

SPACE HULK

Purging of Skaura III

Hive Gemn-Thios on Skaura III has erupted in rebellion. Reports are that the workers in the underhive have risen up against the Imperium. Inquisitor Sebastian Frost has seen this before; a Genestealer Cult uprising and the opening volley of a Tyranid invasion. Enlisting the help of the Deathwatch along with other Astartes Chapters in the area, Frost is in a race against time to purge the infestation before it is too late for the Hive and the planet...

Objectives:

Marine Players

The Marines have 10 turns to retake the base and stop the Genestealer cult's Psychic Scream.

Disrupt the communication arrays (3vp each) - The Deathwatch squads on the upper level can reach the two communication control rooms to disrupt the use of the Hive's communication array which will delay the Psychic Scream. To disrupt the communications array, a Marine must enter the control room and spend **2** APs standing in front of the control panel. Each communication system disrupted gives an additional **2** turns before the Genestealers can initiate the Psychic Scream.

Open the reactor blast doors (1vp each) - The blast doors securing Cult lair area require **3** APs to open.

Stop the Psychic Scream (15 vp) - Destroy the Cult Totem by doing 6 damage to it. Shooting attacks will damage the totem as a Purestrain Genestealer, Close Combat attacks on cause damage 4+

Genestealer Player

Prevent the marines from reaching the Patriarch and kill as many Marines as possible. Stealer players get **1** VP per Marine killed.

Special Rules:

Entry points

Marine player can seal entry points, except those marked as unsealable.

Bulkheads and Blast Doors

The bulkheads require 2 APs to open. The blast doors require 3 APs to open. Once open the bulkheads and blast doors cannot be shut again.

Marine Armor Saves

When a Marine is hit by a ranged attack they make an **armor save roll** to determine if the attack causes a wound. Base save for **Terminator Armor is 2+**, **Power Armor 3+**. This can be modified by the weapon or psychic attack type.

Genestealer Setup:

Starting Blip Pool (Turns 1 -5)

3 - 1S
6 - 2S
2 each - A,B,C,H
1 each - J

Reinforcement Blips (Turns 6 -12)

Add to the pool before turn 6

6 - 3S

Start with six blips deployed on the map (2 for each half). They can be placed in any of the rooms.

Reinforcements

6 reinforcement blips per turn. 1 blip must be deployed against each squad.

Only one blip can be deployed at an entry point each turn.

If a marine squad is wiped out that side drops by 1 blips per turn reinforcement.

Genestealer Rules

This scenario is configured to support two Genestealer players. Each Genestealer player plays against three of the Marine players on one half of the board.

Genestealer Forces

Genestealer Forces		
Model	Assault Dice	Notes
Genestealer	3D6	-
Hybrid	2D6-1	-
Hybrid Brute	2D6+1	-
Magus	1D6-1	Psyker
Patriarch	3D6	Might Blow, Hard to Kill, Psyker

Mighty Blow – add the high and low dice to determine close assault value
Hard to Kill – requires two kill results to defeat with shooting attack

Hybrid Shooting

WEAPON	RANGE	EFFECT	DICE								
				OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	SAVE Mod	TERMINATOR	POWER ARMOR	
Las Pistol	UL / 12	T	1	N	N	Y	1	0	6	6	
Mining Laser	8	T	1	N	N	N	2	-2	6	6	

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill

Shooting

WEAPON	RANGE	EFFECT	DICE										
				OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	HYBRID BRUTE	HYBRID	MAGUS	PATRIARCH	DOOR
Bolter	UL / 12	T	1	Y	Y	Y	1	6	6	4	4	-	6
Storm Bolter	UL / 12	T	2	Y	Y	Y	1	6	6	4	4	-	6
Heavy Flamer	12	T	1	N	N	N	2	2	2	2	2	6*	---
Melta Gun	3	T	1	N	N	Y	1	2	2	2	2	5**	2
Assault Cannon													
Burst	UL / 12	T	3	Y	Y	Y	1	5	5	3	3	5*	5
Full Auto	UL	FA	3	N	N	N	2	4	4	2	2	4*	4
Grenades													
Krak	2-3	T	1	N	N	N	2	3	3	2	2	-	3
Frag	2-3	A	1	N	N	N	2	5	5	3	3	-	-
Cyclone Missile Launcher													
Krak	UL	T	2	N	N	N	1	3	3	2	2	5**	3
Frag	UL	A	2	N	N	N	1	5	5	3	3	-	-

