ADVANCED
SPACE CRUSADE

CONTENTS

PULL-OUT SHEETS
QUICK REFERENCE SHEET
SPACE MARINE FORCE LIST
TYRANID FORCE LIST
FORCE ROSTER

ADVANCED SPACE CRUSADE

In the 41st Millennium, the rule of humanity encompasses almost the entire galaxy, a glittering circle of stars ninety thousand light years from rim to rim. This is the Imperium of Man, the largest and most populous empire of all time, an empire of more than a million worlds and untold billions of human beings. The Imperium is ruled by the ancient and immeasurably powerful Emperor. Once he was a living man, but he has long since ceased to live in any normal sense. His body is dead, yet for ten thousand years the Emperor has controlled the destiny of the Imperium, thanks to a complex life-support system which preserves his spirit. His wishes are enacted by means of the Adeptus Administratum, a colossal bureaucratic organisation based upon Earth but with the authority and means to rule the entire galaxy.

Despite the power of the Imperium, the human race remains under constant threat from the many hostile aliens which seek to destroy or enslave mankind. The enemies of humanity are strong, but man has so far proved stronger, more resourceful and ultimately more enduring. This is largely due to the armed forces of the Imperium. Human fleets travel the star clusters of the galactic core and the outer rim. Human armies wage war on planets fifty thousand light years from Earth.

Most important of all, the Space Marines stand ready to combat *any* threat to the Imperium. They are humanity's finest warriors, bio-adapted to survive on the toughest battlefields, trained as the ultimate fighting men, equipped with the most advanced power armour and the most potent armament from the weaponshops of Mars. In ten thousand years of battle, the Space Marines have served humanity well so that today, despite the relentless pressure of hostile foes, mankind thrives under the beneficent rule of the Emperor and the vigilance of the Space Marines.

Beyond the human galaxy, beyond the range of human space craft and astrotelepathy, lies the unspeakable cold void of intergalactic space. This is a realm into which few men have ventured and from which no-one has ever returned. It is the great barrier which divides galaxy from galaxy. Yet the void is not empty. Through it moves an intelligence, a great creature that is formed from countless billions of creatures, a mind that is many inter-linked minds. This entity, this race, is the **Tyranid hive mind,** and it has come from a galaxy unimaginably distant. Now its advanced forces have reached the Imperium, and the fate of mankind and every living thing in the galaxy hangs in the balance.

The Tyranids have travelled to the Imperium in a **hive fleet** consisting of a great dark swarm of many millions of individual spacecraft. Each spacecraft is a gigantic living thing, a creature fashioned from organic tissue by means of sophisticated genetic manipulation. The journey across the void has taken eons and during that time the Tyranids have slumbered in a state of frozen hibernation. As the edge of the hive fleet approached the Imperium the spacecraft stirred from sleep and their inhabitants slowly began to thaw. However, the hive fleet is so large that its trailing edge still slumbers beyond the galaxy's outer rim. The eternally slow thought processes of the hive mind are gathering pace as more Tyranids wake and recall the age-old purpose of their kind.

The Tyranid hive mind hungers for fresh genetic material, gene-stocks that can be used to create new **bio-construct** creatures and organic-machines. Their own galaxy is exhausted, its creatures long since absorbed into the hive mind, their flesh turned to machine-like purposes or discarded as useless. The Imperium with its billions of humans and countless other creatures offers the Tyranids an almost inexhaustible stock of flesh and genes which will invigorate the hive mind and enable it to embody itself in new forms.

