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Game: **ADVANCED SPACE CRUSADE**

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Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Game reference sheet front**

Page 4: **Game reference sheet back**

Page 5: **Play reference 2 copies**

Page 6-8: **Tyranid force lists**

Page 9-11: **Space Marine force lists**

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

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SETUP

One player is the **Space Marines** and the other the **Tyranids**. Players buy forces from their **Force Lists** and list them on their **Force Rosters**. Choose an **Assault** size for the game:

Space Marines	Tyranids	Reinforcement Table	Space Marine Victory Level
300	200	Skirmish	30
600	400	Skirmish	50
900	600	Raid	70
1200	800	Raid	80
1500	1000	All-Out Assault	90
1800	1200	All-Out Assault	100

The Space Marine player launches an assault by laying out a plan of attack on the **Space Marine Strategic Display**. The Tyranid player sets up his defence forces on the **Tyranid Hive Network**.

The Space Marine player explores the ship by turning over **Exploration cards**. Encounters with traps, artifacts or strangers are resolved by rolling on tables. When **Ambushes** or **Secondary** or **Primary Objectives** are uncovered, play shifts to boards of the Tyranid ship's interior. Players take turns to move and shoot until the battle is resolved.

The Space Marine player wins by earning **Victory Points** by capturing or destroying Objectives. If the Space Marine player reaches the **Victory Level** for the assault he wins the game; if the entire Space Marine force is wiped out the Tyranid player wins.

Choosing a Space Marine Force: Pick figures up to your maximum points and assign **Squad counters** (A-X) to each squad or hero.

Choosing a Tyranid Force: Assign one entry from the **Tyranid & Tyranid Bio-Constructs Force List** to each of the 16 Tyranid blips and put them in a container. Buy either blips randomly drawn from the container or **Mind Slave squads/Genestealer Hybrids** up to your maximum points.

Enter the details of the 16 **Tyranid Blips** (A-P) on your Force Roster. Pick a **Mind Slave Blip** (A-H) for each Mind Slave squad or Genestealer Hybrid and enter the details on the Force Roster. Unused Mind Slave blips are discarded. Unused Tyranid blips stay in the container to become the **Reinforcements Pool**.

DEPLOYMENT

Space Marine: Take the 3 **Duct cards** and the 3 **Primary Objective** cards, shuffle the rest of the **Exploration cards**, and divide them into 6 decks of 5 cards each.

Shuffle a Duct card into 3 decks and place each deck on the 3 **Perimeter** boxes of the **Space Marine Strategic Display**. Pick 3 **Primary Objective** cards randomly and add to the other 3 decks, shuffle them and place them on the 3 **Core** boxes.

Deploy squad counters on the Strategic Display according to its restrictions. The Tyranid player may see your deployment at all times.

Tyranid: Deploy purchased Tyranid blips on the Hive Network according to its restrictions. Keep deployment secret from the Space Marine player.

ORDER OF PLAY

1. Space Marine Deployment

Each counter on the Strategic Display may be moved 1 box forward or back, but must pass through the **Reserves** box to reach another flank. Box limitations apply.

2. Exploration

One **Exploration card** may be turned over on each line of attack that has a squad counter in its **Recon** box. Start with the **Perimeter** box, and when a Duct card is found, move to the **Core** box.

3. Encounters & Battles

Encounters are either **Primary** or **Secondary Objectives**, **Ambushes**, **Traps**, **Strangers** or **Artifacts**. If there are multiple encounters the Space Marine player chooses the order in which they are resolved. If there are no encounters, skip this step. There may be up to 3 battles each turn, one for each line of attack.

4. Tyranids Deployment

Each blip on the Hive Network may be moved 1 box forward or back, but must pass through the **Hive** box to reach another flank. Box limitations apply.

Blips (Tyranids and their bio-constructs only) may **teleport** from any box to any other except the **Ambush** boxes. A blip may not move and teleport in the same turn.

5. Tyranid Reinforcements

Reinforcements are drawn from the Reinforcement Pool and placed in the **Hive** box. They cannot be moved until next turn.

D12	Skirmish	Raid	All-Out Assault
1-4	0	0	1
5-6	0	1	2
7-8	1	1	2
9-12	1	2	3

Hive Mind Synapse has been captured or destroyed: -2

EXPLORATION

Passage

Discard the card. If the recon squad are **Space Marine Scouts** and this is the first card this turn, discard it and turn another.

Blocked Passage

Leave the card face up on the deck; next turn you can only discard the card.

Duct

Leave the card face up on the deck; next turn begin turning cards from the **Core** box. If you want to keep exploring the **Perimeter** deck, place the Duct card on top of the **Core** deck. Next turn continue with the **Perimeter** deck. To return to the Duct, place it on the **Perimeter** deck, and next turn start on the **Core** cards.

Encounter

Leave the card face up. This turn resolve the encounter.

ENCOUNTERS & BATTLES

Ambush

Ambushes cannot be avoided; a battle must be fought.

Primary or Secondary Objective

The Space Marine player may choose to:

Hold Position: A battle is not fought this turn. Next turn you may *Bypass the Objective*, *Attempt to Capture* or *Destroy the Objective* or *Hold Position*.

Attempt to Capture or Destroy the Objective: A battle is fought. All enemy models and teleporter cysts must be destroyed to capture an objective.

Failing to Capture the Objective

If you fail to capture the objective, leave the card faceup. Next turn you may either:

Bypass the Objective: Discard the card but don't turn over another this turn. This is the only option you can choose if your forces were wiped out.

Attempt to Capture the Objective: Fight the battle again using any newly deployed forces. All enemy models and teleporter cysts must be destroyed.

Hold Position: A battle is not fought this turn. Forces may be redeployed for as many turns as desired until you *Bypass* or *Attempt to Capture* the objective.

Traps, Strangers and Artifacts

Roll a D12 on the appropriate Encounter table.

BATTLES

Available Forces

Initial forces can only be drawn from the relevant line of attack.

During the battle, the Tyranid player may be able to teleport blips from other areas.

Ambush

Space Marines: Recon squad. Reinforcements from your assault force may arrive during the battle.

Tyranids: Lay out the entire board and place all blips in your **Ambush** box on the board. No reinforcements.

Secondary Objectives

Space Marines: Recon squad plus assault force. Place as many models as desired on the entry area.

Tyranids: Any blips in your **First Wave** box. Reinforcements from any box except **Ambush** boxes may teleport in during the battle.

Primary Objectives

Space Marines: Recon squad plus assault force. Place as many models as desired on the entry area.

Tyranids: Any blips in your **First Wave** and **Second Wave** boxes. Reinforcements from any box except **Ambush** boxes may teleport in during the battle.

Setting Up The Board

The Tyranid player creates the board using the **Hidden Set-Up** tiles and places blips and teleporter cysts on it.

Shuffle the hidden set-up tiles and place them face down. Take one, place it secretly face up, and put the hidden set-up counter with its number in a container. Take another tile, connect it to the first, and put its counter in the container.

Draw one of the counters and place the next tile next to the tile with its number. If all sides of a tile have been used, discard its counter, if not return it. Repeat these steps until all tiles have been used.

Place the **Objective counter** on the tile noted in the encounter description. Connect the **Entry Points tile** to any tile. Place blips and teleporter cysts as allowed in the description, anywhere except the Entry Points tile and the tile it is connected to.

Place the **Entry Points section** and the section it is connected to, with 6 closed doors, on the table. The Space Marine player places his models on the Entry Points section (where they they cannot shoot or be shot).

Playing The Battle

The Space Marines go first when attacking objectives; the Tyranids go first in an ambush. New sections are placed when an Space Marine model opens or destroys doors to them, and the model can continue its turn. If a Space Marine model opens or destroys a door onto nothing, its action ends.

Blips, teleporter cysts and objectives have to be placed on empty squares on the section if they were on the corresponding tile.

A battle ends when there are no Space Marine models on any board section (not counting the Entry Point) at the end of a turn. If the models withdraw, they can attempt another attack next turn. If they were wiped out, the objective can never be captured.

A battle ends when there are no Tyranids, mind slaves or blips on any board section, and no teleporter cysts on the hidden set-up map, at the end of a Tyranid turn. The Space Marine models have captured their objective.

Space Marine forces may **withdraw** by moving onto the Entry Points section. Tyranid forces may withdraw by teleporting off the board, unless no teleporter cysts remain or the Teleporter Nexus has been captured or destroyed.

Space Marine casualties are crossed off the Force Roster. If the squad is wiped out remove the appropriate counter from the Strategic Display. Tyranid casualties are also crossed off their Roster. If all the models represented by a blip are killed, return the blip to the Reinforcements Pool, unless the squad was of Mind Slaves, in which case the blip is discarded. Surviving blips go back to the **Ambush** box (if it was an ambush), the **First Wave** box (*Secondary Objective*) or the **First** and **Second Wave** boxes (*Primary Objective*).

