placed in the room with the Exit.

Victory

Space Marines: The Space Marine player wins if he takes activates the Bomb for one AP and one turn and exits with 3 Marines from the map within 20 turns.

Genestealers: The Stealer player wins if he kills three Marines within 20 turns.



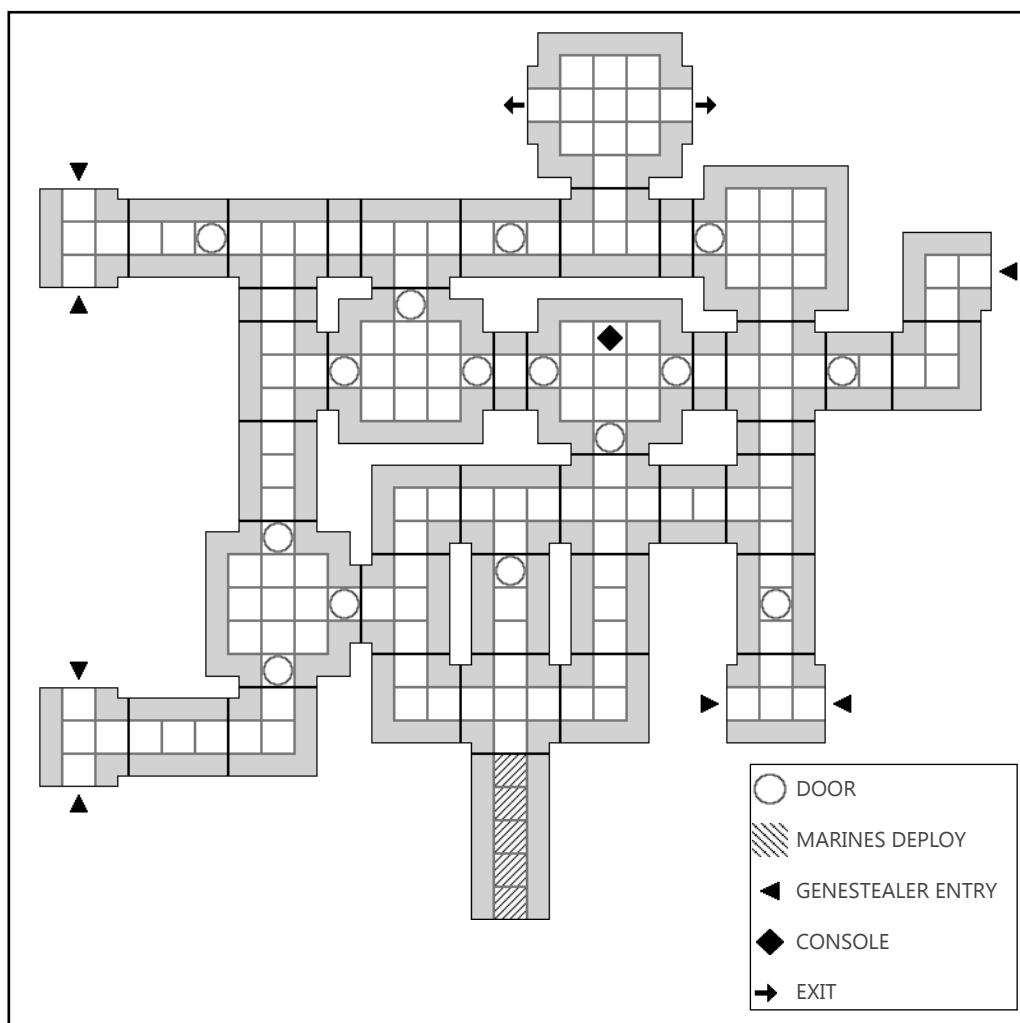
KHITOR

You need one set of Space Hulk 3rd and 4th edition each to play this mission.

Victory

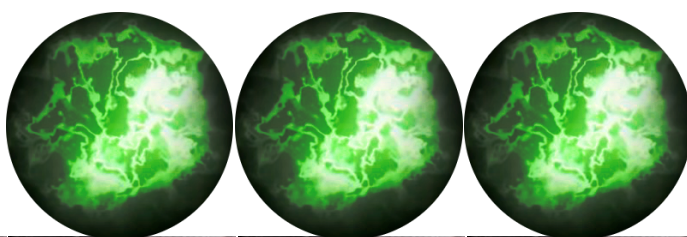
Space Marines: The Space Marine player wins if he activates the console and exits with 3 Marines from the map within 20 turns.

Genestealers: The Stealer player wins if he kills 3 Marines within 20 turns.