Humanity will be absorbed, broken into strands of DNA to be used to create a new generation of bio-technology. It will be the death of the human race, but to the Tyranid hive mind it is no more than the mining of a precious mineral or the harvesting of a field of wheat. For the Tyranids have no sense of pity or compassion, they are as utterly beyond human understanding as humans are beyond their comprehension. Where a man sees life, the hive mind sees only something to be consumed. Such has been the fate of a thousand galaxies, of millions of intelligent species, since time immemorial.
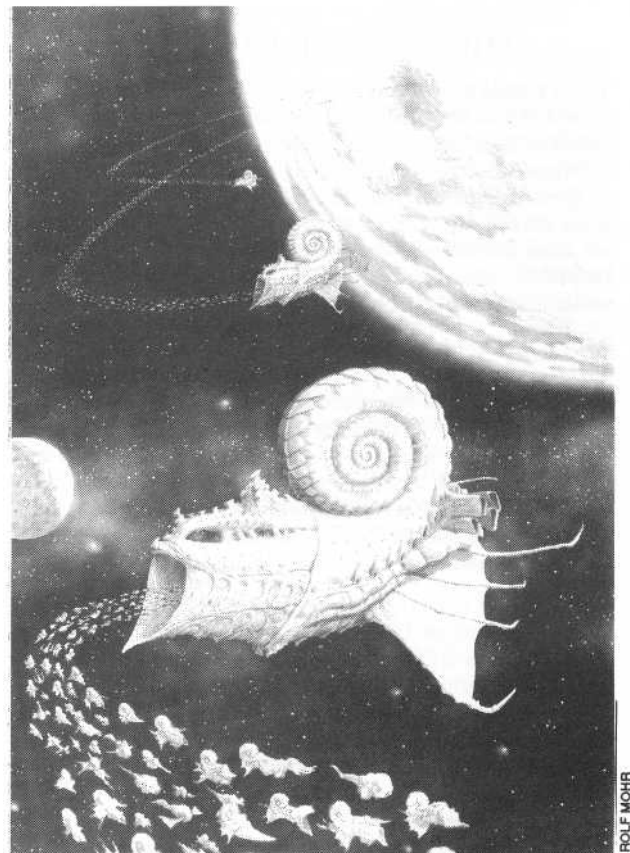
ROLF MOHR

TYRANID WARRIORS

The Tyranids are the undisputed masters of genetic manipulation and bio-engineering. By means of the Great **Tyranid Norn-Queens, vast** living factory-creatures whose role is to make other creatures, the Tyranids have created the countless bio-constructs that make up the hive fleets.

The Tyranids themselves have six limbs and stand twice the height of a man. Their bodies are covered with thick bony plates which overlap forming a tough natural armour. Pores between the'r plates exude a colourless slime which oozes over their bodies and drips from their talons. This slime lubricates the inflexible bony plates and prevents friction from gradually wearing away their surfaces.

The Tyranid's lower pair of limbs act as legs, enabling it to move, and end in hard bony hooves – although not primarily intended as weapons a kick from a hoof can easily crush a man's skull. The middle pair of limbs are incredibly strong and end in razor sharp talons – these limbs are used to rip apart an enemy in close combat. The upper limbs are more delicate and end in jointed talons which serve the Tyranid as hands and fingers – these are used to carry weapons and other devices, to operate delicate bio-machines, and for other subtle manipulative tasks.

The limbs are held together by a perforated bony girdle which protects the creature's spine and soft organs from damage. Above the upper arms is a bony neck and the Tyranid's fearsome head equipped with powerful jaws. This basic six-limbed layout is common to many Tyranid bio-engineered creatures, such as Genestealers, and it is quite likely that these creatures are derived from Tyranid gene material or a closely related species from some long forgotten planet of origin.

THE TYRANID HIVE MIND

The Tyranid hive mind is a single co-ordinating will that d'rects the entire hive fleet. The hive mind is formed from untold billions of individual consciousnesses, each of which is a Tyranid or some other living creature in the hive fleet. Some of these minds are capable of individual rational thought; some are capable of making only limited decisions; and others are mere automatons whose minds perform only basic motor functions. The extent of this ability to act and think freely varies and depends upon the creature's role in the hive fleet.

As all Tyranid technology is based upon biological engineering, even the most simple functions are performed by genetically tailored bio-constructs which have a rudimentary consciousness and so form part of the hive mind. The Tyranid spacecraft are living creatures, and even individual components such as sphincter doors, food hatcheries and teleportation cysts are also highly modified living things. Even the most simple Tyranid devices have their origins as living tissue and have a thread of the hive mind within them.