Victory Points

The Space Marine player earns **VP** for winning: 30 VP for each primary objective and 10 VP for each secondary objective. 1 VP for each **stranger** rescued; -1 VP for each killed. If all forces in a battle are wiped out or forced to withdraw, -1 VP for each Marine killed.

BLIPS

Tyranid forces are initially placed on the board *scanner-side up* as Tyranid/Bio-construct and Mind Slave **blips**. When a Space Marine has LOS to a blip, it is converted into a model.

Placing Blips

Check for surprise when a new board section with blips on it is placed: the player who rolls highest on a D12 gets to place the blips (on a tie the Tyranids win). The other player may then move each blip up to 1 square. The Tyranid player may always place models instead of blips.

If the Tyranid player moves a blip, the relevant board section and any leading to it must be placed. All blips, objectives and teleporter cysts must be revealed on any placed sections.

Moving Blips

All blips have a speed of 6 and can always turn in any direction. If a blip will be moved into an enemy's LOS or into a square next to an enemy it must be converted into a model.

Converting Blips

If a converted blip represents more than one model, the first model is placed on the blip square and the others on adjacent squares. Models cannot be placed on closed doors, objectives, walls or other models.

The Tyranid player can replace any blips with models at the start of his turn. If the conversion took place because the blip was seen by the enemy or hit by an area effect weapon, the Space Marine player places the models. Any models that cannot be placed are eliminated.

Models can take *actions*, *extra actions* and *reactions* as soon as they are converted. The Tyranid player always chooses the model's facing.

ACTIONS & REACTIONS

Actions

During your turn, each model may make one **action** and up to one **extra action**. Models may also make **reactions** to enemy actions.

At the start of your turn, roll for the number of **extra action counters** you may take that turn:

	D12	Extra Actions
	1-4	0
	5-8	1
	9-12	2
	13-16	3
	17+	4

Each **Space Marine Sergeant** alive and in play: +2

Hive Mind Synapse captured or destroyed: -2

Each model's movement and firing is completed before moving to the next. Extra actions can be taken any time in that turn.

Each attack costs a square of movement. A model may choose an action from the following:

Charge

Movement: *Speed* +2

Action: No shooting but may make multiple close combat attacks.

Advance

Movement: *Speed*

Action: May *snap fire* multiple times and make multiple close combat attacks.

Ready Weapon

Movement: up to 1 square

Action: May do one of the following:

- make an *aimed fire* attack
- throw a grenade
- enter *overwatch*
- place a melta-bomb

Reload

Movement: up to 1 square

Action: weapon reloaded.

Extra Actions

The model may make *one second action* in the same turn, either directly after its first or later in that turn. Place an extra action counter next to the model when it has finished its extra action.

Reactions

Reactions take place in the enemy's turn after the enemy model has completed its action. Models are allowed to *dive prone* before a grenade explodes however.

A model may make only one reaction in response to each enemy action; a separate roll is made each time.

A model may react in the following circumstances:

- if an enemy model does *anything* in its LOS, including opening a door if only the door can be seen;
- if it is attacked, whether or not it can see its attacker;
- an enemy model moves into an adjacent square, even if the square is out of LOS;
- a friendly model within 6 squares is attacked, including by area weapons;
- the flight path of a thrown grenade passes through the model's LOS, including squares of *bounce* and *scatter*. The only reaction allowed in this case is *dive prone*.

A model must roll less than or equal to its Reaction on a D12 to choose one of the following reactions:

Snap Fire

May only fire at the model that triggered the reaction.

Close Combat Attack

May only attack the model that triggered the reaction.

Leap Forward

Move into one of the front 3 squares; no change of facing.

Turn to Face

Turn to face any direction. *Unmanoeuvrable* models may only turn 90° to the left or right.

Duck Back

A model in cover may move to one of the 2 squares it is standing between; no change of facing.

Dive Prone

Move up to one square and place the model *prone*. A prone model cannot react. This is the only reaction you can make to a thrown grenade.

OVERWATCH

Place an **overwatch counter** next to a model in overwatch (unarmed models can also be set in overwatch). If an enemy model moves into the model's fire arc it can **react** without having to make a reaction roll. The model can make any reaction as usual or make a single *aimed fire* shot at the model that triggered the reaction.

A model loses overwatch if it makes any reaction other than to *snap fire* – remove the counter. Remove counters at the start of your turn in any case.

Blips can be set in overwatch. Place the counter *secretly* face up underneath the blip with the blip's facing indicated on the counter. As soon as a blip reacts, it is converted to a model. If it represents more than one model, they all face the same direction and are all in overwatch.

If a model is placed in overwatch with a **grenade**, say so and place a grenade counter under the overwatch counter. The model can only throw the grenade at the model which triggered the reaction as its first action; any other action nullifies the overwatch and the chance to throw the grenade. Once the grenade is thrown and overwatch lost, the model cannot shoot at any point during this turn.

MOVEMENT

A model may move into any adjacent empty square (including diagonally), changing its facing any number of times as it does so (unless *Unmanoeuvrable*).

If a model stays in the same square, it **costs one square of movement to turn to face any direction**.

Walls, closed doors and objective markers are **impassable** squares. A model may move through another model's square but may not end its move there.

Space Marine Entry Points can only be entered by Space Marine models; the model's action immediately ends.

Unmanoeuvrable (U) models cannot change facing before moving. Once moved into one of its front 3 squares, the model may turn up to 90°, move forward again, turn again etc. Instead of moving a square, the model may turn to face any direction. The model may move backwards or sideways with no change in facing at a cost of 2 squares of movement; cannot *dive prone*, and cannot move through another model's square and vice versa.

Cover & Moving

Models use their **In Cover** Armour Rating when placed on the line between 2 squares (and counts as being in both). **This costs a square of movement.** The model is in cover from an attacker unless the attacker can shoot at both squares.

A model may leave cover onto one of the 2 squares it was standing between at a cost of one square of movement. If *Unmanoeuvrable* it keeps its previous facing.

When entering a square a model may **dive prone** and use its **In Cover** Armour Rating. Move the model up to one extra square for free then place it on its side, ending the action. The model cannot shoot or attack in close combat. If attacked in close combat, its opponent adds +4 to its **close combat modifier**, replacing all other modifiers. It costs one square of movement to get up and face any direction.

Doors

A door in a model's front 3 squares may be opened or closed at a cost of one square of movement. A door cannot be closed if there is a model in the square.

Teleporter Cysts

Teleporter cyst squares can be moved through, but if a non-Tyrandid model stops on the square it is destroyed.

In *Primary* and *Secondary Objective* battles, Tyrandid reinforcements may be teleported from anywhere on the Hive Network (except *Ambush* boxes) onto board sections or hidden set-up tiles with cysts on them at a cost of **2 extra action counters per blip**.

Teleported blips or models may take an action as soon as they appear but may not take extra actions; enemies may *react* to the teleporting as though the model moved.

A Tyrandid moved onto a teleporter cyst may teleport off the board (onto anywhere on the Hive Network except *Ambush* boxes) as its next action or as an extra action.

During a battle you cannot teleport blips around the Hive Network. If the **teleporter nexus** has been captured or destroyed nothing can be teleported for the rest of the game.

SHOOTING

To shoot, a model must declare **snap fire** or **aimed fire**, and have **line of sight** (LOS) to a target within its **fire arc** and **range**.

LOS is unlimited to the model's front and sides until blocked by another model, a wall, a closed door or an objective. Teleporter cysts don't block LOS. Check with a ruler placed on each of the square's centres.

Fire arc is 90° to a model's front; the front 3 squares, then the next 5 and so on. **Range** varies, depending on whether the model is snap firing or aiming.

To shoot, roll the number of D12s shown by the relevant to hit roll and add the modifier to each roll. Any modified roll equal to or higher than the target's current **armour rating** kills the target.

Ammunition

If a *Single-Shot* (S) weapon is fired or a weapon with *Limited* ammunition rolls equal to or less than its **Ammo** characteristic before modifiers, place an **out of ammo** counter next to the model. The model cannot fire that weapon subsequently until it takes a **reload** action.

Area Effect Weapons

Area effect weapons (A) effect the target square and all adjacent squares. Roll separately for every target.

Models in cover are effected *once* if either or both of the squares it is standing on are in the area of effect. Roll against the targets **exposed armour rating**. *Prone* models use their **in cover** armour rating. If both squares are affected by different grenades, the attacker chooses which affects the target.

If a closed door is in the area of effect, roll to see if it is destroyed. If it is, models in the area of effect on the other side are affected.

