SPACE HULB

THE PURGING OF SKAURA III

Hive City 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 city and the planet...

Objectives:

Marine Players

The Marines have **11 turns** to retake the base and stop the Genestealer Cult's Psychic Scream.

Disrupt the Communication System_- The Deathwatch squads on the upper levels can reach the two communication control rooms to disrupt the use of the Hive's communication systems to strengthen the Psychic Scream. To disrupt the communications system, a Marine must enter the control room and spend **2** APs standing in front of the control panel. <u>Each communication system disrupted reduces the damage needed to disable the Cult Transmitter by **2**.</u>

Disable the Plasma Regulators_- The four squads on the lower level can reach the rooms containing the Plasma Regulators which are being used to enhance the power of the Psychic Scream. To disable the Plasma Regulator, a Marine must cause 4 hits of damage on it. Shooting attacks will damage the Regulator as a Purestrain Genestealer, Close Combat attacks on cause damage on 4+. <u>Each Regulator destroyed gives one additional turn</u> before the Cult can initiate the Psychic Scream. **CAUTION** Plasma Regulator will explode on 5+ when it takes the final damage point. All models adjacent take a hit at -4 save.

Stop the Psychic Beacon - Destroy the Cult Transmitter by doing **12** damage to it. Shooting attacks will damage the transmitter as a Purestrain Stealer, Close Combat attacks cause damage on 4+

Genestealer Cult Player

Prevent the marines from reaching the transmitter in time and kill as many Marines as possible.

Special Rules:

Entry points

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

Lifts

A Marine or Hybrid can command the lift up or down for **I AP**. Genestealers and Blips can climb up or down the lift for **2AP**.

Bulkheads and Blast Doors

The bulkheads and blast doors require 2 APs to open. Once open the bulkheads and blast doors cannot be shut again. *These are the large doors that enter the central room structure*

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 is 3+**. This can be modified by the weapon or psychic attack type.

GENESTEALER CULT RULES

Action	Patriarch	Magus	All other Hybrids
Move forward 1 square	1	1	1
Move backward 1 square	2	2	2
Move sideways 1 square	2	1	1
Turn 90 degrees	1	1	1
Turn 180 degrees	2	1	2
Fire Cult Rifle or Cult Pistol	-	-	2
Fire Special Weapon	-	-	2
Fire Heavy Weapon	-	-	3
Clear overload weapon	-	-	4
Close Assault	1	1	1
Open/close door	1	1	1
Psionic Blast	2	3	-
Telepathic Summons	4	6	-
Miasma	2	3	-
Hellfire	3	4	-
Lightning Arc	3	4	-
Telport	-	3	

SHOOTING TA	ABLE		17年18日	
Weapon	Range	Dice	Hit	Notes
Cult Pistol	6	1D6	6+	-
Cult Rifle	Unlimited	1D6	6+	-
Special Weapon	12	1D6	6+	-1 Save
Heavy Weapon	Unlimited	1D6	6+	-2 Save
Psionic Blast	12	1D6	5+	-2 Save
Hellfire	8	1D6	4+	-1 Save, Area Effect
Lightning Arc	8	1D6	5+	No LOS, 3 Targets
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2010	CLOSE ASSA	ULT TABLE	
	Model	Assault Dice	Notes
Ì	Genestealer	3D6	-
	Hybrid	2D6-1	-
	Aberrant	2D6+1	-
	Magus	1D6+2	-
	Abomanant	3D6	Might Blow
	Sanctus	2d6+2	-
1	<u>Primus</u>	2d6+1	Parry
	Locus	2D6+2	
k	Patriarch	3D6	Might Blow
	Mighty Blow – a	dd high and low dice t	o determine close assault value