Legend for Genestealer Blips

All Number Blips (1,2,3,4,5,6) = # of Purestrain Genestealers

A = 3 Hybrid

B = 4 Hybrid

C = 5 Hybrids

H = 2 Brute Hybrids

J = 1 Hybrid w/mining laser

Genestealer Random Psychic Forces

At the end of the Genestealer turn Roll d6 for each board section. On a roll of a 6 a Psychic force has manifested. Roll on the table below. The effects stay in play until the end of the next Genestealer turn.

- 1 - Miasma - Place a miasma marker anywhere on the section at least 1 space (not adjacent) away from a marine. Blocks LOS but not movement.
- 2 - Jinx - Place a Jinx marker anywhere on the section at least 1 space (not adjacent) away from a marine. On that square and all adjacent spaces (3x3 area) no weapons will function and doors are jammed.
- 3 - Switch - Open or Close d3 Doors in the section.
- 4 - Teleport - Move a Genestealer blip or d3 models up to 6 spaces
- 5 - Control - Move any model 3AP
- 6 - Players choice

Patriarch

The Patriarch can cast one of the following Psychic Powers a turn

Aura - Range: Self - Ignore 1 kill results

Miasma - Range: 8 - Blocks LOS but not movement in a single space

Summon - Teleport one blip or d3 models to spaces adjacent Patriarch

Hellfire - Range: 8 LOS/3x3 Area/Hit on: 3+/ Save Mod: 0

Lightning Arc - Range: 8 Blind/3 targets/Hit on: 4+/Save Mod: 0

Magus

The Magus can cast 2 Psychic Powers a turn. The powers must be different.

Teleport - Range: Self - move up to 8 spaces ignoring doors, elevators, bulkheads & blast doors

Aura - Range: Self - Ignore 1 kill results

Miasma - Range: 8/Blind - Blocks LOS but not movement in a single space

Summon - Teleport one blip or d3 models to spaces adjacent Patriarch

Hellfire - Range:8 LOS/3x3 Area/Hit on: 3+/ Save Mod: 0

Lightning Arc - Range:8 Blind/3 targets/Hit on: 4+/Save Mod: 0

Squad I – Blood Angels

Captain w/Storm Bolter, Power Sword
 Sergeant w/Storm Bolter and Power Fist
 Marine w/Heavy Flamer and Power Fist
 Marine w/Assault Cannon and Power Fist
 Marine w/Storm Bolter and Power Fist

Flamer Ammunition									
1	2	3	4	5	6	7	8	9	10

Assault Cannon Ammunition									
1	2	3	4	5	6	7	8	9	10

Close Assault		
Model	Assault Dice	Notes
Captain w/Power Sword	1D6+2	Parry
Sergeant w/Power Fist	1D6+1	-
Marine w/Power Fist	1D6	-
Genestealer	3D6	-
Hybrid	2D6-2	-
Hybrid Brute	2D6+1	-
Magus	1D6-1	Aura
Patriarch	3D6	Might Blow

Parry - May have opponent reroll one of their close assault dice
 Mighty Blow – add the high and low dice to determine close assault value
 Aura - ignore first kill result of turn



Action Points			
Space Marines & Hybrids: 4 AP			
Genestealers & Blips: 6 AP			
Action	Marine	Stealer	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90°	1*	1**	-
Turn 180°	2	1	-
Fire storm bolter or assault cannon	1	-	-
Set overwatch/guard ¹	2	-	-
Clear jammed storm bolter	1	-	-
Fire heavy flamer	2	-	-
Close assault	1	1	-
Open/close door	1	1	1