Use only the rolls against the first target for the purposes of *running out of ammo*.

Throwing Grenades

Grenades have a range of 8 squares in LOS and fire arc. Place a **grenade counter** in the target square, move the grenade up to one square in any direction, then roll for **scatter** using the **scatter template** and a D12. If the roll takes the grenade into an impassable square, it remains where placed.

Firing Through Portals

Portals are clear for LOS. **Models firing through a portal must roll 5 or more on a D12** for each shot, or the shot is stopped. An area effect weapon stopped explodes centered on the portal square. Grenades that hit a portal immediately scatter from that square.

Don't roll for any portal adjacent to the attacking model, or in the attacking model's or target model's square.

Cover & Shooting

A model can draw LOS and fire arc from either of the squares it occupies, and can be attacked as if in either square. If both squares are in an attacker's LOS, the target uses its *exposed* armour rating.

A model only blocks LOS if drawn through both of the squares it stands on. If a model is in cover on the same line it does block LOS. A LOS that passes through a square that 2 models in cover are standing on is blocked.

Attacking Doors & Objectives

An object hit is completely destroyed.

Only Objective markers are left in place and still block LOS and movement. If several squares of an Objective marker are in a weapon's area of effect, only the attacks against one square are used (for different to hit rolls, choose the most damaging roll).

Object	Armour Rating
Closed Door	14
Teleporter Cyst	12
Energy Cortex	14
Sensory Cluster	12
Respiratory Vent	14
Teleporter Nexus	13
Dermal Sphincter	16
Hive Mind Synapse	14

CLOSE COMBAT

A model can only attack a target in one of its front 3 squares. A target can *always* defend itself.

Both the attacker and the defender roll **close combat dice** and add modifiers; each picks out the best modified score. The highest score wins and the defender is killed. If the scores draw both models survive.

If attacking from a model's rear 3 squares, add +2 to each of your dice.

If attacking a *prone* model, add +4 to each die, replacing any other facing bonuses.

If defending against a side attack, you may roll a maximum of 2 dice.

If defending against a rear attack, you may roll a maximum of 1 die.

If attacking doors, cysts or objectives, roll the usual number of dice; any modified score that equals or beats the object's armour rating destroys the object. There are no facing bonuses.

Parrying

If your weapon can **parry** (P) you can force an opponent in your front 3 squares to reroll one die. If both models can parry the defender decides whether to parry first.

ADVANCED SPACE CRUSADE

PRIMARY OBJECTIVES

Energy Cortex



Board Sections: 1-6

Marker: Board 2

Teleporter Cysts: 2 anywhere except the Entry Points and the first board section.

Special Rules: If a model starts an action within 6 squares of the Energy Cortex, roll D12. On 1-3, the model collapses before it can take the action and is *prone*.

When it tries to take another action, roll D12 again. If it fails the second roll, it is a casualty.

Tyranid Warriors, Zoats and Terminator Space marines are not affected.

Sensory Cluster



Board Sections: 1-6

Marker: Board 2

Teleporter Cysts: 2 anywhere except the Entry Points and the first board section.

Special Rules: If the Space Marines capture this objective, the Tyranid player must reveal his Hive Network from now on. Blips remain facedown.

The Space Marine player may also discard any ambush cards he turns over from now on.

Respiratory Vent



Board Sections: 1-6

Marker: Board 2

Teleporter Cysts: 2 anywhere except the Entry Points and the first board section.

Special Rules: The board section containing the Vent has visibility reduced to 1 square, with effects exactly as a **blind grenade**.

AMBUSH

Board Sections: 1-5

Marker & Teleporter Cysts: None.

The Space Marine recon squad sets up in the middle on section 2, with a gap of at least one square between each model.

The Tyranid forces set up on sections 3, 4 and 5 as blips or models or both. No roll is made for surprise. The Tyranids have the first turn.

At the start of each Space Marine turn, roll a D12. On a 12 he *may* bring in one squad from the *Assault Force* box at the entry/exit point. He may keep rolling for reinforcements each turn and bringing on a squad each time he rolls a 12.

The Space Marine squad must either wipe out the ambush or withdraw from the entry/exit point.

SECONDARY OBJECTIVES

Hive Mind Synapse



Board Sections: 1-6

Marker: Board 2

Teleporter Cysts: 2 anywhere except the Entry Points and the first board section.

Special Rules: When fighting a battle for this objective, the Tyranid player adds +2 to his rolls for extra actions.

If the Synapse is captured or destroyed by the Space Marines, the Tyranid player subtracts -2 from all rolls for extra actions and -2 from reinforcement rolls from now on.

Dermal Sphincter



Board Sections: 1-6

Marker: Board 2

Teleporter Cysts: 2 set up anywhere except the Entry Points and the first board section.

Special Rules: If the Space Marines capture this objective, the next time he deploys he may pick any 2 squads and return them to full strength (any casualties are replaced). Even squads that have been wiped out may be replaced in this fashion (the squad counter is placed in the *Reserves* box).

Teleporter Nexus



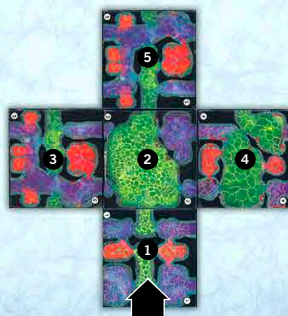
Board Sections: 1-6

Marker: Board 2

Teleporter Cysts: None.

Special Rules: The Tyranid player may teleport blips from anywhere on the Hive Network (except Ambush boxes) to any empty square next to the Nexus.

If the Nexus is captured or destroyed by the Space Marines, no Tyranids can be teleported for the rest of the assault. Blips can still be moved around the Network one box at a time but no reinforcements are allowed during battles. Space Marines cannot use the teleporter.



ARMIES OF THE IMPERIUM

Heroes: Commanders, Librarians and Chaplains are heroes and automatically take 2 actions per turn (not necessarily in succession). They cannot take an *extra action*.

Heroes also have **Fate points**; a point can be used to change the value of a dice roll affecting him to any number. Commanders has 3 FP; Librarians and Chaplains have 1 FP. Librarians have 20 **PSI points** for the entire game.

Space Marine Scouts: Scouts may flip over another card in the same turn if the first one for that line of attack was a *Passage* card. Scouts may also use hellfire shells in their heavy bolters.

Terminator Space Marines: At the start of a battle any Terminators in the *Reserves* box may teleport onto the Entry Points tile. Roll a D12 for each squad teleporting – on a roll of 1 one member is eliminated.

At battle end, squads go on the *Assault Force* box of the line of attack, or to the *Reserves* if there are already 6 counters there.

SPACE MARINE WEAPON NOTES

Space Marine Scout Heavy Bolter: Before rolling to hit the declare the type of ammo fired. **Bolter shells** affect a single target and can be *aimed* or *snap fire*.

Hellfire shells are *aimed fire* only and do 1D damage against armoured targets and 1D+6 against unarmoured targets. Once a shell is fired, place an **out of hellfire ammo counter** next to the model. It can't fire another hellfire shell until it takes a *reload* action.

A reload action can only reload one type of ammo at a time.

Force Sword: A **Space Marine Librarian** fighting in close combat to its front can add +1 to his combat dice for each **psi point** spent.

Flamer: **Flamers** always roll against targets' *exposed* armour rating. The **Heavy Flamer** is an area effect weapon.

Plasma weapons: are single shot weapons and use the **plasma bolt template**. The template is placed with one end touching the edge of the shooting model's square and the other end within the model's fire arc. Every square at least half under the template is attacked; roll separately for every target.

Walls, closed doors and objectives stop the bolt; surviving models do not.

Plasma Pistols can *snap fire*.

Beamers: roll to hit as follows:

Target	Roll Needed to Hit
Model	7+
Unmanoeuvrable model	5+
Door	4+
Objective marker	3+

Thunder Hammer: may be set to self-destruct instead of making a close combat attack. This instantly kills the wielder and attacks every model within 2 squares with a hit roll of 1D+6.

Storm Shield: Add +1 to the wielder's armour rating if a shooting model is within his fire arc. The shield can be used to *parry*.

Grenades

Frag Grenades: **Area effect.** Models in the target square are attacked with a hit roll of 1D+3; those in adjacent squares 1D+1.

Blind Grenades: **Area effect.** Place a **blind grenade template** over the final square; this area blocks LOS. Models on the edge can see out, and be seen, but cannot see through it. Models can always see into an adjacent square to their front or side.

Melta-Bombs: are placed from an adjacent square onto *unmanoeuvrable* models and objects such as doors, teleporter cysts and objectives within the model's front 3 squares.

The target square only is affected with a hit roll of 1D+8.

The attacking model has the option of *diving prone*.