Special Rules

Patriarch - Hard to Kill and Mighty Blow

Magus - Hard to Kill ability

Aberrants - Tough - may force Marines to re-roll highest die when targeted

Abomanant – Hard to Kill and Mighty Blow

<u>Primus</u> – **Parry** and **Hard to Kill**

Locus – Unquestioning Loyalty – A kill on the Patriarch can instead be taken on the Locus if within 2

Sanctus – Deploys via Assault Blip – 4+ the blip is a Sanctus (there is only one)

Other Psychic Powers

Miasma – Range: 8/No LOS/Not Adjacent - Blocks LOS but not movement in a single space

Telepathic Summons – The Genestealer Cult player takes a reinforcement blip from the top of the stack, looks at it and places it outside an entry point, as though it were the Reinforcement phase. The blip cannot enter play this turn

Teleport – Range: Self – move up to 8 spaces ignoring doors, elevators, bulkheads and blast doors

3/21/2022 11:16

Legend for Genestealer Cult Blips

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

A = 3 Hybrids w/cult pistols

B = 4 Hybrids w/cult pistols

C = 5 Hybrids w/cult pistols

H = 2 Aberrants + 1 Hybrid w/cult pistol

J = 1 Hybrid w/Heavy Weapon + 2 Hybrids w/cult pistols

Special Reinforcements

<u>Plasma Regulator Rooms</u> – once a Marine model reaches within 6 squares outside the Plasma Regulator room – place a marker on the platform of the regulator. When a marine enters the room reveal 2 Hybrids with special (or heavy) weapons. On the platform these Hybrids are Hard-to-Kill. Also seed the room with one of the HQ blips randomly (D = Magus, E = Primus, or E = Primus)

<u>Core Room</u> - Once squads have entered the Plasma Regulator or Communication Room, seeds the core room with 3 extra blips. The Patriarch and Locus are now active!

Genestealer Cult Setup:

Starting Blip Pool (Turns 1 -5)

3 - 1S/2S/3S

2 each - A,B,C,H

1 each - J

Reinforcement Blips (Turns 6 -12) **Add to the pool before turn6**

6 - 3s

Start with six blips deployed on the map (3 for each half). They can be placed in any of the rooms (except elevator).

Randomly place D, E, F blips in each of the Plasma Generator & Communication System 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.

SQUAD I – BLOOD ANGELS

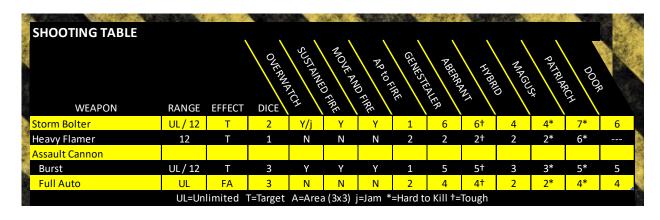
Captain w/Storm Bolter, Power Sword Sergeant w/Storm Bolter and Power Fist Marine w/Heavy Flamer and Power Fist Marine w/Assault Cannon and Power Fist Marine w/Storm Bolter and Power Fist



Action	Terminator
Move forward 1 square	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter	1
Fire heavy flamer	2
Set overwatch/guard ¹	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1

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	2D6-1	-
Aberrant	2D6+1	-
Magus	1D6+2	-
Patriarch	3D6	Might Blow

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SQUAD II – DEATHWATCH TERMINATORS

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

Assau	ılt Canı	non An	nmuni	tion	CANCA	1			57500	報 湯 湯	Cyclo	ne Am	muniti	on		4 1
1	2	3	4	5	6	7	8	9	10		1	2	3	4	5	6
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Action	Terminator
Move forward 1 square	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter or assault cannon	1
Fire missle launcher	1
Fire heavy flamer	2
Set overwatch/guard ¹	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1
* May fire a bolter, storm bolter or assault the same action, at no AP cost.	cannon as part of



CLOSE ASSAULT TAB	La	No.	
Model	Assault Dice	Notes	
DW Sgt. w/Power Sword	1D6+2	Parry	
DW Marine w/Power Fist	1D6+1	-	Ų
Genestealer	3D6	-	i.
Hybrid	2D6-1		
Aberrant	2D6+1	-	d
Magus	1D6+2	-	
Patriarch Patriarch	3D6	Might Blow	
Parry - May have opponent re	roll one of their close	assault dice	Š.