Tyranids also use gene-manipulation to create new races of servant creatures from captives. These advanced bio-constructs are artificial races bred by the Tyranids. Their minds form part of the hive mind but they can still think and act for themselves and can make and act upon decisions within the limits engineered into them. There are many hundreds of these races, amongst them the destructive Genestealers, the ponderous Zoats, and the murderous **Grabber-Slashers.** Although these awesome creatures may look improbable and horrific to human eyes, they are all

designed to fulfill some specific role in Tyranid society: for example as advance fighters and infiltrators in the case of Genestealers, ambassador-conquerors in the case of Zoats, and warrior assassins in the case of Grabber-Slashers.

THE SHADOW IN THE WARP

In order to move from planet to planet, human spacecraft travel through an alternate dimension known as **warpspace.** Warpspace is the medium through which human Astro-telepaths send psychic messages enabling the million worlds of the Imperium to communicate with each other. The Tyranid hive fleet also moves through the warp. Normally any spacecraft moving through the warp sets up vibrations which can be detected by a human Astropath, but the hive fleet is so **unimaginably vast that** it creates an impenetrable disturbance like a huge blocking shadow in the warp. This shadow is the dark, impenetrable will of the hive mind itself, before which the astral spirit of a puny psyker is about as safe as a candle in a hurricane.

Once the Tyranid hive fleet arrives, the shadow cast by the hive mind presents an impenetrable block which prevents Astropaths from sending or receiving telepathic messages, stops spacecraft entering the warp and forces spacecraft already in the warp wildly off-course. As the Tyranid hive fleet advances, the area of the Imperium swallowed up by it simply stops communicating, giving almost no clues as to what has happened.

THE ADVANCE OF THE TYRANIDS

The hive fleet has now reached the outer part of the Imperium and the entire south-eastern spiral arm lies under its dominion. Only now has the full extent of the danger been realised, as fleeing refugees struggle back into free space. Only by tremendous luck have any victims survived at all, their spacecraft pushed thousands of light years through the warp by the advancing edge of the Tyranid hive fleet. A thousand human worlds have already fallen to the invader. Their populations have been consumed or imprisoned by the Tyranids. Even after so short a time new races of human-based bio-constructs are ready to join the hive mind.

Only the vaguest details of the fighting have reached the Imperium. Millions of human warriors have died. Entire chapters of the Imperium's finest Space Marines have vanished without trace with no clue as to their fate. The Lamenters chapter is presumed to have been destroyed and **the** Scythes of **the** Emperor chapter has been reduced to a few scattered remnants.

But these human warriors have not died in vain. During the fiercest fighting Space Marine spacecraft engaged ships of the Tyranid fleet. Boarding parties entered the vitals of the immense alien craft, gathering information about the Tyranids and successfully destroying untold thousands of aliens. The information gained by these brave Space Marines is essential if the Tyranids are going to be driven back.

Armed with this precious information the Imperium prepares for open war against the enemy it has called **Hive** Fleet **Kraken** after the mythical monster of Earth's ancient past. The weaponshops of Mars turn out new and more potent

machineries of war, gleaming new spacecraft pour from the shipyards of Necromunda, the vast resources of the Imperial Guard gradually swing into action as millions of men prepare to embark on a war for humanity's very survival.

But the Imperium needs time — time which only the remaining Space Marine chapters can give them. The most famous chapters of all, the **Dark Angels,** the **Space Wolves,** the **Blood Angels** and the **Ultramarines** together with remnants of the Scythes of the Emperor, head towards the hive fleet. Other Space Marine chapters from all over the human galaxy prepare ships to follow in their wake.
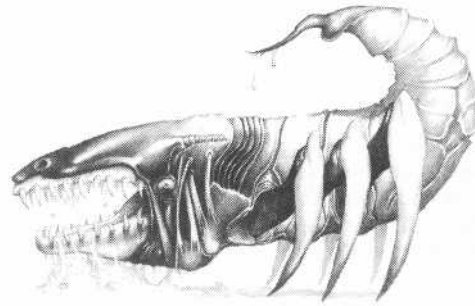
THE SPACE MARINES

The Space Marines are humanity's finest warriors and the Imperium's first line of defence against any attack. Unlike the huge unwieldy armies of the Imperial Guard, the Space Marines are able to respond quickly to any threat anywhere in the galaxy. By means of their spacecraft they can travel hundreds of light years and defeat whatever enemy threatens the Imperium.