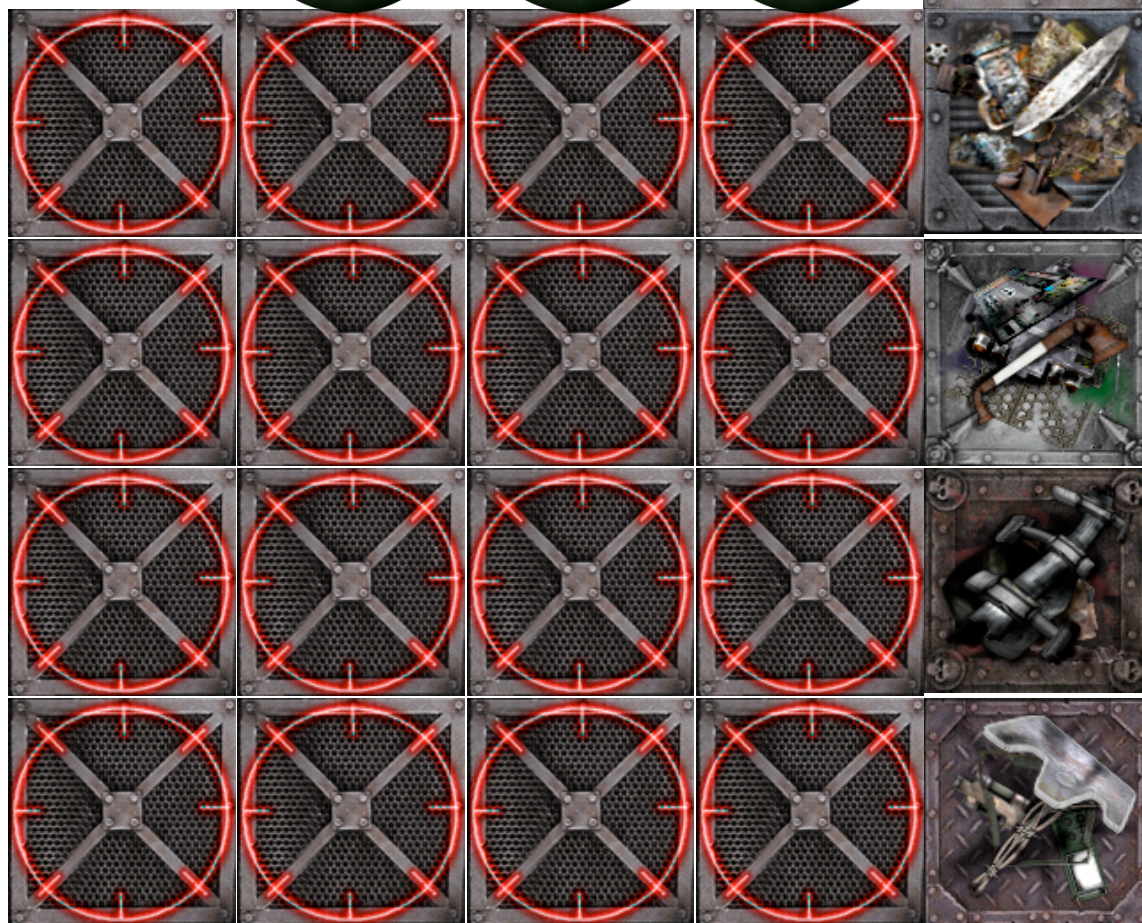


ADDITIONAL COMPONENTS

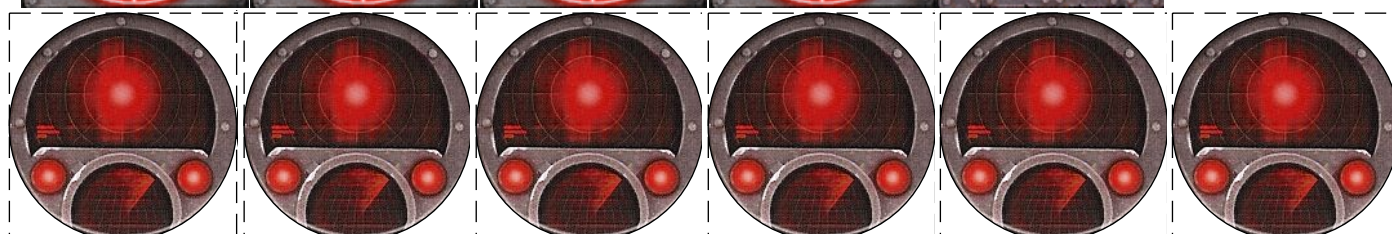
It is best recommended to print out the components on "full sheet" label paper at high quality. Cut out front and a **black paper or cardboard** back side together (if there is no predefined back side). To do this, cut out each component with a wide margin around it, tape this on top of the paper for the back side, putting tape only on said wide margin and laminate the sheet with "full page" **adhesive cold lamination sheets**. Use a **rotary cutter** and a **metal ruler** to cut out the components, use a **knife** for the corners and connectors. You now have the top and bottom of the tile, laminated on the outer side only. Cut **greyboard** or white **comic book backer boards** to fit the section you have made, attach the top and bottom with **spray-mount**. If this will be too thin, add a few layers of **white card** under the top/art layer.



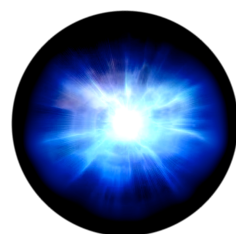
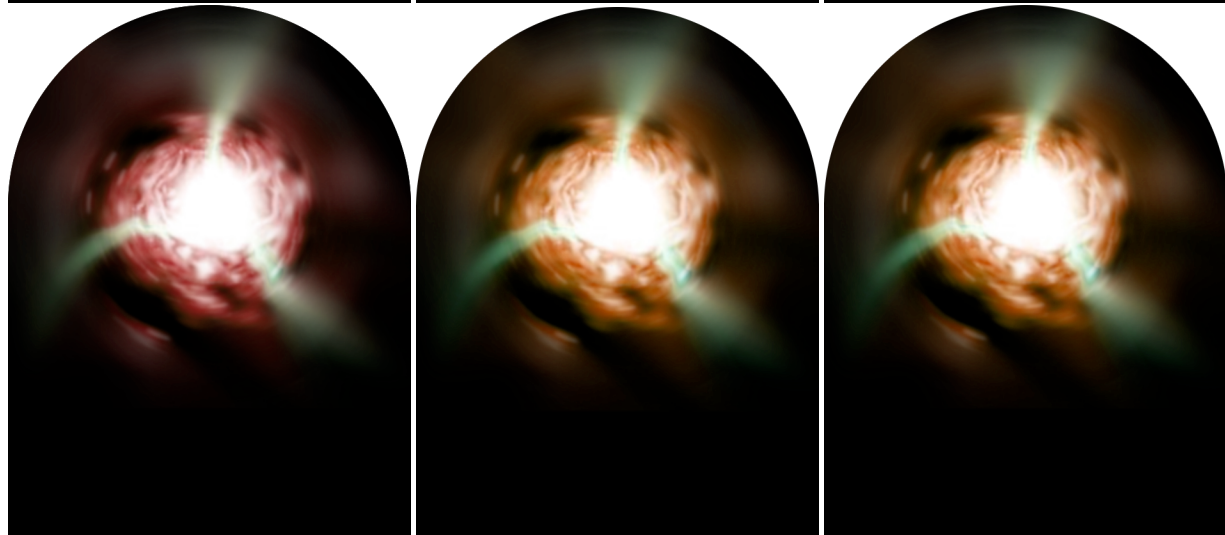
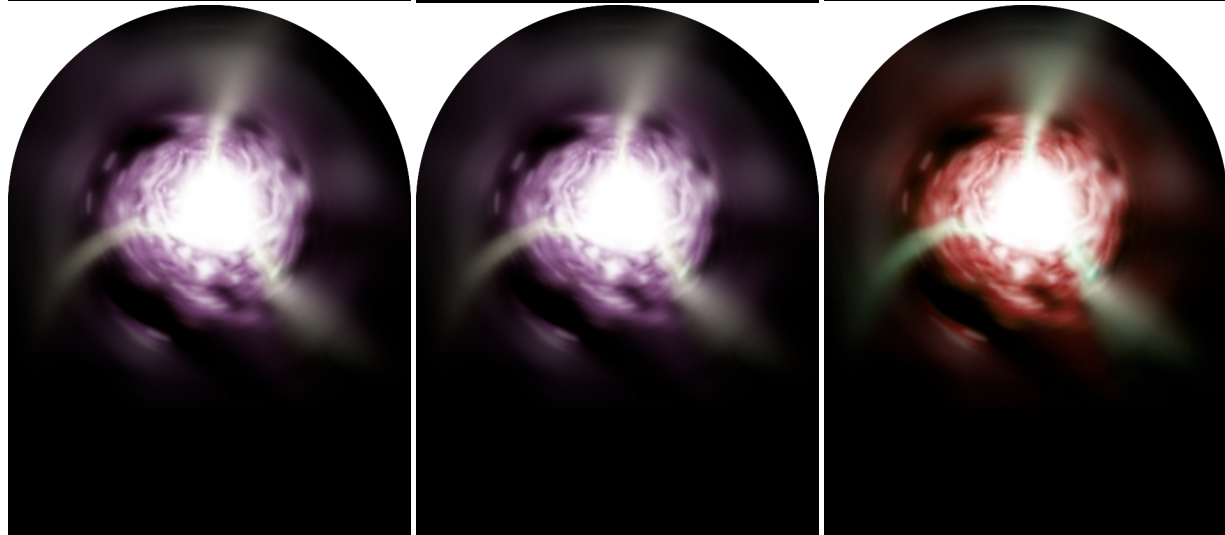
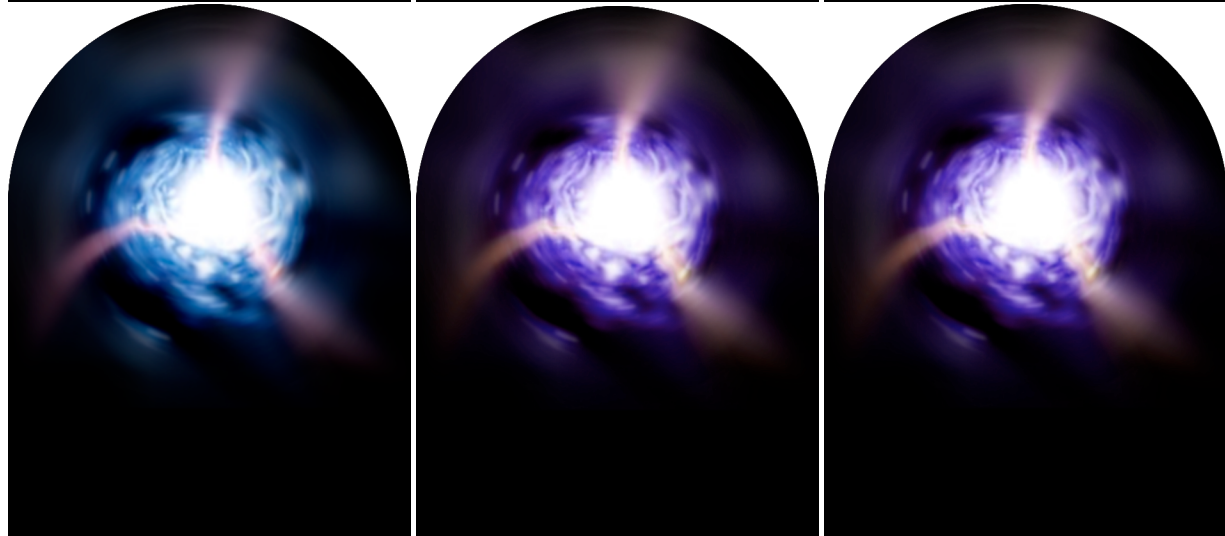
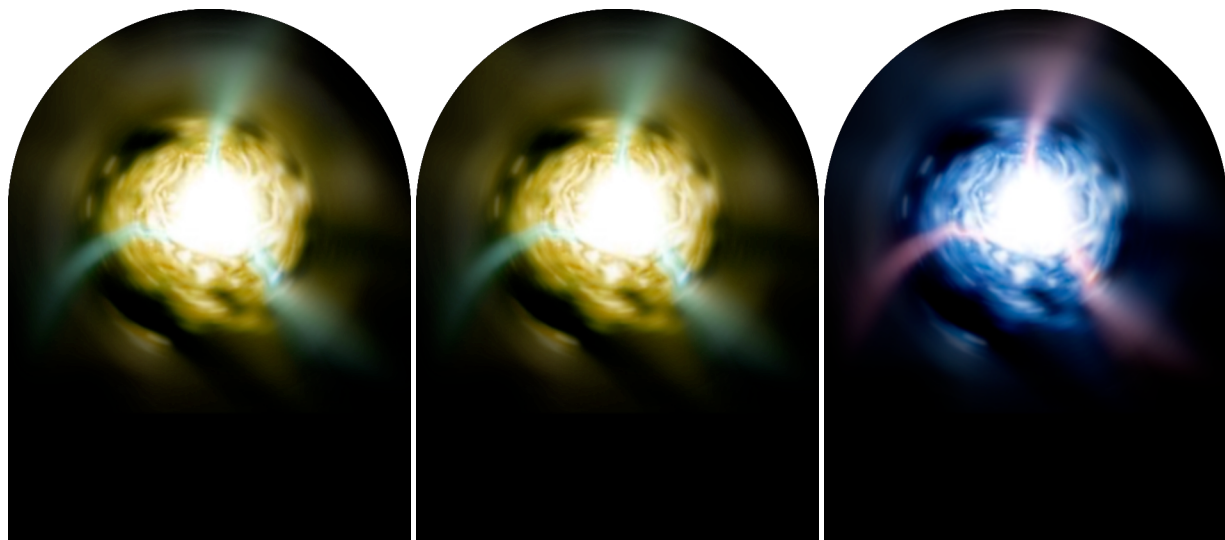
Miasmic Haze counters