* Marine may fire a storm bolter or assault cannon as part of the same action, at no AP cost.
 **Genestealer may turn 90° as part of the same action, at no AP cost.
¹ Guard allows Marine to reroll close assault dice

Shooting													
WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	HYBRID BRUTE	HYBRID	MAGUS	PATRIARCH	DOOR
				Storm Bolter	UL / 12	T	2	Y	Y	Y	1	6	6
Heavy Flamer	12	T	1	N	N	N	2	2	2	2	2	6*	---
Assault Cannon													
Burst	UL / 12	T	3	Y	Y	Y	1	5	5	3	3	5*	5
Full Auto	UL	FA	3	N	N	N	2	4	4	2	2	4*	4

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill **=ignores HtK

Squad II – Deathwatch Terminator Squad

Sergeant w/Storm Bolter and Power Sword

Marine w/Assault Cannon and Power Fist

Marine w/ Cyclone Missile Launcher, Storm Bolter and Power Fist

Marine w/Storm Bolter and Power Fist

Marine w/Storm Bolter and Power Fist

Flamer Ammunition									
1	2	3	4	5	6	7	8	9	10

Cyclone Warheads					
1	2	3	4	5	6

Action Points			
Space Marines & Hybrids: 4 AP			
Genestealers & Blips: 6 AP			
Action	Marine	Stealer	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90°	1*	1**	-
Turn 180°	2*	1	-
Fire storm bolter or assault cannon	1	-	-
Fire missile launcher	1	-	-
Clear jammed storm bolter	1	-	-
Set over watch/guard ¹	2	-	-
Close assault	1	1	-
Open/close door	1	1	1
* Marine may fire a storm bolter or assault cannon as part of the same action, at no AP cost.			
**Genestealer may turn 90° as part of the same action, at no AP cost.			
¹ Guard allows Marine to reroll close assault dice			

Close Assault		
Model	Assault Dice	Notes
DW Sergeant w/Power Sword	1D6+2	Parry
DW Terminator w/Power Fist	1D6+2	-
Genestealer	3D6	-
Hybrid	2D6-2	-
Hybrid Brute	2D6+1	-
Magus	1D6-1	Aura
Patriarch	3D6	Might Blow
Parry - May have opponent reroll one of their close assault dice		
Mighty Blow – add the high and low dice to determine close assault value		
Aura - ignore first kill result of turn		



Shooting													
WEAPON	RANGE	EFFECT	DICE	OVERWATCH	MOVE AND FIRE	AP to FIRE	GENESTEALER	HYBRID BRUTE	HYBRID	MAGUS	PATRIARCH	DOOR	
Storm Bolter	UL / 12	T	2	Y	Y	Y	1	6	6	4	4	-	6
Heavy Flamer	12	T	1	N	N	N	2	2	2	2	2	6*	---
Assault Cannon													
Burst	UL / 12	T	3	Y	Y	Y	1	5	5	3	3	5*	5
Full Auto	UL	FA	3	N	N	N	2	4	4	2	2	4*	4
Cyclone Missile Launcher													
Krak	UL	T	2	N	N	N	1	3	3	2	2	5*	3
Frag	UL	A	2	N	N	N	1	5	5	3	3	-	-