Mighty Blow – add the high and low dice to determine close assault value

SHOOTING TABLE		No.	OVERNAT	SUSTAME	MOVEAN	PS 10 FIR	GENESTE	ABERKY	Harr	MAG	PATRIA	DOO!	
WEAPON	RANGE	EFFECT	DICE \		E.	1	<u> </u>	7					
Storm Bolter	UL / 12	Т	2	Y/j	Υ	Υ	1	6	6†	4	4*	7*	6
Heavy Flamer	12	T	1	N	N	N	2	2	2†	2	2*	6*	
Assault Cannon													
Burst	UL / 12	Т	3	Υ	Υ	Υ	1	5	5†	3	3*	5*	5
Full Auto	UL	LOS	3	N	N	N	2	4	4†	2	2*	4*	4
Cyclone Missile Launcher													
Krak	UL	Т	2	N	N	N	1	3	3†	2	3*	5*	3
Frag	UL	Α	2	N	N	N	1	5	5†	3	5*	-	- 6
VIII DA	UL=Un	limited	T=Target	A=Area	a (3x3) j	=Jam *	=Hard to	o Kill †=	Tough		M. 188 4	1	

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

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のは他	1	2	3	4	5	6	7	8	9	10
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Cyclor	ne Ami	muniti	on			
1	2	3	4	5	6	R. July

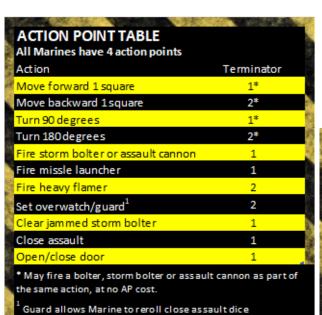
ACTION POINT TABLE	
All Marines have 4 action points	
Action	Terminator
Move forward 1 square	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter or assault cannon	1
Fire missle launcher	1
Fire heavy flamer	2
Set overwatch/guard¹	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1
* May fire a bolter, storm bolter or assa the same action, at no AP cost.	ault cannon as part of
Guard allows Marine to reroll close a	ssault dice

CLOSE ASSAULT TABLE		
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	2D6-1	-
Aberrant	2D6+1	-
Magus	1D6+2	-
Patriarch	3D6	Might Blow
Parry - May have opponent reroll one of the	heir close assault dice	
Mighty Blow - add the high and low dice t	o determine close assau	lt value

SHOOTING TABLE WEAPON	RANGE	EFFECT	OVERNAL	SUSTAME	MOVEAN	AR to V	GENESTE	ABERRY	HAR	MAG	PATRIA	DOO!	
Storm Bolter	UL / 12	Т	2	Y/j	Υ	Υ	1	6	6†	4	4*	7*	6
Heavy Flamer	12	Т	1	N	N	N	2	2	2†	2	2*	6*	
Assault Cannon													
Burst	UL / 12	Т	3	Υ	Υ	Υ	1	5	5†	3	3*	5*	5
Full Auto	UL	LOS	3	N	N	N	2	4	4†	2	2*	4*	4
Cyclone Missile Launcher													
Krak	UL	Т	2	N	N	N	1	3	3†	2	3*	5*	3
Frag	UL	Α	2	N	N	N	1	5	5†	3	5*	-	- ,
	UL=Un	limited	T=Target	A=Area	(3x3)	j=Jam *	=Hard to	Kill †=	Tough				

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





CLOSE ASSAULT TABLE		CHARTEN A
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	2D6-1	-
Aberrant	2D6+1	
Magus	1D6+2	-
Patriarch	3D6	Might Blow
Parry - May have opponent reroll one of t	heir close assault dice	