Scorpion Turrets, Rubble



Ambush Counters



Warp Portals
and Bubbles

SPAWN A BROODLORD

BROODLORD

0 TP

Target a 3-Blip.
Next turn, it converts to a
Broodlord.

1 Blip

SWARMING MASSES

BROODLORD

3 TP

Stealer Reinforcement Phase: Until
the end of this Stealer
Reinforcement Phase, you can
convert up to 2 cards.

1 Blip

BROOD MIND

BROODLORD

2 TP

Discard your hand. Draw 6 new
cards.

1 Blip

GATHER THE BROOD

BROODLORD

0 TP

Target a Blip. Sacrifice its
Genestealers to gain the same
amount of MP.

1 Ambush

FEEDING FRENZY

BROODLORD

2 TP

Target a Genestealer: +2 dice in
close assaults in this turn. At the
end of the turn, the Genestealer
automatically dies.

1 Blip

WILL OF THE PATRIARCH

GENESTEALER CULT

0 TP

Once per game, target a 3-Blip and
convert it to a Patriarch next turn.
Otherwise target up to 2 Blips
and/or Ambush counters. Next
turn, they convert to Hybrids.

2 Blips

WILL OF THE PATRIARCH

GENESTEALER CULT

0 TP

Once per game, target a 3-Blip and
convert it to a Patriarch next turn.
Otherwise target up to 2 Blips
and/or Ambush counters. Next
turn, they convert to Hybrids.

2 Blips

WILL OF THE PATRIARCH

GENESTEALER CULT

0 TP

Once per game, target a 3-Blip and
convert it to a Patriarch next turn.
Otherwise target up to 2 Blips
and/or Ambush counters. Next
turn, they convert to Hybrids.

2 Blips

COUNSEL OF THE MAGUS

GENESTEALER CULT

0 TP

Once per game target a 3-Blip and
convert it to a Magus next turn.
Otherwise target up to 2 Blips
and/or Ambush counters. Next
turn, they convert to Hybrids.

1 Blip

COUNSEL OF THE MAGUS

GENESTEALER CULT

0 TP

Once per game target a 3-Blip and
convert it to a Magus next turn.
Otherwise target up to 2 Blips
and/or Ambush counters. Next
turn, they convert to Hybrids.

1 Blip

COUNSEL OF THE MAGUS

GENESTEALER CULT

0 TP

Once per game target a 3-Blip and
convert it to a Magus next turn.
Otherwise target up to 2 Blips
and/or Ambush counters. Next
turn, they convert to Hybrids.

1 Blip

ATTACK OF THE PRIMUS

GENESTEALER CULT

0 TP

Once per game, target an Ambush
counter and convert it to a Primus
next turn. Otherwise target up to 2
Blips and/or Ambush counters.
Next turn, they convert to Hybrids.