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill

Squad III – Dark Angels Deathwing

Captain w/Storm Bolter and Power Sword

Sergeant w/Storm Bolter and Power Fist

Marine w/Heavy Flamer and Power Fist

Marine w/Cyclone Missile Launcher, Storm Bolter and Power Fist

Marine w/Storm Bolter and Power Fist

Flamer Ammunition									
1	2	3	4	5	6	7	8	9	10

Cyclone Warheads					
1	2	3	4	5	6

Action Points			
Space Marines & Hybrids: 4 AP			
Genestealers & Blips: 6 AP			
Action	Marine	Stealer	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90°	1*	1**	-
Turn 180°	2*	1	-
Fire storm bolter or missile launcher	1	-	-
Fire heavy flamer	2	-	-
Clear jammed storm bolter	1	-	-
Set over watch/guard ¹	2	-	-
Close assault	1	1	-
Open/close door	1	1	1
* Marine may fire a storm bolter or assault cannon as part of the same action, at no AP cost.			
**Genestealer may turn 90° as part of the same action, at no AP cost.			
¹ Guard allows Marine to reroll close assault dice			

Close Assault		
Model	Assault Dice	Notes
Captain w/Power Sword	1D6+2	Parry
Sergeant w/Power Fist	1D6+1	-
Marine w/Power Fist	1D6	-
Genestealer	3D6	-
Hybrid	2D6-2	-
Hybrid Brute	2D6+1	-
Magus	1D6-1	Aura
Patriarch	3D6	Might Blow
Parry - May have opponent reroll one of their close assault dice		
Mighty Blow – add the high and low dice to determine close assault value		
Aura - ignore first kill result of turn		



Shooting													
WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP TO FIRE	GENESTEALER	HYBRID BRUTE	HYBRID	MAGUS	PATRIARCH	DOOR
Storm Bolter	UL / 12	T	2	Y	Y	Y	1	6	6	4	4	-	6
Heavy Flamer	12	T	1	N	N	N	2	2	2	2	2	6*	---
Cyclone Missile Launcher													
Krak	UL	T	2	N	N	N	1	3	3	2	2	5**	3
Frag	UL	A	2	N	N	N	1	5	5	3	3	-	-

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill **=ignores HtK

Squad IV – Ultramarine Chaplain

Chaplain w/Storm Bolter, Crozius Arcanum, Inspiration and Feel No Pain

Inspiration: +1 close combat to other marines within 3 squares

Feel No Pain: ignores wound on 4+

Marine w/Heavy Flamer and Power Fist

Marine w/Assault Cannon and Power Fist

Marine w/Storm Bolter and Power Fist

Marine w/Storm Bolter and Power Fist

Flamer Ammunition

1	2	3	4	5	6	7	8	9	10
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Assault Cannon Ammunition

1	2	3	4	5	6	7	8	9	10
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Close Assault

Model	Assault Dice	Notes
Marine w/Power Fist	1D6	-
Chaplain w/Crozius Arcanum	2D6+2	-
Genestealer	3D6	-
Hybrid	2D6-2	-
Hybrid Brute	2D6+1	-
Magus	1D6-1	Aura
Patriarch	3D6	Might Blow
Parry - May have opponent reroll one of their close assault dice		
Mighty Blow – add the high and low dice to determine close assault value		
Aura - ignore first kill result of turn		



Action Points

Space Marines & Hybrids: 4 AP

Genestealers & Blips: 6 AP

Action	Marine	Stealer	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90°	1*	1**	-
Turn 180°	2*	1	-
Fire storm bolter or assault cannon	1	-	-
Fire heavy flamer	2	-	-
Clear jammed storm bolter	1	-	-
Set over watch/guard ¹	2	-	-
Close assault	1	1	-
Open/close door	1	1	1

* Marine may fire a storm bolter or assault cannon as part of the same action, at no AP cost.