Missile Launcher: The player must declare which of the different missile types he is firing before taking the shot. If a Launcher runs out of ammo, all types are unavailable until a *reload* action.

Missile effects are the same as for grenades, but the missiles do not bounce or scatter; choose the target square.

ENEMIES OF THE IMPERIUM

Tyranids & Tyranid Bio-Constructs: These are the only creatures that can move about the ship by teleporting.

Killed Tyranid blips return it to the Reinforcements Pool where they can be re-drawn. **Genestealer Hybrids** can also be teleported but are not returned to the Reinforcements Pool.

Zoats: Zoat models are centred on a single square, which is used for all rule determinations.

A Zoat taking a *charge* action may finish its action even if killed. Once hit, it can only move forward into one of its front 3 squares and attack in close combat.

Hunter-Slayers: may only take an extra action if there is a Tyranid within 6 squares at the start of the action. They cannot *dive prone*.

Grabber-Slashers: may make a **leap into combat** action by moving up to one square and then launching itself at the target.

Treat as a ranged attack with a range of 6 squares, move the model onto the target square, and attack with a close combat roll of 1D. The attack cannot be *parried*.

If the leap was from outside the target's fire arc, treat as a side attack; if from behind, treat as a rear attack. If the attack is a draw, immediately attack again until either model is killed.

If the target is killed, the Grabber-Slasher remains in the square facing in the direction of the Tyranid player's choice.

This is the Grabber-Slasher's only method of attack, although it defends as usual.

Gretchin Mind Slaves: cannot take extra actions.

Chaos Space Marine Mind Slaves: **Commanders** do not have any special abilities.

TYRANID WEAPON NOTES

Deathspitter: The Deathspitter shoots normally for its first shot in *aimed* or *overwatch* fire.

If snap fired in the Tyranid turn, it costs 2 squares of movement to fire and a Space Marine model that can see the Tyranid or is in an adjacent square can roll for reaction *before* the Tyranid shoots. Any surviving models can then roll for reaction as usual.

If snap fired in the Space Marine turn, the Space Marine model it's reacting to can continue its action and move 1 square, take a shot, turn around, make a close combat attack etc.

If the model's action is finished it cannot keep moving or firing etc unless it is given an *extra action*. The Tyranid is free to change aim to any other enemy model within LOS, fire arc and range if the original target moves out of LOS.

A Deathspitter makes 3 attacks. The target square is attacked with a hit roll of 1D+5. Roll 2 other squares with the scatter template – these are attacked with rolls of 1D each.

Bonesword: Add +1 to the Tyranid's armour rating if a shooting model is within his fire arc.

TRAPS

1 Grabber-Slasher

One of these Tiranid assassin bio-constructs has been dispatched to murder a member of the recon squad. Make a reaction roll for the target model – if he passes; he can take a single snap shot at the attacker (a Grabber-Slasher has an armour rating of 6). If the model fails to kill the Grabber-Slasher, the two fight in close combat – the Grabber-Slasher's close combat roll is 2D+4. If the target model is killed, the other members of the recon squad gun down the bio-construct before it can launch another attack.

2 Duct

One member of the recon squad stumbles at the edge of a duct which leads deep into the bowels of the hive ship. Make a reaction roll for the model – if he passes, he recovers his balance in time – if he fails, he drops to his death, crushed by the muscular action of the duct as it forces him along. If this trap is found while exploring the perimeter, the duct can be used to reach the core area of the ship – if you want, you can turn over cards from the core deck next turn.

3 Imprisoned

As the recon squad enters a large chamber, the huge sphincters at each end close tight. The squad is trapped in the chamber and following squads are forced to bypass it. Place the squad counter upside down in the reserves box. Each turn during Space Marine deployment, roll a D12 – on a score of 12, the squad is finally freed and may be deployed. Other squads in the reserves area can help – add +1 to the D12 roll for each squad in the reserves box that isn't moving that turn.

4 Digestive Tract

The squad has found its way into an area near one of the hive ship's digestive chambers. A tentacle appears from the walls and grabs one member of the squad, trying to pull it into the ship's highly-corrosive gastric juices. Make a reaction roll for the model. If he passes, he dives out of the way and is unharmed; if not, he's grabbed – if he's *unmanoeuvrable*, he can't dive out of the way and is automatically grabbed. A model that's grabbed must fight against the tentacle in close combat – its close combat roll is 1D+6. If the model wins, he's cut the tentacle and is free. If he draws or loses, the tentacle pulls him through a membranous orifice and he dies in agony as the stomach digests him.

5 Digester-Macrobex

There are many types of Tiranid bio-construct designed to consume different materials and break them down into usable nutrients. These creatures move around the Tiranid ship, rapidly slithering, crawling or flying when their acute senses pick up a trace of the material they must digest to survive. The recon squad is attacked by Digester-Macrobexes being managed to disable some of its equipment before being killed. Make a reaction roll for each member of the squad – anyone that fails the reaction roll is affected. Roll for the Digester-Macrobex's effects (you can either roll separately for each model or once for the whole squad):

- 1-2** The Digester-Macrobex damages the model's armour – reduce his armour rating by -2.
- 3-5** The Digester-Macrobex eats away part of the model's weapon – he can no longer shoot but is still able to make close combat attacks.
- 6-9** The Digester-Macrobex consumes the model's spare ammo – he can't take a reload action, so once he's out of ammo he can't shoot.
- 10-12** The Digester-Macrobex digests the model's grenades – he can't attack with grenades from now on.

If the squad spends one turn without moving in the reserves box, the Techpriests of the Adeptus Mechanicus repair the damage and the effect is negated.

6 Blinding Flare

As the squad approaches a chamber hung with fibrous strands, the luminescent algae coating the thick fibres briefly flares with a brilliant light. Make a

reaction roll for each member of the squad – anyone that fails the reaction roll was looking at the fibres and is temporarily blinded by the light. If a blinded model enters battle it can only move 1 square per turn whatever its action, cannot shoot and cannot make close combat attacks – it can defend in close combat, but its opponent always counts as attacking from the rear. Roll a D12 for each model at the start of each turn – on a roll of 12, the model's sight returns. If the squad returns to the reserves box and spends a turn there without moving, sight fully returns to all the blinded models.

7 Mind-Slaver

One member of the recon squad has been infected by the Tiranid Mind-Slaver parasite. As the parasite grows, it gradually takes over the victim's mind, eventually controlling him. If the victim enters battle, the Tiranid player can attempt to take over the model at the start of any Tiranid turn. Make a D12 roll for the model. On a roll of 1, the Tiranid player controls that model – the model takes actions in the Tiranid player's turn from now on and counts as a Tiranid mind slave for all purposes. On a roll of 2-12, the model remains under the Space Marine player's control but the Tiranid player can keep trying to take over the model in subsequent turns. If the Space Marine player wants, he can move the squad back to the reserves box before it enters battle and leave the victim in the care of the Medics – the squad operates one man short for the rest of the assault.

8 Genestealer

A powerful claw reaches up through a crevice in the floor and pulls one member of the recon squad through. The model has to fight the Stealer in close combat (its close combat roll is 3D+5). If the model survives, he can easily climb out to rejoin his squad.

9 Flood

The recon squad are advancing up a wide passage when ahead of them they hear a thunderous roaring noise. Before they can take cover, a huge wave of blue-green ichor washes over them – they have unwittingly moved into an arterial passage and are being swept along by the hive ship's circulatory system. Place the squad counter in the reserves box. Treat this trap card as if it were a blocked passage card – leave it face up on top of the deck and next turn you can only discard the card as a new route is explored.

10 Capture

As the recon squad move carefully through the winding passages of the hive ship, they suddenly notice that they're one man down – the last man in line has been captured so swiftly and silently that he had no time to attack or call out to his comrades. The model has been taken away and stored in a cocoon created by a Shroud-Spinner. The next encounter with a stranger by any recon squad is with this model – he can be released from the cocoon and will fight alongside the squad that discovered him.

11 Foot-Spiker

One of the Tiranids' many bio-constructs is a creature that burrows down into the floor of the hive ship's passages, leaving only a thin snaking tendril on the surface. As soon as a model steps on the tendril, the hidden muscular body thrusts long, sharp, iron-hard spines up through the victim's feet and pumps toxins into them. A Space Marine's bio-engineered body is able to withstand these toxins, but the damage done by the spines slows down the victim. In battle, the model's speed is reduced by -2 and it can't be given a *charge* action (this applies to all Space Marines, including Scouts and Terminators). If anyone other than a Space Marine is attacked by a Foot-Spiker, he dies a rapid and painful death as the neuro-toxins course through his bloodstream.