1 Ambush

ATTACK OF THE PRIMUS

GENESTEALER CULT

0 TPs

Once per game, target an Ambush counter and convert it to a Primus next turn. Otherwise target up to 2 Blips and/or Ambush counters. Next turn, they convert to Hybrids.

1 Ambush

ATTACK OF THE PRIMUS

GENESTEALER CULT

0 TPs

Once per game, target an Ambush counter and convert it to a Primus next turn. Otherwise target up to 2 Blips and/or Ambush counters. Next turn, they convert to Hybrids.

1 Ambush

SPAWN HYBRIDS

GENESTEALER CULT

0 TPs

Target 1 Blip or Ambush counter. Next turn, it converts to Hybrids.

1 Blip

SPAWN HYBRIDS

GENESTEALER CULT

0 TPs

Target 1 Blip or Ambush counter. Next turn, it converts to Hybrids.

1 Blip

SPAWN HYBRIDS

GENESTEALER CULT

0 TPs

Target 1 Blip or Ambush counter. Next turn, it converts to Hybrids.

1 Blip

SPAWN HYBRIDS

GENESTEALER CULT

0 TPs

Target 1 Blip or Ambush counter. Next turn, it converts to Hybrids.

1 Blip

SPAWN HYBRIDS

GENESTEALER CULT

0 TPs

Target 1 Blip or Ambush counter. Next turn, it converts to Hybrids.

1 Blip

SPAWN HYBRIDS

GENESTEALER CULT

0 TPs

Target 1 Blip or Ambush counter. Next turn, it converts to Hybrids.

1 Blip

SPAWN A BULWARK BIOMORPH

BULWARK BIOMORPH

0 TPs

Targets a 2- or 3-Blip. Next turn, it converts to a Bulwark biomorph.

1 Blip

SPAWN A BULWARK BIOMORPH

BULWARK BIOMORPH

0 TPs

Targets a 2- or 3-Blip. Next turn, it converts to a Bulwark biomorph.

1 Blip

SPAWN A BULWARK BIOMORPH

BULWARK BIOMORPH

0 TPs

Targets a 2- or 3-Blip. Next turn, it converts to a Bulwark biomorph.

1 Blip

ROUSE THE HORDE

BULWARK BIOMORPH

2 TPs

Target a Blip or Ambush counter. Place a second one of the same kind next to it.

2 Blips

ROUSE THE HORDE

BULWARK BIOMORPH

2 TPs

Target a Blip or Ambush counter.
Place a second one of the same
kind next to it.

2 Blips

ROUSE THE HORDE

BULWARK BIOMORPH

2 TPs

Target a Blip or Ambush counter.
Place a second one of the same
kind next to it.

2 Blips

PSYCHIC STRIKE

BULWARK BIOMORPH

1 TP

Target an enemy. He gets -1 in
close assault in this turn.

1 Blip

PSYCHIC STRIKE

BULWARK BIOMORPH

1 TP

Target an enemy. He gets -1 in
close assault in this turn.

1 Blip

PSYCHIC STRIKE

BULWARK BIOMORPH

1 TP

Target an enemy. He gets -1 in
close assault in this turn.

1 Blip

PSYCHIC STRIKE

BULWARK BIOMORPH

1 TP

Target an enemy. He gets -1 in
close assault in this turn.

1 Blip

PSYCHIC STRIKE

BULWARK BIOMORPH

1 TP

Target an enemy. He gets -1 in
close assault in this turn.

1 Blip

PSYCHIC STRIKE

BULWARK BIOMORPH

1 TP

Target an enemy. He gets -1 in
close assault in this turn.

1 Blip

PSYCHIC STRIKE

BULWARK BIOMORPH

1 TP

Target an enemy. He gets -1 in
close assault in this turn.

1 Blip

PSYCHIC STRIKE

BULWARK BIOMORPH

1 TP

Target an enemy. He gets -1 in
close assault in this turn.

1 Blip

PSYCHIC STRIKE

BULWARK BIOMORPH

1 TP

Target an enemy. He gets -1 in
close assault in this turn.

1 Blip

SPAWN A REAPERFEX

REAPERFEX BIOMORPH

0 TPs

Target a 2- or 3-Blip. Next turn, it
converts to a Reaperfex biomorph.

1 Blip

SPAWN A REAPERFEX

REAPERFEX BIOMORPH

0 TPs

Target a 2- or 3-Blip. Next turn, it converts to a Reaperfex biomorph.

1 Blip

SPAWN A REAPERFEX

REAPERFEX BIOMORPH

0 TPs

Target a 2- or 3-Blip. Next turn, it converts to a Reaperfex biomorph.

1 Blip

COUNTLESS

REAPERFEX BIOMORPH

1 TP

Stealer Reinforcement Phase: Get one extra Blip to deploy.

1 Blip

COUNTLESS

REAPERFEX BIOMORPH

1 TP

Stealer Reinforcement Phase: Get one extra Blip to deploy.

1 Blip

COUNTLESS

REAPERFEX BIOMORPH

1 TP

Stealer Reinforcement Phase: Get one extra Blip to deploy.

1 Blip

PROVOKE THE BROOD

REAPERFEX BIOMORPH

1 TP

Draw a Blip. Replace it with any other Blip or Ambush counter within 6 squares of a Blip.

1 Blip

PROVOKE THE BROOD

REAPERFEX BIOMORPH

1 TP

Draw a Blip. Replace it with any other Blip or Ambush counter within 6 squares of a Blip.

1 Blip

PROVOKE THE BROOD

REAPERFEX BIOMORPH

1 TP

Draw a Blip. Replace it with any other Blip or Ambush counter within 6 squares of a Blip.

1 Blip

VICIOUS BLOW

REAPERFEX BIOMORPH

2 TPs

Target a Genestealer. He gets +2 in his next close assault until next turn.

2 Blips

VICIOUS BLOW

REAPERFEX BIOMORPH

2 TPs

Target a Genestealer. He gets +2 in his next close assault until next turn.

2 Blips

VICIOUS BLOW

REAPERFEX BIOMORPH

2 TPs

Target a Genestealer. He gets +2 in his next close assault until next turn.

2 Blips

SCREAMER KILLER

REAPERFEX BIOMORPH

3 TPs

Next turn, +2 APs to all Purestrain Genestealers.

1 Ambush

SCREAMER KILLER

REAPERFEX BIOMORPH

3 TP

Next turn, +2 APs to all Purestrain Genestealers.

1 Ambush

SCREAMER KILLER

REAPERFEX BIOMORPH

3 TP

Next turn, +2 APs to all Purestrain Genestealers.

1 Ambush

SPAWN A MIASMIC

MIASMIC BIOMORPH

0 TP

Target a 1-, 2- or 3-Blip. Next turn, it converts to a Miasmic biomorph.

1 Blip

SPAWN A MIASMIC

MIASMIC BIOMORPH

0 TP

Target a 1-, 2- or 3-Blip. Next turn, it converts to a Miasmic biomorph.

1 Blip

SPAWN A MIASMIC

MIASMIC BIOMORPH

0 TP

Target a 1-, 2- or 3-Blip. Next turn, it converts to a Miasmic biomorph.

1 Blip

INSIDE THE WALLS

MIASMIC BIOMORPH

0 TP

Target a door. It opens or closes.