**Genestealer may turn 90° as part of the same action, at no AP cost.

¹ Guard allows Marine to reroll close assault dice

Shooting

WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	HYBRID BRUTE	HYBRID	MAGUS	PATRIARCH	DOOR
				Y	N	Y	Y	1	6	6	4	4	-
Storm Bolter	UL / 12	T	2	Y	Y	Y	1	6	6	4	4	-	6
Heavy Flamer	12	T	1	N	N	N	2	2	2	2	2	6*	---
Assault Cannon													
Burst	UL / 12	T	3	Y	Y	Y	1	5	5	3	3	5*	5
Full Auto	UL	FA	3	N	N	N	2	4	4	2	2	4*	4

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill **=ignores HTK

Squad IIIA – Dark Angel Deathwing

Captain w/Storm Bolter and Power Sword

Sergeant w/Storm Bolter and Power Fist

Marine w/Heavy Flamer and Power Fist

Marine w/Assault Cannon and Power Fist

Marine w/Storm Bolter and Power Fist

Flamer Ammunition									
1	2	3	4	5	6	7	8	9	10

Assault Cannon Ammunition									
1	2	3	4	5	6	7	8	9	10

Close Assault		
Model	Assault Dice	Notes
Captain w/Power Sword	1D6+2	Parry
Sergeant w/Power Fist	1D6+1	-
Marine w/Power Fist	1D6	-
Genestealer	3D6	-
Hybrid	2D6-2	-
Hybrid Brute	2D6+1	-
Magus	1D6-1	Aura
Patriarch	3D6	Might Blow
Parry - May have opponent reroll one of their close assault dice		
Mighty Blow – add the high and low dice to determine close assault value		
Aura - ignore first kill result of turn		



Action Points			
Space Marines & Hybrids: 4 AP			
Genestealers & Blips: 6 AP			
Action	Marine	Stealer	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90°	1*	1**	-
Turn 180°	2*	1	-
Fire storm bolter or missile launcher	1	-	-
Fire heavy flamer	2	-	-
Clear jammed storm bolter	1	-	-
Set over watch/guard ¹	2	-	-
Close assault	1	1	-
Open/close door	1	1	1
* Marine may fire a storm bolter or assault cannon as part of the same action, at no AP cost.			
**Genestealer may turn 90° as part of the same action, at no AP cost.			
¹ Guard allows Marine to reroll close assault dice			

Shooting													
WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	HYBRID BRUTE	HYBRID	MAGUS	PATRIARCH	DOOR
				Storm Bolter	UL / 12	T	2	Y	Y	Y	1	6	6
Heavy Flamer	12	T	1	N	N	N	2	2	2	2	2	6*	---
Assault Cannon													
Burst	UL / 12	T	3	Y	Y	Y	1	5	5	3	3	5*	5
Full Auto	UL	FA	3	N	N	N	2	4	4	2	2	4*	4

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill **=ignores HtK

Squad U – Inquisitor and Deathwatch

Inquisitor w/Storm Bolter, Digital Weapon, Power Sword, Grenade Launcher and “Look Out Sir”

Digital Weapon: allows one las shot before CC

“Look Out Sir”: apply wound to adjacent model instead of Frost

Terminator Marine w/Heavy Flamer, Melta Gun and Power Fist

Power Armor Marine w/Bolter, Frag and Krak Grenades and Power Fist

Power Armor Marine w/Bolter, Frag and Krak Grenades and Lightning Claw

Power Armor Marine w/Bolter Frag and Krak Grenades and Power Swords

Power Armor Marine w/Bolter Frag and Krak Grenades and Power Axe

Flamer Ammunition									
1	2	3	4	5	6	7	8	9	10

Grenade Launcher Ammunition					
1	2	3	4	5	6

Close Assault		
Model	Assault Dice	Notes
Inquisitor Frost	1D6+2	Parry, Digital Weapon
DW Terminator w/ Power Fist	1D6+2	-
Deathwatch w/ Power Fist	1D6+1	-
Deathwatch w/ Lightning Claw	1D6+1	-
Deathwatch w/ Power Axe	1D6+1	-
Deathwatch w/2x Power Sword	1D6+1	Parry x2
Genestealer	3D6	-
Hybrid	2D6-2	-
Hybrid Brute	2D6+1	-
Magus	1D6-1	Aura
Patriarch	3D6	Might Blow
Parry - May have opponent reroll one of their close assault dice		
Mighty Blow – add the high and low dice to determine close assault value		
Aura - ignore first kill result of turn		