Mighty Blow – add the high and low dice to determine close assault value

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1	2	3	4	5	6	7	8	9	10			
2	1			1	STATE OF THE STATE	- Add						
Assault Cannon Ammunition												
Assau	ılt Can	non Aı	mmun	ition	SERVICE	42.6			273			
Assau 1	ult Can	non Ai	mmun 4	ition 5	6	7	8	9	10			

SHOOTING TABLE		***	OVERWAY	SUSTAINE	MOVEAM	AP to FI	GENESIC	ABERRY	HARK	MAG	PATRIA	DOO"	
WEAPON	RANGE	EFFECT	DICE	T	RE	RE	,	CS		_ \	. \		
Storm Bolter	UL / 12	T	2	Y/j	Υ	Υ	1	6	6†	4	4*	7*	6
Heavy Flamer	12	T	1	N	N	N	2	2	2†	2	2*	6*	
Assault Cannon													
Burst	UL / 12	T	3	Υ	Υ	Υ	1	5	5†	3	3*	5*	5
Full Auto	UL	LOS	3	N	N	N	2	4	4†	2	2*	4*	4
Cyclone Missile Launcher													
Krak	UL	Т	2	N	N	N	1	3	3†	2	3*	5*	3
Frag	UL	Α	2	N	N	N	1	5	5†	3	5*		
	UL=Un	limited	T=Target	A=Area	a (3x3)	j=Jam *	=Hard to	o Kill †=	Tough		100 mg 4	THE STREET	

SQUAD IV - ULTRAMARINE CHAPLAIN

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

Inspiration: +1 clos

+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

Notes
-
-
-
-
-
-
Might Blow
ie close assault value

	ACTION POINT TABLE All Marines have 4 action points		-
	Action	Terminator	
	Move forward 1 square	1*	H
4	Move backward 1 square	2*	
Š	Turn 90 degrees	1*	
ě	Turn 180 degrees	2*	97
	Fire storm bolter or assault cannon	1	82
h	Fire missle launcher	1	8
	Fire heavy flamer	2	
380	Set overwatch/guard ¹	2	
ě	Clear jammed storm bolter	1	b.
ľ	Close assault	1	
	Open/close door	1	
	 May fire a bolter, storm bolter or assault the same action, at no AP cost. 	cannon as part of	
ž	1 Guard allows Marine to reroll close assa	ultdice	

Flame	er Amn	nunitio	n					2150, 100	
1	2	3	4	5	6	7	80	9	10
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Assau	ılt Canı	non An	nmuni	tion					
1	2	3	4	5	6	7	8	9	10
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SHOOTING TABLE WEAPON	RANGE	EFFECT	OVERWAY	SUSTAME	MOVEAN	AR 10 FIRE	GENESTE	ABERRA	HABA	MAG	PATRIA	DOO"	
Storm Bolter	UL / 12	Т	2	Y/j	γ.	γ.	1	6	6†	4	4*	7*	6
Heavy Flamer	12	Т	1	N	N	N	2	2	2†	2	2*	6*	
Assault Cannon	12			- 1	- '`	- 1			21				8
Burst	UL / 12	Т	3	Υ	Υ	Υ	1	5	5†	3	3*	5*	5
Full Auto	UL	LOS	3	N	N	N	2	4	4†	2	2*	4*	4
Cyclone Missile Launcher													
Krak	UL	Т	2	N	N	N	1	3	3†	2	3*	5*	3
Frag	UL	А	2	N	N	N	1	5	5†	3	5*	-	- ,
	UL=Un	limited 1	T=Target	A=Area	(3x3)	j=Jam *	=Hard to	Kill †=	Tough				
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SQUAD V - 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 and swap locations