1 Blip

INSIDE THE WALLS

MIASMIC BIOMORPH

0 TP

Target a door. It opens or closes.

1 Blip

INSIDE THE WALLS

MIASMIC BIOMORPH

0 TP

Target a door. It opens or closes.

1 Blip

UNSTOPPABLE

MIASMIC BIOMORPH

1 TP

Stealer Reinforcement Phase: Get 1 extra Blip.

1 Ambush

UNSTOPPABLE

MIASMIC BIOMORPH

1 TP

Stealer Reinforcement Phase: Get 1 extra Blip.

1 Ambush

UNSTOPPABLE

MIASMIC BIOMORPH

1 TP

Stealer Reinforcement Phase: Get 1 extra Blip.

1 Ambush

THE SHADOW IN THE WARP

MIASMIC BIOMORPH

1 TP

Draw 2 new cards.

2 Blips

THE SHADOW IN THE WARP

MIASMIC BIOMORPH

1 TP

Draw 2 new cards.

2 Blips

THE SHADOW IN THE WARP

MIASMIC BIOMORPH

1 TP

Draw 2 new cards.

2 Blips

SABOTAGE

MIASMIC BIOMORPH

2 TPs

Place one big rubble tile. It completely blocks LOS and is destroyed like a door.

2 Blips

SABOTAGE

MIASMIC BIOMORPH

2 TPs

Place one big rubble tile. It completely blocks LOS and is destroyed like a door.

2 Blips

SABOTAGE

MIASMIC BIOMORPH

2 TPs

Place one big rubble tile. It completely blocks LOS and is destroyed like a door.

2 Blips

PERFECT TIMING

CAPTAIN

0 TPs

The Marine player gets an additional minute for this round.

2 CPs

KNOW THY ENEMY

CAPTAIN

0 TPs

The Marine player may look at two random cards from the hand of the Stealer player.

2 CPs

NEGOTIATION IS SURRENDER

LIBRARIAN

0 TPs

Until next turn, +1 PP for each enemy killed.

2 CPs

HEALER'S BENEDICTION

APOTHECARY

0 TPs

Target a Marine. If he survives a close assault, he may immediately counterattack with +5 for no AP costs but as an action.

2 CPs

COMBAT BOOST

SERGEANT WITH POWER GLOVE

1 TPs

Target a Marine. Until next turn, he gets +3 in melee.

4 CPs

FAITH IN POWER

SERGEANT WITH POWER SWORD

0 TPs

Target a Marine. Until next turn he may reroll one of his dice if he is attacked in close assault.

3 CPs

BLAST

SERGEANT WITH THUNDER HAMMER AND STORM SHIELD OR LIGHTNING CLAWS

1 TP

Target a Marine with thunder hammer or lightning claws. He initiates a close assault attack on the 3 squares in front of him.

2 CPs

EMERGENCY COOLING

HEAVY MARINE WITH PLASMA
CANNON

1 TP

Target a Marine with a plasma cannon. Until his next turn, he is immune to Overheating.

3 CPs

EMERGENCY COOLING

HEAVY MARINE WITH PLASMA
CANNON

1 TP

Target a Marine with a plasma cannon. Until his next turn, he is immune to Overheating.

3 CPs

EMERGENCY COOLING

HEAVY MARINE WITH PLASMA
CANNON

1 TP

Target a Marine with a plasma cannon. Until his next turn, he is immune to Overheating.

3 CPs

PHALANGITES MANEUVER

HEAVY WEAPON WITH
CYCLONE MISSILE LAUNCHER

4 TP

Target a Marine. When firing a CMS, ignore any non-CMS or non-Patriarch models and target a square with at least 3 squares distance to them.

0 CPs

PHALANGITES MANEUVER

HEAVY WEAPON WITH
CYCLONE MISSILE LAUNCHER

4 TP

Target a Marine. When firing a CMS, ignore any non-CMS or non-Patriarch models and target a square with at least 3 squares distance to them.

0 CPs

PHALANGITES MANEUVER

HEAVY WEAPON WITH
CYCLONE MISSILE LAUNCHER

4 TP

Target a Marine. When firing a CMS, ignore any non-CMS or non-Patriarch models and target a square with at least 3 squares distance to them.

0 CPs

STEADY HAND

HEAVY MARINE WITH ASSAULT
CANNON

1 TP

Target a Marine. Until next turn, he has range 6 and gets +1 on Overwatch shots.

2 CPs

STEADY HAND

HEAVY MARINE WITH ASSAULT
CANNON

1 TP

Target a Marine. Until next turn, he has range 6 and gets +1 on Overwatch shots.

2 CPs

STEADY HAND

HEAVY MARINE WITH ASSAULT
CANNON

1 TP

Target a Marine. Until next turn, he has range 6 and gets +1 on Overwatch shots.

2 CPs

DOUBLE DOSE

HEAVY MARINE WITH HEAVY
FLAMER

1 TP

Target a Marine with a flamer weapon. His shot lasts 2 turns.

3 CPs

DOUBLE DOSE

HEAVY MARINE WITH HEAVY
FLAMER

1 TP

Target a Marine with a flamer weapon. His shot lasts 2 turns.

3 CPs

DOUBLE DOSE

HEAVY MARINE WITH HEAVY
FLAMER

1 TP

Target a Marine with a flamer weapon. His shot lasts 2 turns.

3 CPs

HONOUR YOUR CHAPTER

HEAVY MARINE WITH STORM
BOLTER AND POWER FIST

2 TPs

Target a Marine. His next shot is a success.

4 CPs

HONOUR YOUR CHAPTER

HEAVY MARINE WITH STORM
BOLTER AND POWER FIST

2 TPs

Target a Marine. His next shot is a success.

4 CPs

HONOUR YOUR CHAPTER

HEAVY MARINE WITH STORM
BOLTER AND POWER FIST

2 TPs

Target a Marine. His next shot is a success.

4 CPs

HONOUR YOUR CHAPTER

ASSAULT MARINE WITH
POWER GLOVE

2 TPs

Target a Marine. His next shot is a success.

4 CPs

HONOUR YOUR CHAPTER

ASSAULT MARINE WITH
POWER GLOVE

2 TPs

Target a Marine. His next shot is a success.

4 CPs

HONOUR YOUR CHAPTER

ASSAULT MARINE WITH
POWER GLOVE

2 TPs

Target a Marine. His next shot is a success.

4 CPs

FOR THE DEAD

ASSAULT MARINE WITH
CHAIN FIST

2 TPs

Target a Marine. He rolls a 6 in
melee attack.

3 CPs

FOR THE DEAD

ASSAULT MARINE WITH
CHAIN FIST

2 TPs

Target a Marine. He rolls a 6 in
melee attack.

3 CPs

FOR THE DEAD

ASSAULT MARINE WITH
CHAIN FIST

2 TPs

Target a Marine. He rolls a 6 in
melee attack.

3 CPs

COMBAT BOOST

ASSAULT MARINE WITH
THUNDER HAMMER & STORM
SHIELD OR LIGHTNING CLAWS

0 TPs

Target a Marine. He gets +1 in
close assault until your next turn.