12 Pod

The recon squad find a chamber containing cocooned prisoners. They open the cocoons but the prisoners have been held too long – their dead bodies are covered with slimy feelers, bundles of thin pipes and tubes pushing into every orifice. As one of the cocoons is opened, it bursts and sprays the model with a disgusting bile-green ichor and the

putrid remains of a decayed corpse. On contact with the ship's atmosphere, the ichor quickly hardens and crusts over the model's limbs and armour making it difficult to move. If the model enters battle, you can't give it any extra actions and its reaction is reduced by -3 – however, the crusting effect of the hardened ichor adds +1 to the model's armour rating. If the squad return to the reserves box and spend one turn without moving, the Techpriests can apply strong solvents to the armour and remove the ichor and its effects.

ARTIFACTS

1 Doomsday Device

The artifact is a powerful bomb which erupts with devastating effects, sending a fireball roaring through the passages of the hive ship, incinerating everything in the area. If it was set off during exploration, every model in the squad is instantly killed. If there are other squads in the same box on the Strategic Display, the explosion attacks all their models with a to hit roll of 1D+2 (you can make one roll for all the squads, separate rolls for each squad or separate rolls for each model – it's up to you). If the Doomsday Device is set off during a battle, every model and object within an 8 square range is immediately killed and every other model and object on the board is attacked with a to hit roll of 1D+2. The explosion destroys the Doomsday Device.

2-3 Teleporter

The artifact allows the model to teleport a short distance. When activated for the first time, the model is teleported in a random direction – roll for scatter and move the model as far as it can go in that direction before it hits a wall, closed door or objective marker (it will pass other models). From now on, the Teleporter can be controlled by the model. It is activated by taking a *ready weapon* action and the model can then move up to 10 squares in any direction – it can pass through any obstacles but must end up in an empty square. Each time the model teleports, roll a D12. On a roll of 1 the Teleporter has malfunctioned and the model is left stranded in warp space to die a slow death. On a roll of 2-3 the power packs fail after this teleport and the artifact can't be used again. On a roll of 4-12 the artifact works perfectly and can be used again.

4 Nerve Toxin

The artifact releases a dense and rapidly-spreading cloud of deadly nerve toxin. Any model within 8 squares is immediately killed as the toxin paralyses its heart and motor nerves. Space Marines (including Scouts and Terminators) are completely immune to the toxin because of their bio-engineered bodies, as is any model in completely-enclosed armour. The nerve toxin can only be used once.

5 Halo Projector

The artifact produces a halo image of the model to distract the enemy. The Space Marine player can place a spare model anywhere within 3 squares of the activating model (the halo image doesn't have to be within LOS – it can be on the other side of a closed door, for example). Any enemy models that can see the halo image must immediately shoot at it if they have any sort of ranged weapon – there's no need to make a reaction roll for this. The enemy models are then surprised by the fact that their attack has no effect. All enemy models that could see the halo image have their reaction reduced by -4 for the remainder of the turn and lose overwatch. Each time the Halo Projector is used, roll a D12. On a roll of 1 or 2, the power packs fail and the artifact can't be used again.

6 Phase Shifter

The artifact shifts the model slightly into the warp, allowing it to move through walls and other impassable squares. The model can be seen as a ghostly image but it can't shoot or attack in close combat, and it can't be shot or attacked by enemy models. It takes a *ready weapon* action to activate the Phase Shifter initially but it can continue operating for as long as the Space Marine player wants – it costs 1 square of movement to turn the artifact off. If the model ends any action with the

Phase Shifter activated, roll a D12. On a roll of 1-3 the power packs have failed and the artifact immediately stops working. If the model is in an impassable square it is killed – if it's in a square with another model, both models are killed. If the dice roll is 4-12, the artifact keeps on working.

7-8 Refractor Field

When this is activated, the model is surrounded by a glittering, multi-faceted shield of energy that partially deflects attacks. Increase the model's armour rating by +1 while the field is activated. It takes a *ready weapon* action to turn the Refractor Field on, but only costs 1 square of movement to turn it off. Every time the model is attacked, roll a D12. On a roll of 1 or 12, the Refractor Field is overloaded and the power packs fuse – that attack and all following attacks are made against the model's normal armour rating.

9 Warp Tunnel

This artifact was designed to allow long-distance travel by opening a tunnel through the warp. Unfortunately, it has decayed and malfunctions when it's activated, sucking anyone nearby to their death in the heart of a warpstorm. If used during exploration, every model in the squad is killed. If used during a battle, the model that activated that Warp Tunnel is killed and every other model within 6 squares must make a reaction roll – any model that fails is dragged into the warp; those that make their roll survive but can't take any actions for the remainder of this turn. The artifact is sucked into the warp along with its victims.

10 Assassinator

The Assassinator is an assassination device that hunts down a specified enemy and attacks it remorselessly until it's been slaughtered. The Assassinator is an obsidian globe about the size of a man's head, bristling with whirling blades, drills and small lasers. Take the missile counter to represent the Assassinator. The model takes a *ready weapon* action to prime the Assassinator and specifies the target. The artifact can be given one *charge* action per turn (no extra actions) and has a speed of 10 – it moves directly towards the target. The Assassinator has no ranged attacks so it moves into close combat with its target, attacking with a close combat to hit roll of 2D+4. If shot at, it has an armour rating of 14. Its reaction is 12 but it only reacts to the specified target and will always either leap forward or attack in close combat. Once the target is dead, the Assassinator moves back as fast as possible to its controlling model and deactivates – the model can then redirect it against another target by taking a *ready weapon* action. If the controlling model is dead, the Assassinator self-destructs, exploding like an area effect weapon and attacking any model or object in an adjacent square with a to hit roll of 1D+2.

11 Combi-Weapon

The artifact is a multi-barrelled missile launcher attachment that can be fixed onto the model's weapon and allows it to make two attacks at a time. The Space Marine player can choose whether the model uses one or both weapons each time it shoots. If he chooses to use the missile launcher, roll to see what missile is fired:

1-6	Frag Missile
7-10	Melta Missile
11-12	Blind Missile

Roll separately each time the weapon is fired. These missiles have the usual effects. If both weapons are fired at once, both attack the same square. Once the Combi-Weapon runs out of ammo, it can't be used again.

12 Daemon Gate

The artifact is a Chaos device that enables cultists to summon Daemons to do their bidding. Unfortunately the activating model doesn't know the correct invocations and imprecations – when it activates the Daemon Gate, a dark whirling vortex, opens beside the model and a huge taloned claw reaches out. It grasps the model and crushes him as it drags him back to expire amongst screaming Daemons in the realm of Chaos. The Daemon Gate collapses into a small pile of dust.

STRANGERS

Any stranger that is encountered joins the recon squad that released him. Strangers fight alongside the Space Marines.

The Space Marine player receives 1 VP for every stranger. If the stranger is killed, he loses this VP.

When a stranger is encountered, the Space Marine player must roll twice to find out exactly who the stranger is. The first roll is made on the table below when the stranger card is turned over:

1-3 Squat

The Squat was part of a Brotherhood combat squad, captured while defending his Stronghold from Tiranid invasion; he wears flak armour and carries a lasgun.

4-5 Eldar

The Eldar was fighting the Tiranids as a member of a Guardian squad from an Eldar colony planet – he's armed with a lasgun and wears mesh armour.

6-8 Imperial Guardsman

The Guardsman was stationed on one of the rim worlds, those planets furthest from the Imperial core among the first to be invaded by Hive Fleet Kraken. He wears flak armour and carries a lasgun. *Subtract -1 from the second dice roll.*

9 Ogryn

The Ogryn wears the insignia of an Imperial Guard regiment. He is armed with a huge flanged club. *Add +6 to the second dice roll.*

10-11 Space Marine

The Space Marine is from the Scythes of the Emperor church, captured by the Tiranids during the devastating surprise attack on the Scythes' homeworld that led to the near-annihilation of the entire chapter. The Space Marine wears power armour and carries a bolter. *Add +2 to the second dice roll.*

12 Inquisitor

Inquisitors are special agents of the Imperium – every Inquisitor is empowered to investigate any potential threat to humanity. There are no bounds to the Inquisitor's field of operation: alien plots, mutation, cultist activities, crime and corruption all come under his jurisdiction. The Inquisitor wears Terminator armour and is armed with a stormbolter. He is a **hero** and has 1 FP. The Space Marine player earns 5 VP for rescuing the Inquisitor – he loses 5 if he's killed. *For the second dice roll, roll a six-sided dice instead of a D12 and add +3.*

As soon as the stranger takes a shot or makes a close combat attack, roll again on the following table:

- 1-2** The sight of the Tiranids that imprisoned the stranger shocks him and reduces his effectiveness. Roll another D12 and consult the table below to see what penalty the model suffers – if the stranger manages to kill an enemy, it overcomes its fear and the penalty no longer applies.
- 1-5** The model can't be given more than 1 action per turn. Subtract -4 from the model's reaction.
- 6-9** The model cannot move adjacent to an enemy model and cannot make close combat attacks (it can still defend in close combat).
- 10-12** The model stands rooted to the spot and snap fires at the closest enemy in sight. If there are no enemy to be seen, it goes into overwatch, ready to snap fire if they appear.
- 3-4** The stranger is a weak latent psyker and its time in the living pod has slightly attuned it to the hive mind. Although the workings of the hive mind are utterly alien, the stranger is sometimes able to predict a Tiranid action. Add +2 to the model's reaction.
- 5-6** The stranger recognises this part of the ship. The Tiranid player immediately places all the board sections with any objective markers and teleporter cysts. He doesn't have to place any blips until an enemy model can see the board section containing the blip.