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

Grenades	1	2	3	4
Grenades	1	2	3	4
Grenades	1	2	3	4
Grenades	1	2	3	4

Flame	Flamer Ammunition												
1	2	3	4	5	6	7	8	9	10				
3 TE / WEST			N. Horsey		2.79%	S 12 25 3	V NEW LIST	79627	AL 435000				

Grena	de Lau	ıncher	Ammı	ınition	
1	2	3	4	5	6

All Marines have 4 action poi		
Action	Terminator	Power
Move forward 1 square	1*	1 [™]
Move backward 1 square	2*	2 ^{T*}
Turn 90 degrees	2*	1*
Turn 180 degrees	2	1
Fire bolter	1	1
Fire melta gun	1	1
Fire heavy flamer	2	-
Set overwatch/guard ¹	2	2
Clear jammed storm bolter	1	-
Throw grenade		2
Close assault	1	1
Open/close door	1	1
* May fire a bolter, storm bolter	or assault cannon a	as part of the
same action, at no AP cost.		
[™] May turn 90º as part of the sam	ne action, at no AP c	ost.
¹ Guard allows Marine to reroll of		

Madal	Associat Disc	Natas
Model	Assault Dice	Notes
Inquisitor Frost	1D6+2	Parry, Digital Weapon
DW Terminator w/ Power Fist	1D6+1	-
Deathwatch w/ Power Fist	1D6+1	-
Deathwatch w/ Lightning Claw	1D6+1	-
Deathwatch w/ Power Axe	1D6+1	-
Deathwatch w/ Sword x2	1D6+1	Parry x2
Genestealer	3D6	-
Hybrid	2D6-1	-
Aberrant	2D6+1	-
Magus	1D6+2	
Patriarch	3D6	Might Blow
Parry - May have opponent reroll one of the	eir close assault dice	
Mighty Blow – add the high and low dice to	determine close assault	value



SHOOTING TABLE		3. 注	OVERWAY.	SUSTAME	MOJEAN	Ro to r.	GENESTE	ABERRAL	TARAL.	MAGU	PARALA	DOOR	
WEAPON	RANGE	EFFECT	DICE \							\	\		
Bolter	UL / 12	T	1	Υ	Υ	Υ	1	6	6†	4	-	-	6
Storm Bolter	UL / 12	T	2	Y/j	Υ	Υ	1	6	6†	4	4*	7*	6
Heavy Flamer	12	Т	1	N	N	N	2	2	2†	2	2*	6*	
Melta Gun	3	T	1	Ν	Ν	Υ	1	2	3†	2	4**	5**	2
Grenade Launcher - Plasma	8	Α	1	N	N	Υ	1	4	4†	2	4**	6**	5
Digital Weapon	-	Т	1	-	-	-	-	5		3	6**		
Grenades													
Krak	2-3	Т	1	N	N	N	2	3	3†	2	5**	6**	3
Frag	2-3	А	1	N	N	N	2	5	5†	3	-	-	-
	Jnlimited	T=Target	A=Area	(3x3) j	=Jam *	=Hard to	Kill **:	ignore=	s HtK †=	Tough			
		N.				2						一	西 國族

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
-	200		200	No see		15 m	T. S. Charles	1		

ACTION POINT TABLE All Marines have 4 action points	
Action	Terminator
Move forward 1 square	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter	1
Fire heavy flamer	2
Set overwatch/guard ¹	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1
* May fire a bolter, storm bolter or assauthe same action, at no AP cost.	ult cannon as part of
¹ Guard allows Marine to reroll close as	sault dice

CLOSE ASSAULT TABLE		
Model	Assault Dice	Notes
Captain w/Power Sword x2	1D6+2	Parry x2
Sgt. Marine w/Power Sword & Storm Shield	1D6+1	Parry, SS
Marine w/Power Fist & Storm Shield	1D6	S. Shield
Genestealer	3D6	-
Hybrid	2D6-1	-
Aberrant	2D6+1	-
Magus	1D6+2	-
Patriarch	3D6	Might Blow
Parry - May have opponent reroll one of their clos	e assault dice	
Mighty Blow – add the high and low dice to detern	nine close assau	lt value
Storm Shield - opponent rolls 1 less die		
Storm Shreid - opponent rolls 1 less die	N	