2 CPs

COMBAT BOOST

ASSAULT MARINE WITH
THUNDER HAMMER & STORM
SHIELD OR LIGHTNING CLAWS

0 TPs

Target a Marine. He gets +1 in
close assault until your next turn.

2 CPs

COMBAT BOOST

ASSAULT MARINE WITH
THUNDER HAMMER & STORM
SHIELD OR LIGHTNING CLAWS

0 TPs

Target a Marine. He gets +1 in
close assault until your next turn.

2 CPs

MERCY IS WEAKNESS

LIBRARIAN/CAPTAIN
CLOSE ASSAULT DOCTRINE

1 TP

Target a Marine. All enemies completing an action in his LOS must pay double AP.

2 CPs

TARGET THE CHEST

LIBRARIAN/CAPTAIN
CLOSE ASSAULT DOCTRINE

2 TP

Target a Marine. He gets +1 in close assault until his death.

3 CPs

CODIX TACTICS

LIBRARIAN/CAPTAIN
CLOSE ASSAULT DOCTRINE

1 TP

Discard your hand. Draw 4 new cards.

2 CPs

NEGOTIATION IS SURRENDER

LIBRARIAN/CAPTAIN
ZEALOT DOCTRINE

1 TP

Until next turn, +3 PP (Librarian) or +3 CPs (Captain) for each enemy killed.

4 CPs

REDUCE THEIR ODDS

LIBRARIAN/CAPTAIN
ZEALOT DOCTRINE

1 TP

Target a Blip. Replace it with an Ambush counter.

3 CPs

ORDERS TRANSFERRED

LIBRARIAN/CAPTAIN
ZEALOT DOCTRINE

1 TP

Target a Marine. The Librarian/Captain transfers all of his APs to him.

3 CPs

MOVING FORWARD

LIBRARIAN/CAPTAIN
UNORTHODOX DOCTRINE

2 TPs

Each Terminator gets +1 AP.

3 CPs

LEADER'S GUIDE

LIBRARIAN/CAPTAIN
UNORTHODOX DOCTRINE

0 TPs

Target a Marine. If he survives a melee attack, he counterattacks with +5.

2 CPs

TARGET THE HEAD

LIBRARIAN/CAPTAIN
UNORTHODOX DOCTRINE

2 TPs

Target a Marine. He gets +1 in melee until his death.

2 CPs

CODIX TACTICS

LIBRARIAN/CAPTAIN
CODEX ASTARTES DOCTRINE

1 TP

Discard your hand. Draw 6 new cards.

4 CPs

STAY ALERT

LIBRARIAN/CAPTAIN
CODEX ASTARTES DOCTRINE

0 TPs

Reshuffle the cards from the discard pile into your deck.

2 CPs

PERSISTENCE

LIBRARIAN/CAPTAIN
CODEX ASTARTES DOCTRINE

2 TPs

Target a Marine. He gets +4 APs.

3 CPs

BLAST COMPENSATOR CHECKED

APOTHECARY
CLOSE ASSAULT DOCTRINE

1 TP

Target a Marine. Until next turn, he gets +2 on his next shot (not OW).

2 CPs

TARGET THE CHEST

APOTHECARY
CLOSE ASSAULT DOCTRINE

2 TP

Target a Marine. He gets +1 in close assault until his death.

3 CPs

COMBAT BOOST

APOTHECARY
CLOSE ASSAULT DOCTRINE

1 TP

Target a Marine. He gets +4 in close assault until your next turn.

4 CPs

FOCUSING ON THEIR DEATH

APOTHECARY
ZEALOT DOCTRINE

1 TP

Until next turn, +2 PPs (Librarian) or +2 CPs (Captain) for each enemy killed.

4 CPs

ONLY IN DEATH DOES DUTY END

APOTHECARY
ZEALOT DOCTRINE

2 TP

Target a Marine. Until next turn, he has range 6 and gets +1 on his shots (not OW).

3 CPs

REDUCE THE ODDS

APOTHECARY
ZEALOT DOCTRINE

1 TP

Target a Blip. Replace it with 3 Ambush counter.

2 CPs

TARGET THE HEAD

APOTHECARY
UNORTHODOX DOCTRINE

2 TP

Target a Marine. Until his death, he gets +1 in close assault.

4 CPs

MY CRAFT IS DEATH

APOTHECARY
UNORTHODOX DOCTRINE

1 TP

Target a Marine. Until next turn, he has range 3 and gets +2 on his Overwatch attacks.

3 CPs

NEVER DOUBT

APOTHECARY
UNORTHODOX DOCTRINE

0 TP

Until next turn, +1 TP for each enemy killed.

4 CPs

CODIX DEPLOYMENT

APOTHECARY
CODEX ASTARTES DOCTRINE

2 TP

Target a Marine. Draw his cards from all card piles, reshuffle the tactics cards afterwards.

4 CPs

STAY ALERT

APOTHECARY
CODEX ASTARTES DOCTRINE

0 TP

Reshuffle the cards from discard pile into your deck.

2 CPs

NEVER WAVER

APOTHECARY
CODEX ASTARTES DOCTRINE

0 TP

Until next turn, +2 TP per enemy killed.

3 CPs

NEVER WAVER

SERGEANT
CLOSE ASSAULT DOCTRINE

0 TPs

Until next turn, you get +2 TPs for each enemy killed.

4 CPs

PERSISTENCE

SERGEANT
CLOSE ASSAULT DOCTRINE

2 TPs

Target a Marine. He gets +4 APs.

3 CPs

BLAST

SERGEANT
CLOSE ASSAULT DOCTRINE

1 TP

Target a Marine with thunder hammer or lightning claw. He initiates a special attack on the 3 squares in front of him.

2 CPs

THE FURY OF TERRA

SERGEANT
ZEALOT DOCTRINE

1 TP

Target a Marine. He gets +2 in close assault until next turn.

3 CPs

FOOLS OVERPOWERED

SERGEANT
ZEALOT DOCTRINE

1 TP

Target a Marine. All Enemies Completing An Action in his LOS must pay double AP.

2 CPs

ORDERS CONFIRMED

SERGEANT
ZEALOT DOCTRINE

1 TP

Target a Marine. The Sergeant transfers all of his APs to him.

3 CPs

PUSH FORWARD

SERGEANT
UNORTHODOX DOCTRINE

3 TPs

Each Terminator gets +2 APs.

5 CPs

THERE IS NO FEAR

SERGEANT
UNORTHODOX DOCTRINE

1 TP

Target a Marine. He gets +2 in his next close assault until next turn.

2 CPs

STRENGTH IN NUMBERS

SERGEANT
UNORTHODOX DOCTRINE

1 TP

Target a Marine. Until the next turn he gets +2 in close assault per ally adjacent to him.

3 CPs

NEVER DOUBT

SERGEANT
CODEX ASTARTES DOCTRINE

0 TPs

Until next turn, you get +1 TP for each enemy killed.

4 CPs

INSPIRATION

SERGEANT
CODEX ASTARTES DOCTRINE

0 TPs

Target a Marine. He gets +2 on his next shot until next turn (not OW).

2 CPs

FAITH IN POWER

SERGEANT
CODEX ASTARTES DOCTRINE

0 TPs

Target a Marine. Until next turn, he may reroll one dice in close assault.