7-8

While in the pod, the stranger has been infested with the larvae of a Tiranid bio-construct. If the model is hit, roll another D12 and consult the table below to see what effects the hit has depending on what sort of bio-construct larvae have entered the stranger's body.

- 1-2** The stranger was being eaten from the inside and was near to death anyway. When the model's hit, it bursts open as the larvae pour out – any model in an adjacent square is covered with a writhing, swarming mass of tiny creatures. The affected model can't react or take any actions for the remainder of this turn and all of next turn while it's removing the larvae to prevent its own infection.
- 3-5** The larvae have spread tendrils and fibres through the stranger's body and now take control of the corpse. The model becomes a zombie-like puppet of the hive mind and is taken over by the Tiranid player. The model moves and attacks slowly – reduce speed by -1, it becomes *unmanoeuvrable*, and all to hit roll modifiers are lost (eg. if the to hit roll was 2D+4, it's now 2D).
- 6-7** The bodies of the larvae are filled with a thick ichor which ignites on contact with the air. As the model is hit, it erupts into a ball of flame. Every model or object that is adjacent to the stranger is attacked with a to hit roll of 1D+2 – this is an area effect, so models in cover are attacked against their exposed armour rating.
- 8-12** The larvae swarm into the wound and rapidly repair the damage to protect their host. The model continues to act as before but all its dice rolls from now on suffer a -1 penalty. Each time it's hit, roll a D12 on a score of 1-6 the model dies, the wound too greaf or the larvae to repair; on a score of 7-12 it survives but suffers an extra -1 penalty to all dice rolls (ie. now -2, -3 if it survives again, etc).
- 9-10** Before being cocooned, the stranger became host to a Tiranid Mind-Slaver and now turns against his rescuers. The Tiranid player can take an immediate action with the model – after this turn, the mind slave is part of the Tiranid forces and acts in the Tiranid turn.
- 11-12** The sight of the enemy fills the stranger with rage – hatred of the Tiranids and their bio-constructs consumes him. Roll another D12 and consult the table below to see what effect this has on the model.
- 1-4** It can't take a *ready weapon* action – it's too infuriated to take a carefully-aimed shot. If the Space Marine player has any extra actions, one must be given to the stranger.
- 5-10** The model won't wait to shoot at the enemy, but charges into close combat at the first opportunity. Add +2 to the model's close combat dice modifier as its hatred manifests itself in an attack of devastating fury.
- 11-12** As soon as the model kills an enemy, it is overcome with a wild bloodlust. It immediately takes a *charge* action (even if it's already taken 2 actions this turn) and moves to attack the nearest model (of either side) in close combat. Roll twice the normal number of dice for each attack. At the end of this action, the stranger passes into a coma as a result of shock.

ADVANCED SPACE CRUSADE

ORDER OF PLAY

1. Space Marine Deployment

Each counter may be moved one box.

2. Exploration

One Exploration card *may* be turned over on each line of attack that has a squad counter in its *Recon* box.

3. Encounters & Battles

4. Tyranids Deployment

Each blip may be moved one box. Tyranid/bio-construct blips may *teleport* between boxes except *Ambush* boxes; no move and teleport in same turn.

5. Tyranid Reinforcements

Placed in the *Hive* box; no move until next turn.

D12	Skirmish	Raid	All-Out Assault
1-4	0	0	1
5-6	0	1	2
7-8	1	1	2
9-12	1	2	3

Hive Mind Synapse captured or destroyed: -2

ACTIONS

Each model may make one **action**, up to one **extra action**, and **reactions** to enemy actions.

D12	Extra Actions	Space Marine: Hero bonuses.
1-4	0	
5-8	1	Tyranid:
9-12	2	+2 if Hive Mind
13-16	3	Synapse encounter;
17+	4	-2 if it is captured or destroyed.

Each attack costs a square of movement.

Charge: Speed +2. No shooting; multiple CC attacks.

Advance: Speed. Multiple *snap fire*; multiple CC attacks.

Ready Weapon: Up to 1 square. One of the following:

- aimed fire attack
- throw a grenade
- enter *overwatch*
- place a melta-bomb

Reload: Up to 1 square. Weapon reloaded.

REACTIONS

One reaction in response to each enemy action when:

- an enemy model does *anything* in its LOS, including opening a door if only the door can be seen;
- it is attacked, whether or not it can see its attacker;
- an enemy model moves into an adjacent square, even if the square is out of LOS;
- a friendly model within 6 squares is attacked, including by area weapons;
- the path of a thrown grenade passes through the model's LOS, including *bounce/scatter* squares. The only reaction allowed is *dive prone*.

D12 ≤ Reaction to choose *one*:

Snap Fire: May only fire at triggering model.

Close Combat Attack: May only attack triggering model.

Leap Forward: Move into one of front 3 squares; no facing change.

Turn to Face: Turn to face any direction. **U** models 90° left or right only.

Duck Back: Model in cover may move to one of the 2 squares it is standing between; no facing change.

Dive Prone: Move up to one square and model *prone* (cannot *react*).

CLOSE COMBAT

Attack target in front 3 squares. Target can *always* defend itself.

Attacking from a model's rear 3 squares: +2 per die.

Attacking *prone* model: +4 per die, no other bonuses.

Defending against side attack, maximum 2 dice.

Defending against rear attack, maximum 1 die.

Attacking doors, cysts or objectives, no bonuses.

Parry: force opponent in front 3 squares to reroll one die. If both can parry defender decides whether to parry first.

FIRING THROUGH PORTALS

Clear for LOS. **Models firing through a portal must D12 ≥ 5** for each shot, or shot is stopped. Don't roll for any portal adjacent to the attacking model, or in the attacking model's or target model's square.

OBJECT ARMOUR

Object	Armour	Object	Armour
Closed Door	14	Respiratory Vent	14
Teleporter Cyst	12	Teleporter Nexus	13
Energy Cortex	14	Dermal Sphincter	16
Sensory Cluster	12	Hive Mind Synapse	14

GRENADES AND MISSILES

Frag Grenades: Target square **1D+3**; adjacent **1D+1**.

Blind Grenades: Blind grenade template blocks LOS.

Melta-Bombs: **U** objects within model's front 3 squares. Target square only **1D+8**. Attacker may *dive prone*.

Missile Launcher: No *bounce/scatter*.

SPACE MARINE VICTORY POINTS

- +30 VP for each primary objective.
- +10 VP for each secondary objective.
- +1 VP for each **stranger** rescued.
- 1 VP for each **stranger** killed.

All forces in a battle wiped out or forced to withdraw, -1 point for each Marine killed.

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Advance: Speed. Multiple *snap fire*; multiple CC attacks.

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Reload: Up to 1 square. Weapon reloaded.

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SPACE MARINE TACTICAL SQUAD

+2 to extra actions roll

4	-	10	9	10	Bolter	1	-	12	1D+1	24	1D+3	1D+4	-
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3 SPACE MARINES WITH BOLTER

4	-	9	9	10	Bolter	1	-	12	1D+1	24	1D+3	1D+3	-
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1 SPACE MARINE WITH MISSILE LAUNCHER

4 U 9 9 10 Missile Launcher 3 A - - U ? 1D+2 -
area effect and roll to hit depends on missile: **Frags**, **Blind** or **Melta** missile

NOTES

All space marines equipped with **Frag**, **Blind** and **Melta-Bomb** grenades.



SPACE MARINE TACTICAL SQUAD

+2 to extra actions roll

4	-	10	9	10	Bolter	1	-	12	1D+1	24	1D+3	1D+4	-
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3 SPACE MARINES WITH BOLTER

4	-	9	9	10	Bolter	1	-	12	1D+1	24	1D+3	1D+3	-
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1 SPACE MARINE WITH HEAVY PLASMA GUN

4	U	9	9	10	Plasma Gun	S	A	-	-	8	1D+4	1D+2	-
					use plasma bolt template								

NOTES

All space marines equipped with **Frag**, **Blind** and **Melta-Bomb** grenades.

