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Game:	**DEATHWATCH: OVERKILL**
Publisher:	**Games Workshop (2016)**

Page 1:	**Rules summary**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

DEATHWATCH OVERKILL

SETUP

Decide who will play the **Deathwatch Space Marines** and who will play the **Genestealer Cultists**.

Select a **mission** and follow its instructions.

TURN SEQUENCE

1. BROODMIND PHASE

At the start of the first turn, the Genestealer Cultist shuffles the **Broodmind cards** and draws a number of cards specified by the mission.

At the start of each consecutive broodmind phase, he draws as many cards as needed to replenish his hand.

If there are no cards left, shuffle the discards to form a new deck.

Ambushes

The mission instructs how many cards can be used for ambushes. Remaining Broodmind cards are either saved for future turns or played as **gambits**.

To lay an ambush, place a maximum of 1 Broodmind card facedown next to the board on an **ambush point** (specified by the mission).

You may place an ambush even if the specified models are not available.

Gambits

Broodmind cards can be played as gambits during the phase specified on the card, and then discarded. Any number of gambits may be played in a turn.

2. DEATHWATCH MOVEMENT PHASE
3. GENESTEALER MOVEMENT PHASE

Models move one at a time up to the **speed** listed on their datacard/sheet. Each move is a move into an adjacent zone. A player's movement phase ends when he has moved all the models he wants to.

A model can be moved anywhere within a zone as long as its base fits entirely within the zone's border. You may reposition your models freely during your movement phase , but they are locked in position when the phase ends. A model may move into an enemy-occupied zone if there is space, but **cannot move out of a zone occupied by enemy models**.

A model may **jump** to a zone within **assault range** on the range ruler. **Roll a D6: on a 1 the model is wounded, with no armour save**. Once a model has jumped, it cannot move further that phase.

Launching Ambushes

The Genestealer Cultist player may launch **ambushes** before finishing his movement phase, after all models have moved. He may reveal any of the Broodmind cards he laid as ambushes, and place the models shown anywhere in the zone adjacent to that ambush point. If the card allows you to take more than one type of model, you may place them in any combination.

If there is not enough room to place all the models, or if there are not enough models, place as many as you can. Models may be placed in a zone occupied by enemy models if there is enough room.

Models do not move after being placed. After placing them, discard the revealed ambush cards.

You may choose to lurk with one ambush each turn. The card is not revealed, and remains on the ambush point into the next turn.

4. DEATHWATCH ATTACK PHASE
5. GENESTEALER ATTACK PHASE
6. DEATHWATCH 2ND ATTACK PHASE

Models attack one at a time, until all have done so, using the weapons described on their datacard/sheet.

First use the range ruler to determine which targets are in range. Then select a target and declare which weapon profile you will use against it (you may only use one each time a model makes an attack).

Roll a number of dice equal to the number of # listed; one hit is scored for each roll that equals or beats the score shown at that range.

Armour Saves

If a model is hit by an attack, roll a D6: if the roll is equal to or greater than the model's **Armour** characteristic, the hit has no effect.

If the save is failed, or the model has an Armour characteristic of '–', the model suffers a wound.

Wounded Models

If a *Deathwatch Space Marine*, *Genestealer Primus*, *Genestealer Magus*, or the *Genestealer Patriarch* suffers a wound, flip its datacard over. If it suffers a second wound, the model is removed from the board.

If the Genestealer Cultist's other models suffer a single wound they are removed from the board.

Genestealer Cultist models that have been killed can be used again in another ambush. Deathwatch Space Marines cannot be returned to the board during a mission during which they are killed.

Attack Abilities

Blast: Instead of targeting a model, pick a target zone in range. Roll a D6, one at a time, for each other model in that zone to see if they are hit.

Rend: If the target model is slain, any remaining hits can be allocated to a new model in the same zone. If the new target is also slain and there are remaining hits, they can be allocated to another model in the zone, and so on.

Cleave: No armour saves can be taken against hits inflicted by this weapon.

Running

A model may **run** in its attack phase instead of attacking: it may move into an adjacent zone or make a jump.

Combat Recovery

If a Deathwatch model has been wounded, it can make a **combat recovery** in its attack phase instead of attacking.

If it does so, flip its datacard back to the unwounded side.