Action Points				
Space Marines & Hybrids: 4 AP				
Genestealers & Blips: 6 AP				
Action	Terminator	Power	Stealer	Blip
Move forwards 1 square	1*	1 ^T	1 ^T	1
Move backwards 1 square	2*	2 ^T	2 ^T	1
Move sideways 1 square	-	-	1 ^T	1
Turn 90°	1*	Free ^T	1 ^T	-
Turn 180°	2*	1*	1	-
Fire bolter or storm bolter	1	1	-	-
Fire heavy flamer	2	2	-	-
Clear jammed storm bolter	1	1	-	-
Set overwatch/guard ¹	2	2	-	-
Close assault	1	1	1	-
Open/close door	1	1	1	1

* Marine may fire a storm bolter or assault cannon as part of the same action, at no AP cost.
^Tmay turn 90° as part of a move action, at no AP cost.
¹ Guard allows Marine to reroll close assault dice

Shooting														
WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	HYBRID BRUTE	HYBRID	MAGUS	PATRIARCH	DOOR	
				Bolter	UL / 12	T	1	Y	Y	Y	1	6	6	4
Storm Bolter	UL / 12	T	2	Y	Y	Y	1	6	6	4	4	-	6	
Heavy Flamer	12	T	1	N	N	N	2	2	2	2	2	6*	---	
Melta Gun	3	T	1	N	N	Y	1	2	3	2	2	5**	2	
Grenade Launcher - Plasma	8	A	1	N	N	Y	1	4	4	2	2	6**	5	
Digital Weapon	-	T	1	-	-	-	-	5	5	3	3	---	--	
Grenades														
Krak	2-3	T	1	N	N	N	2	3	3	2	4	6**	3	
Frag	2-3	A	1	N	N	N	2	5	5	3	5	-	-	

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Squad VI – Black Templar

Captain w/Storm Bolter and Two Power Swords

Sergeant w/Storm Bolter, Power Sword and Storm Shield

Marine w/Heavy Flamer

Marine w/Storm Bolter, Power Fist and Storm Shield

Marine w/Storm Bolter, Power Fist and Storm Shield

Flamer Ammunition									
1	2	3	4	5	6	7	8	9	10

Action Points			
Space Marines & Hybrids: 4 AP			
Genestealers & Blips: 6 AP			
Action	Marine	Stealer	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90°	1*	1**	-
Turn 180°	2*	1	-
Fire storm bolter or assault cannon	1	-	-
Fire heavy flamer	2	-	-
Clear jammed storm bolter	1	-	-
Set over watch/guard ¹	2	-	-
Close assault	1	1	-
Open/close door	1	1	1
* Marine may fire a storm bolter or assault cannon as part of the same action, at no AP cost.			
**Genestealer may turn 90° as part of the same action, at no AP cost.			
¹ Guard allows Marine to reroll close assault dice			

Close Assault		
Model	Assault Dice	Notes
Captain w/Power Sword x2	1D6+2	Parry x2
Sergeant w/Power Sword & Storm Shield	1D6+1	Parry
Marine w/Power Fist & Storm Shield	1D6	-
Genestealer	3D6	-
Hybrid	2D6-2	-
Hybrid Brute	2D6+1	-
Magus	1D6-1	Aura
Patriarch	3D6	Might Blow
Parry - May have opponent reroll one of their close assault dice		
Mighty Blow – add the high and low dice to determine close assault value		
Aura - ignore first kill result of turn		
Storm Shield - opponent rolls 1 less die		



Shooting													
WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	HYBRID BRUTE	HYBRID	MAGUS	PATRIARCH	DOOR
				Storm Bolter	UL / 12	T	2	Y	Y	Y	1	6	6
Heavy Flamer	12	T	1	N	N	N	2	2	2	2	2	6*	--

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill **=ignores HtK