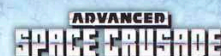


SPACE MARINE COMMANDER

+3 to extra actions roll

4	U	11	13	13	Strm Bolter, Power Sword	1	-	12	2D+1	24	2D+3	1D+8	F
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3 Fate points: a point can be used to change the value of a dice roll affecting him to any number.



SPACE MARINE CHAPLAIN

+3 to extra actions roll

4	-	10	9	10	Bolt Pistol & Chainsword	1	-	8	1D+1	16	1D+3	2D+4	16
---	---	----	---	----	--------------------------	---	---	---	------	----	------	------	----

1 Fate point: a point can be used to change the value of a dice roll affecting him to any number.



SPACE MARINE LIBRARIAN

1 SPACE MARINE LIBRARIAN

4	-	10	9	10	Bolter & Force Sword	1	-	12	1D+1	24	1D+3	1D+4	F
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1 Fate point: a point can be used to change the value of a dice roll affecting him to any number.

20 PSI points.

SPACE MARINE SCOUT SQUAD

1 SCOUT VETERAN SERGEANT WITH BOLT PISTOL & CHAINWORD +2 to extra actions roll

Speed	Man.	Reaction	ARMOUR Exposed	In Cover	Weapons	Ammo	Target	SNAP FIRE Rge	HIT	AIMED FIRE Rge	HIT	CLOSE COMBAT Hit	Parry
5	-	10	8	10	Bolt Pistol & Chainsword	1	-	8	1D+1	16	1D+3	2D+3	P

3 SCOUTS WITH BOLT PISTOL

Speed	Man.	Reaction	ARMOUR Exposed	In Cover	Weapons	Ammo	Target	SNAP FIRE Rge	HIT	AIMED FIRE Rge	HIT	CLOSE COMBAT Hit	Parry
5	-	8	7	10	Bolt Pistol & Knife	1	-	8	1D+1	16	1D+2	2D+2	-

1 SCOUT WITH HEAVY BOLTER

Hvy Bolter ammo needs separate **reload** actions

Speed	Man.	Reaction	ARMOUR Exposed	In Cover	Weapons	Ammo	Target	SNAP FIRE Rge	HIT	AIMED FIRE Rge	HIT	CLOSE COMBAT Hit	Parry
4	U	8	7	10	Heavy Bolter	3	-	20	2D+2	40	2D+3	1D+2	-
					Hellfire shell	S	A	-	-	20	1D+6	-	-

unarmoured targets 1D+6, armoured targets 1D

NOTES

All scouts equipped with **Frag**, **Blind** and **Melta-Bomb** grenades.

SPACE MARINE ASSAULT SQUAD

1 SPACE MARINE SERGEANT WITH BOLT PISTOL & CHAINWORD +2 to extra actions roll

Speed	Man.	Reaction	ARMOUR Exposed	In Cover	Weapons	Ammo	Target	SNAP FIRE Rge	HIT	AIMED FIRE Rge	HIT	CLOSE COMBAT Hit	Parry
4	-	10	9	10	Bolt Pistol & Chainsword	1	-	8	1D+1	16	1D+3	2D+4	P

3 SPACE MARINES WITH 2 BOLT PISTOLS EACH

Speed	Man.	Reaction	ARMOUR Exposed	In Cover	Weapons	Ammo	Target	SNAP FIRE Rge	HIT	AIMED FIRE Rge	HIT	CLOSE COMBAT Hit	Parry
4	-	9	9	10	2 Bolt Pistols	1	-	8	2D+1	-	-	2D+3	-

1 SPACE MARINE WITH BOLT PISTOL AND PLASMA PISTOL

Speed	Man.	Reaction	ARMOUR Exposed	In Cover	Weapons	Ammo	Target	SNAP FIRE Rge	HIT	AIMED FIRE Rge	HIT	CLOSE COMBAT Hit	Parry
4	-	9	9	10	Bolt Pistol	1	-	8	1D+1	-	-	1D+3	-
					Plasma Pistol	S	A	8	1D+1	-	-	-	-

use plasma bolt template

Roll for only one attack with every shot (declare the weapon before rolling).

NOTES

All space marines equipped with **Frag**, **Blind** and **Melta-Bomb** grenades.

SPACE MARINE DEVASTATOR SQUAD

1 SPACE MARINE SERGEANT WITH BOLTER +2 to extra actions roll

Speed	Man.	Reaction	ARMOUR Exposed	In Cover	Weapons	Ammo	Target	SNAP FIRE Rge	HIT	AIMED FIRE Rge	HIT	CLOSE COMBAT Hit	Parry
4	-	10	9	10	Bolter	1	-	12	1D+1	24	1D+3	1D+4	-

2 SPACE MARINES WITH BOLTER

Speed	Man.	Reaction	ARMOUR Exposed	In Cover	Weapons	Ammo	Target	SNAP FIRE Rge	HIT	AIMED FIRE Rge	HIT	CLOSE COMBAT Hit	Parry
4	-	9	9	10	Bolter	1	-	12	1D+1	24	1D+3	1D+3	-

1 SPACE MARINE WITH HEAVY BOLTER

Speed	Man.	Reaction	ARMOUR Exposed	In Cover	Weapons	Ammo	Target	SNAP FIRE Rge	HIT	AIMED FIRE Rge	HIT	CLOSE COMBAT Hit	Parry
4	U	9	9	10	Heavy Bolter	3	-	20	2D+2	40	2D+3	1D+2	-

1 SPACE MARINE WITH MISSILE LAUNCHER

Speed	Man.	Reaction	ARMOUR Exposed	In Cover	Weapons	Ammo	Target	SNAP FIRE Rge	HIT	AIMED FIRE Rge	HIT	CLOSE COMBAT Hit	Parry
4	U	9	9	10	Missile Launcher	3	A	-	-	U	?	1D+2	-

area effect and roll to hit depends on missile: **Frag**, **Blind** or **Melta** missile

NOTES

All space marines equipped with **Frag**, **Blind** and **Melta-Bomb** grenades.

SPACE MARINE ASSAULT SQUAD

1 SPACE MARINE SERGEANT WITH BOLT PISTOL & CHAINWORD +2 to extra actions roll

Speed	Man.	Reaction	ARMOUR Exposed	In Cover	Weapons	Ammo	Target	SNAP FIRE Rge	HIT	AIMED FIRE Rge	HIT	CLOSE COMBAT Hit	Parry
4	-	10	9	10	Bolt Pistol & Chainsword	1	-	8	1D+1	16	1D+3	2D+4	P

3 SPACE MARINES WITH 2 BOLT PISTOLS EACH

Speed	Man.	Reaction	ARMOUR Exposed	In Cover	Weapons	Ammo	Target	SNAP FIRE Rge	HIT	AIMED FIRE Rge	HIT	CLOSE COMBAT Hit	Parry
4	-	9	9	10	2 Bolt Pistols	1	-	8	2D+1	-	-	2D+3	-

1 SPACE MARINE WITH BOLT PISTOL AND HAND FLAMER

Speed	Man.	Reaction	ARMOUR Exposed	In Cover	Weapons	Ammo	Target	SNAP FIRE Rge	HIT	AIMED FIRE Rge	HIT	CLOSE COMBAT Hit	Parry
4	-	9	9	10	Bolt Pistol	1	-	8	1D+1	-	-	1D+3	-
					Hand Flamer	2	-	4	1D+2	-	-	-	-

always roll to hit vs. **exposed** armour rating.

Roll for only one attack with every shot (declare the weapon before rolling).

NOTES

All space marines equipped with **Frag**, **Blind** and **Melta-Bomb** grenades.

SPACE MARINE TERMINATOR SQUAD

1 TERMINATOR SERGEANT

+2 to extra actions roll

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo	Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover				Rge	Hit	Rge	Hit	Hit	Parry
4	U	10	13	13	Storm Bolter & Power Fist	1	-	12	2D+1	24	2D+3	1D+8	-

3 TERMINATORS WITH ANY COMBINATION OF THESE WEAPONS

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo	Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover				Rge	Hit	Rge	Hit	Hit	Parry
4	U	10	13	13	Storm Bolter & Power Fist	1	-	12	2D+1	24	2D+2	1D+7	-
4	U	10	13	13	Lightning Claws	-	-	-	-	-	-	2D+8	-
4	U	10	13	13	Thndr Hammer, Strm Shld	-	-	-	-	-	-	1D+8	P

May self-destruct hammer, even as a *reaction* (1D+6 to all within 2 squares, kills wielder)
Shield gives 14 armour rating versus shooting attacks within fire arc.