SHOOTING TABLE		`	0	SUS	MOVE	7	GE	7	(\		8	_	
			OVERWY	SUSTANCE	KE PAR	PS to FIRE	GENESTE	ABERRA!	TI BAR	MAGU	PATRIA	DOOM	6
WEAPON	RANGE	EFFECT	DICE	7	RE	RE	. \	5	•		. \		
torm Bolter	UL / 12	Т	2	Y/j	Υ	Υ	1	6	6†	4	4*	7*	6
łeavy Flamer	12	T	1	Ν	Ν	Ν	2	2	2†	2	2*	6*	
Assault Cannon													
Burst	UL / 12	T	3	Υ	Υ	Υ	1	5	5†	3	3*	5*	5
Full Auto	UL	FA	3	N	N	N	2	4	4†	2	2*	4*	4
	UL=Un	limited	T=Target	A=Area	a (3x3)	i=Jam *	=Hard to	Kill †=	Tough				

SQUAD VII – FLESH TEARERS

Captain w/Combi-Plasma and Power Sword Sergeant w/Thunder Hammer and Storm Shield Or w/Lightning Claws Marine w/Heavy Flamer and Chainfist

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

Marine w/Storm Bolter, Power Fist



Flamer Ammunition										Cyclone Ammunition						
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			张振翔等		10 m	1	1		200	3	(四部) 当			1000		

Move forward 1 square	
Wiove for ward 1 3quare	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter	1
Fire heavy flamer	2
Set overwatch/guard ¹	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1
* May fire a bolter, storm bolter or assa the same action, at no AP cost.	ult cannon as part of

F-10	C. Marie Control of the Control of t		经验
	CLOSE ASSAULT TABLE		
8	Model	Assault Dice	Notes
	Captain w/Power Sword	1D6+2	Parry
	Marine w/Thunder Hammer & Storm Shield	1D6+2	Block
ż	Marine w/Power Fist	1D6	- 8
	Marine w/Lightning Claws	2d6+2	- 7
100	Genestealer	3D6	-
H	Hybrid	2D6-1	<u>-</u>
į.	Aberrant	2D6+1	-
Š	Magus	1D6+2	-
	Patriarch	3D6	Might Blow
	Parry - May have opponent reroll one of their clos	e assault dice	
	Mighty Blow – add the high and low dice to detern	nine close assau	lt value
	Block - opponent rolls 1 less die		
8			THE RESERVE OF THE PERSON OF T

SHOOTING TABLE			OVERNA	SUSTAME	MOVEANE	PS to LI	GENESTE	ABERRA	HBA	MAGU	PATRIAN	DOOM	
WEAPON	RANGE	EFFECT	DICE			10		<u> </u>					
Storm Bolter	UL / 12	T	2	Y/j	Υ	Υ	1	6	6†	4	4*	7*	6
Heavy Flamer	12	T	1	Ν	Ν	N	2	2	2†	2	2*	6*	
Combi-Plasma													
Plasma Gun	UL	T	1	Ν	Ν	Υ	1	4	4†	2	4**	6**	4
Bolter	UL / 12	Т	1	Υ	Υ	Υ	1	6	6†	4	-	-	6
Cyclone Missile Launcher													1
Krak	UL	Т	2	N	N	N	1	3	3†	2	3*	5*	3
Frag	UL	А	2	N	N	N	1	5	5†	3	5*	_	-
UL=L	Jnlimited	T=Target	A=Area	i (3x3) j	=Jam *:	=Hard to	Kill **:	ignore:	s HtK +=	Tough			
	A			。程				A			1		