2 CPs

rites of protection

HEAVY MARINE
CLOSE ASSAULT DOCTRINE

0 TPs

Target a Marine. Until next turn,
he is immune to flames.

3 CPs

rites of protection

HEAVY MARINE
CLOSE ASSAULT DOCTRINE

0 TPs

Target a Marine. Until next turn,
he is immune to flames.

3 CPs

rites of protection

HEAVY MARINE
CLOSE ASSAULT DOCTRINE

0 TPs

Target a Marine. Until next turn,
he is immune to flames.

3 CPs

double dose

HEAVY MARINE
CLOSE ASSAULT DOCTRINE

1 TP

Target a Marine with a flamer
weapon. His shot lasts 2 turns.

2 CPs

double dose

HEAVY MARINE
CLOSE ASSAULT DOCTRINE

1 TP

Target a Marine with a flamer
weapon. His shot lasts 2 turns.

2 CPs

double dose

HEAVY MARINE
CLOSE ASSAULT DOCTRINE

1 TP

Target a Marine with a flamer
weapon. His shot lasts 2 turns.

2 CPs

my honour is my life

HEAVY MARINE
CLOSE ASSAULT DOCTRINE

1 TP

Target a Marine. Until next turn,
he has range 2 and gets +3 on his
shots (not OW).

3 CPs

my honour is my life

HEAVY MARINE
CLOSE ASSAULT DOCTRINE

1 TP

Target a Marine. Until next turn,
he has range 2 and gets +3 on his
shots (not OW).

3 CPs

my honour is my life

HEAVY MARINE
CLOSE ASSAULT DOCTRINE

1 TP

Target a Marine. Until next turn,
he has range 2 and gets +3 on his
shots (not OW).

3 CPs

emergency cooling

HEAVY MARINE
ZEALOT DOCTRINE

0 TPs

Target a Marine with plasma
cannon. Until next turn, he is
immune to Overheating.

3 CPs

emergency cooling

HEAVY MARINE
ZEALOT DOCTRINE

0 TPs

Target a Marine with plasma
cannon. Until next turn, he is
immune to Overheating.

3 CPs

emergency cooling

HEAVY MARINE
ZEALOT DOCTRINE

0 TPs

Target a Marine with plasma
cannon. Until next turn, he is
immune to Overheating.

3 CPs

CIRCUITS CHECKED

HEAVY MARINE
ZEALOT DOCTRINE

1 TP

Target a Marine. He gets +2 on his shot (no OW).

3 CPs

CIRCUITS CHECKED

HEAVY MARINE
ZEALOT DOCTRINE

1 TP

Target a Marine. He gets +2 on his shot (no OW).

3 CPs

CIRCUITS CHECKED

HEAVY MARINE
ZEALOT DOCTRINE

1 TP

Target a Marine. He gets +2 on his shot (no OW).

3 CPs

ORDERS TRANSFERRED

HEAVY MARINE
ZEALOT DOCTRINE

2 TP

Target a Marine. The Librarian or Captain transfers all of his APs to him.

3 CPs

ORDERS TRANSFERRED

HEAVY MARINE
ZEALOT DOCTRINE

2 TP

Target a Marine. The Librarian or Captain transfers all of his APs to him.

3 CPs

ORDERS TRANSFERRED

HEAVY MARINE
ZEALOT DOCTRINE

2 TP

Target a Marine. The Librarian or Captain transfers all of his APs to him.

3 CPs

FINAL JUDGEMENT

HEAVY MARINE
UNORTHODOX DOCTRINE

1 TP

Target a Marine. He rolls a 6 and gets +1 against next frontal attacker in close assault for the next turn.

3 CPs

FINAL JUDGEMENT

HEAVY MARINE
UNORTHODOX DOCTRINE

1 TP

Target a Marine. He rolls a 6 and gets +1 against next frontal attacker in close assault for the next turn.

3 CPs

FINAL JUDGEMENT

HEAVY MARINE
UNORTHODOX DOCTRINE

1 TP

Target a Marine. He rolls a 6 and gets +1 against next frontal attacker in close assault for the next turn.

3 CPs

NEVER RETREAT

HEAVY MARINE
UNORTHODOX DOCTRINE

1 TP

Target a Marine. Until next turn, he has range 3 and +1 on his Overwatch shots.

3 CPs

NEVER RETREAT

HEAVY MARINE
UNORTHODOX DOCTRINE

1 TP

Target a Marine. Until next turn, he has range 3 and +1 on his Overwatch shots.

3 CPs

NEVER RETREAT

HEAVY MARINE
UNORTHODOX DOCTRINE

1 TP

Target a Marine. Until next turn, he has range 3 and +1 on his Overwatch shots.

3 CPs

INSPIRATION

HEAVY MARINE
UNORTHODOX DOCTRINE

1 TP

Target a Marine. Until next turn,
he gets +2 on next shot (no OW).

2 CPs

INSPIRATION

HEAVY MARINE
UNORTHODOX DOCTRINE

1 TP

Target a Marine. Until next turn,
he gets +2 on next shot (no OW).

2 CPs

INSPIRATION

HEAVY MARINE
UNORTHODOX DOCTRINE

1 TP

Target a Marine. Until next turn,
he gets +2 on next shot (no OW).

2 CPs

AND THEY SHALL KNOW NO FEAR

HEAVY MARINE
CODEX ASTARTES DOCTRINE

2 TP

Target a Marine. Until next turn,
he has range 12 and gets +2 on his
shots (not OW).

3 CPs

AND THEY SHALL KNOW NO FEAR

HEAVY MARINE
CODEX ASTARTES DOCTRINE

2 TP

Target a Marine. Until next turn,
he has range 12 and gets +2 on his
shots (not OW).

3 CPs

AND THEY SHALL KNOW NO FEAR

HEAVY MARINE
CODEX ASTARTES DOCTRINE

2 TP

Target a Marine. Until next turn,
he has range 12 and gets +2 on his
shots (not OW).

3 CPs

EJECTION PORT CHECKED

HEAVY MARINE
CODEX ASTARTES DOCTRINE

0 TP

Target a Marine. Until next turn,
he is immune to jams and assault
cannon malfunction.

2 CPs

EJECTION PORT CHECKED

HEAVY MARINE
CODEX ASTARTES DOCTRINE

0 TP

Target a Marine. Until next turn,
he is immune to jams and assault
cannon malfunction.

2 CPs

EJECTION PORT CHECKED

HEAVY MARINE
CODEX ASTARTES DOCTRINE

0 TP

Target a Marine. Until next turn,
he is immune to jams and assault
cannon malfunction.

2 CPs

STEADY HAND

HEAVY MARINE
CODEX ASTARTES DOCTRINE

1 TP

Target a Marine. Until next turn,
he gets +1 on his Overwatch
attacks.

3 CPs

STEADY HAND

HEAVY MARINE
CODEX ASTARTES DOCTRINE

1 TP

Target a Marine. Until next turn,
he gets +1 on his Overwatch
attacks.

3 CPs

STEADY HAND

HEAVY MARINE
CODEX ASTARTES DOCTRINE

1 TP

Target a Marine. Until next turn,
he gets +1 on his Overwatch
attacks.