1 TERMINATOR WITH ASSAULT CANNON

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo	Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover				Rge	Hit	Rge	Hit	Hit	Parry
4	U	10	13	13	Assault Cannon	3	-	12	2D+4	32	2D+5	1D+7	-

NOTES All terminators equipped with **Frag** and **Blind** grenades.

SPACE MARINE TERMINATOR SQUAD

1 TERMINATOR SERGEANT

+2 to extra actions roll

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo	Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover				Rge	Hit	Rge	Hit	Hit	Parry
4	U	10	13	13	Storm Bolter & Power Fist	1	-	12	2D+1	24	2D+3	1D+8	-

3 TERMINATORS WITH ANY COMBINATION OF THESE WEAPONS

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo	Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover				Rge	Hit	Rge	Hit	Hit	Parry
4	U	10	13	13	Storm Bolter & Power Fist	1	-	12	2D+1	24	2D+2	1D+7	-
4	U	10	13	13	Lightning Claws	-	-	-	-	-	-	2D+8	-
4	U	10	13	13	Thndr Hammer, Strm Shld	-	-	-	-	-	-	1D+8	P

May self-destruct hammer, even as a *reaction* (1D+6 to all within 2 squares, kills wielder)
Shield gives 14 armour rating versus shooting attacks within fire arc.

1 TERMINATOR WITH HEAVY FLAMER

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo	Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover				Rge	Hit	Rge	Hit	Hit	Parry
4	U	10	13	13	Heavy Flamer	3	A	-	-	18	1D+6	1D+7	-

always roll to hit vs. **exposed** armour rating.

NOTES All terminators equipped with **Frag** and **Blind** grenades.

1

ADVANCED

SPACE CRUSADE

40

TYRANID

WARRIOR

1 TYRANID WARRIOR WITH DEATHSPITTER

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo		Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover					Rge	Hit	Rge	Hit	Hit	Parry
6	U	7	11	11	Deathspitter	U	A		8	1D+5	24	1D+5	2D+6	-

Attacks target square + 2 scattered 1D hits to adjacent squares.

1

ADVANCED

SPACE CRUSADE

40

TYRANID

WARRIOR

1 TYRANID WARRIOR WITH DEATHSPITTER

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo		Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover					Rge	Hit	Rge	Hit	Hit	Parry
6	U	7	11	11	Deathspitter	U	A		8	1D+5	24	1D+5	2D+6	-

Attacks target square + 2 scattered 1D hits to adjacent squares.

1

ADVANCED

SPACE CRUSADE

40

TYRANID

WARRIOR

1 TYRANID WARRIOR WITH DEATHSPITTER

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo		Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover					Rge	Hit	Rge	Hit	Hit	Parry
6	U	7	11	11	Deathspitter	U	A		8	1D+5	24	1D+5	2D+6	-

Attacks target square + 2 scattered 1D hits to adjacent squares.

1

ADVANCED

SPACE CRUSADE

40

TYRANID

WARRIOR

1 TYRANID WARRIOR WITH DEATHSPITTER

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo		Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover					Rge	Hit	Rge	Hit	Hit	Parry
6	U	7	11	11	Deathspitter	U	A		8	1D+5	24	1D+5	2D+6	-

Attacks target square + 2 scattered 1D hits to adjacent squares.

1

ADVANCED

SPACE CRUSADE

40

TYRANID

WARRIOR

1 TYRANID WARRIOR WITH BONESWORDS

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo		Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover					Rge	Hit	Rge	Hit	Hit	Parry
6	U	7	11	11	2 Boneswords	-	-		-	-	-	-	3D+6	P

Swords give 12 armour rating versus shooting attacks within fire arc.

1

ADVANCED

SPACE CRUSADE

40

TYRANID

WARRIOR

1 TYRANID WARRIOR WITH BONESWORDS

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo		Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover					Rge	Hit	Rge	Hit	Hit	Parry
6	U	7	11	11	2 Boneswords	-	-		-	-	-	-	3D+6	P

Swords give 12 armour rating versus shooting attacks within fire arc.

1

ADVANCED

SPACE CRUSADE

40

TYRANID

WARRIOR

1 TYRANID WARRIOR WITH BONESWORDS

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo		Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover					Rge	Hit	Rge	Hit	Hit	Parry
6	U	7	11	11	2 Boneswords	-	-		-	-	-	-	3D+6	P

Swords give 12 armour rating versus shooting attacks within fire arc.

1

ADVANCED

SPACE CRUSADE

40

TYRANID

WARRIOR

1 TYRANID WARRIOR WITH BONESWORDS

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo		Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover					Rge	Hit	Rge	Hit	Hit	Parry
6	U	7	11	11	2 Boneswords	-	-		-	-	-	-	3D+6	P

Swords give 12 armour rating versus shooting attacks within fire arc.

1

ADVANCED
SPACE CRUSADE

40

ZOAT

1 ZOAT WITH FLESHBORER

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo	Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover				Rge	Hit	Rge	Hit	Hit	Parry
5	U	7	12	12	Fleshborer	U	-	12	1D+1	24	1D+2	1D+7	-

NOTES

Zoat models are centred on a single square, which is used for all rule determinations.

A Zoat taking a *charge* action may finish its action even if killed. Once hit, it can only move forward into one of its front 3 squares and attack in close combat.

2

ADVANCED
SPACE CRUSADE

40

GRABBER-SLASHER

2 GRABBER-SLASHERS WITH DISEMBOWELLING SPINE

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo	Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover				Rge	Hit	Rge	Hit	Hit	Parry
4	-	9	6	8	Disembowelling Spine	-	-	-	-	-	-	2D+4	-

NOTES

May make a **leap into combat** action by moving up to one square and then launching itself at the target. Treat as a ranged attack with a range of 6 squares, move the model onto the target square, and attack with a close combat roll of 1D. The attack cannot be *parried*. If the leap was from outside the target's fire arc, treat as a side attack; if from behind, treat as a rear attack. If the attack is a draw, immediately attack again until either model is killed. If the target is killed, the Grabber-Slasher remains in the square facing in the direction of the Tyranid player's choice.

2

ADVANCED
SPACE CRUSADE

40

HUNTER-SLAYER

2 HUNTER-SLAYERS WITH FLESHBORER

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo	Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover				Rge	Hit	Rge	Hit	Hit	Parry
5	U	7	7	8	Fleshborer	U	-	12	1D+1	24	1D+2	1D	-

NOTES

May only take an extra action if there is a Tyranid within 6 squares at the start of the action.

Cannot *dive prone*.

5

ADVANCED
SPACE CRUSADE

100

ORK SQUAD MIND SLAVES

5 ORK MIND SLAVES WITH BOLTER & CLOSE COMBAT WEAPON

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo	Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover				Rge	Hit	Rge	Hit	Hit	Parry
4	-	7	8	9	Bolter & CC Weapon	1	-	12	1D+1	24	1D+1	1D+1	-

NOTES

All orks equipped with **Frag** grenades.

5

ADVANCED
SPACE CRUSADE

50

GRETCHIN SQUAD MIND SLAVES

5 GRETCHIN MIND SLAVES WITH FLINTLOCK RIFLE

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo	Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover				Rge	Hit	Rge	Hit	Hit	Parry
4	-	5	5	7	Flintlock Rifle	S	-	6	1D-1	18	1D-1	1D-2	-

NOTES

Gretchin may never be given an extra action.

2

ADVANCED
SPACE CRUSADE

40

GENESTEALER PURESTRAIN

2 PURESTRAIN GENESTEALERS WITH CLAWS

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo	Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover				Rge	Hit	Rge	Hit	Hit	Parry
6	-	10	10	11	Claws	-	-	-	-	-	-	3D+5	-

CHOOSE WEAPONS OR ROLL D12 FOR EACH HYBRID'S ARMAMENT

[illegible]

1 CHAOS SPACE MARINE COMMANDER WITH BOLTER

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo	Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT		
			Exposed	In Cover				Rge	Hit	Rge	Hit	Hit	Parry	
4	-	11	9	10	Bolter		U	-	12	1D+1	24	1D+3	1D+4	-

3 CHAOS SPACE MARINES WITH BOLTER

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo	Target	SNAP FIRE		AIMED FIRE		CLOSE COMBAT	
			Exposed	In Cover				Rge	Hit	Rge	Hit	Hit	Parry
4	-	10	9	10	Bolter	U	-	12	1D+1	24	1D+3	1D+3	-

1 CHAOS SPACE MARINE WITH MISSILE LAUNCHER

Speed	Man.	Reaction	ARMOUR		Weapons	Ammo	Target	SNAP FIRE		AIMED FIRE	CLOSE COMBAT
			Exposed	In Cover				Rge	Hit	Rge	Hit
4	U	10	9	10	Missile Launcher	3	A	-	-	U ?	1D+3 -
area effect and roll to hit depends on missile: Frag, Blind or Melto missile											