3 CPs

FEINT

ASSAULT MARINE
CLOSE ASSAULT DOCTRINE

0 TPs

Target a Marine. He gets +3 in one close assault attack.

2 CPs

FEINT

ASSAULT MARINE
CLOSE ASSAULT DOCTRINE

0 TPs

Target a Marine. He gets +3 in one close assault attack.

2 CPs

FEINT

ASSAULT MARINE
CLOSE ASSAULT DOCTRINE

0 TPs

Target a Marine. He gets +3 in one close assault attack.

2 CPs

THE FURY OF TERRA

ASSAULT MARINE
CLOSE ASSAULT DOCTRINE

1 TP

Target a Marine. He gets +2 in one close assault until next turn.

3 CPs

THE FURY OF TERRA

ASSAULT MARINE
CLOSE ASSAULT DOCTRINE

1 TP

Target a Marine. He gets +2 in one close assault until next turn.

3 CPs

THE FURY OF TERRA

ASSAULT MARINE
CLOSE ASSAULT DOCTRINE

1 TP

Target a Marine. He gets +2 in one close assault until next turn.

3 CPs

FOR THE DEAD

ASSAULT MARINE
CLOSE ASSAULT DOCTRINE

2 TPs

Target a Marine. He rolls a 6 in close assault.

4 CPs

FOR THE DEAD

ASSAULT MARINE
CLOSE ASSAULT DOCTRINE

2 TPs

Target a Marine. He rolls a 6 in close assault.

4 CPs

FOR THE DEAD

ASSAULT MARINE
CLOSE ASSAULT DOCTRINE

2 TPs

Target a Marine. He rolls a 6 in close assault.

4 CPs

LEADER'S GUIDE

ASSAULT MARINE
ZEALOT DOCTRINE

0 TPs

Target a Marine. If he survives a close assault, he may immediately counterattack with +5 for no AP costs but as an action.

2 CPs

LEADER'S GUIDE

ASSAULT MARINE
ZEALOT DOCTRINE

0 TPs

Target a Marine. If he survives a close assault, he may immediately counterattack with +5 for no AP costs but as an action.

2 CPs

LEADER'S GUIDE

ASSAULT MARINE
ZEALOT DOCTRINE

0 TPs

Target a Marine. If he survives a close assault, he may immediately counterattack with +5 for no AP costs but as an action.

2 CPs

BLAST COMPENSATOR CHECKED

ASSAULT MARINE
ZEALOT DOCTRINE

1 TP

Target a Marine. He adds +2 on one shot (not OW).

2 CPs

BLAST COMPENSATOR CHECKED

ASSAULT MARINE
ZEALOT DOCTRINE

1 TP

Target a Marine. He adds +2 on one shot (not OW).

2 CPs

BLAST COMPENSATOR CHECKED

ASSAULT MARINE
ZEALOT DOCTRINE

1 TP

Target a Marine. He adds +2 on one shot (not OW).

2 CPs

MERCY IS WEAKNESS

ASSAULT MARINE
ZEALOT DOCTRINE

1 TP

Target a Marine. An enemy completing an action in his LOS must pay double APs.

3 CPs

MERCY IS WEAKNESS

ASSAULT MARINE
ZEALOT DOCTRINE

1 TP

Target a Marine. An enemy completing an action in his LOS must pay double APs.

3 CPs

MERCY IS WEAKNESS

ASSAULT MARINE
ZEALOT DOCTRINE

1 TP

Target a Marine. An enemy completing an action in his LOS must pay double APs.

3 CPs

FINAL JUDGEMENT

ASSAULT MARINE
UNORTHODOX DOCTRINE

1 TP

Target a Marine. He rolls a 6 and gets an additional +1 against the next close assault with an enemy in his front for the next turn.

4 CPs

FINAL JUDGEMENT

ASSAULT MARINE
UNORTHODOX DOCTRINE

1 TP

Target a Marine. He rolls a 6 and gets an additional +1 against the next close assault with an enemy in his front for the next turn.

4 CPs

FINAL JUDGEMENT

ASSAULT MARINE
UNORTHODOX DOCTRINE

1 TP

Target a Marine. He rolls a 6 and gets an additional +1 against the next close assault with an enemy in his front for the next turn.

4 CPs

STRENGTH IN NUMBERS

ASSAULT MARINE
UNORTHODOX DOCTRINE

1 TP

Target a Marine. He gets +1 in close assault until your next turn per each ally adjacent to him.

3 CPs

STRENGTH IN NUMBERS

ASSAULT MARINE
UNORTHODOX DOCTRINE

1 TP

Target a Marine. He gets +1 in close assault until your next turn per each ally adjacent to him.

3 CPs

STRENGTH IN NUMBERS

ASSAULT MARINE
UNORTHODOX DOCTRINE

1 TP

Target a Marine. He gets +1 in close assault until your next turn per each ally adjacent to him.

3 CPs

BRUTALITY IS A SHIELD

ASSAULT MARINE
UNORTHODOX DOCTRINE

0 TPs

Target a Marine. Until next turn, he may reroll one dice in close assaults.

2 CPs

BRUTALITY IS A SHIELD

ASSAULT MARINE
UNORTHODOX DOCTRINE

0 TPs

Target a Marine. Until next turn, he may reroll one dice in close assaults.

2 CPs

BRUTALITY IS A SHIELD

ASSAULT MARINE
UNORTHODOX DOCTRINE

0 TPs

Target a Marine. Until next turn, he may reroll one dice in close assaults.

2 CPs

EJECTION PORT CHECKED

ASSAULT MARINE
CODEX ASTARTES DOCTRINE

0 TPs

Target a Marine. Until next turn, he is immune to Jams and Assault Cannon malfunctions.

2 CPs

EJECTION PORT CHECKED

ASSAULT MARINE
CODEX ASTARTES DOCTRINE

0 TPs

Target a Marine. Until next turn, he is immune to Jams and Assault Cannon malfunctions.

2 CPs

EJECTION PORT CHECKED

ASSAULT MARINE
CODEX ASTARTES DOCTRINE

0 TPs

Target a Marine. Until next turn, he is immune to Jams and Assault Cannon malfunctions.

2 CPs

CODEx TACTICS

ASSAULT MARINE
CODEX ASTARTES DOCTRINE

1 TP

Discard your hand, draw 3 new cards.

3 CPs

CODEx TACTICS

ASSAULT MARINE
CODEX ASTARTES DOCTRINE

1 TP

Discard your hand, draw 3 new cards.

3 CPs

CODEx TACTICS

ASSAULT MARINE
CODEX ASTARTES DOCTRINE

1 TP

Discard your hand, draw 3 new cards.

3 CPs

BARRELS COOLED

ASSAULT MARINE
CODEX ASTARTES DOCTRINE

1 TP

Target a Marine. He adds +3 to one shot (not OW).

2 CPs

BARRELS COOLED

ASSAULT MARINE
CODEX ASTARTES DOCTRINE

1 TP

Target a Marine. He adds +3 to one shot (not OW).

2 CPs

BARRELS COOLED

ASSAULT MARINE
CODEX ASTARTES DOCTRINE

1 TP

Target a Marine. He adds +3 to one shot (not OW).

2 CPs