The Space Marines are divided into many separate **chapters.** Each is a totally independent fighting force with its own distinctive uniforms and traditions. The various chapters are based throughout the Imperium so that wherever danger threatens there will be a chapter nearby to deal with it.

The number of Space Marines in each chapter varies but most are relatively small with only a thousand or so fighting troops. Even though a chapter has a small number of troops compared to the immense fighting formations of the Imperial Guard, it is an extremely potent fighting force which includes armoured vehicles, powerful support weapons and spacecraft capable of fighting battles in space. The Space Marines are masters of all kinds of combat, but are especially good at fast strikes, lightning raids and boarding actions in space.

SPACE MARINE SCOUTS

Although Space Marines are recruited from normal humans, they are surgically altered to make them are far tougher, stronger and more capable than any ordinary person. By implanting hormone-releasing organs in a Space Marine's body his muscles are encouraged to grow and develop beyond normal human limits. Other implants expand his skeleton, providing a strong frame for his new body. Amongst other changes, this causes a Space Marine's ribs to thicken and join together, forming a solid bony mass which acts like natural armour. Thanks to transplanted lungs, Space Marines can also breath noxious gases and can survive in environments which would kill an ordinary man. They can also see better, hear better and eat food which would poison anyone else. Thanks to these modifications, and others too numerous to mention in detail, the Space Marine is the ultimate human warrior.

When Space Marine recruits receive their surgical implants, they also undergo conventional training, hypnotic tutoring and other instruction in tactics and weapon handling. When the Space Marine is ready he is inducted into the **Scout Company** of his chapter. The Scout Company specialises in dangerous reconnaissance missions and infiltration of *enemy* lines. They usually fight ahead of the main line of advance right at the forefront of battle, causing consternation among the enemy forces by striking where they least expect.

Space Marine Scouts are fast and mobile, wearing lighter armour than ordinary Space Marines and being less heavily armed. They are led by veteran Space Marines whose battlefield experience and bravery serve as examples of proper Space Marine conduct. A Space Marine Scout can only leave the Scout Company and become a full Space Marine warrior once his commander is satisfied that he has earned his place beside his Battle Brothers in the chapter's ranks.

ADVANCED SPACE CRUSADE

This game enables you to recreate the ultimate struggle between human warriors and Tyranids aboard the immense living bio-construct ships of the Tyranid hive fleet. The Advanced Space Crusade board layout represents the innards of a huge Tyranid spacecraft.

One player controls the Space Marine Scouts who will board and explore the spacecraft, penetrate its most important organs and attempt to destroy the entire ship by sabotaging vital organic devices. The other player represents the Tyranids who will try to stop the Scouts by deploying Tyranid warriors from the defence of one part of the ship to another, waylaying and slaying the Scouts if they can.

Advanced Space Crusade is just one game set in the Warhammer 40,000 universe. Others include **Warhammer 40,000, Space Hulk, Space Marine and Space Crusade.** More Warhammer 40,000 games and games supplements are coming out all the time and all share a common game background. More information about the Imperium and Space Marines can be found in these games, as well as details of the many alien races which inhabit the human galaxy. A complete range of metal and plastic **Citadel Miniatures** is also available to represent Space Marines and other warriors of the 41st Millennium.

Although Advanced Space Crusade is an entire game which requires no other miniatures, it has been designed so that you can use other metal or plastic models from our other games. You can, for example, play Advanced Space Crusade with Imperial Guard troopers, Space Marines or Terminators instead of, or as well as, the Scouts provided. The Tyranid player can used any of the monstrous Tyranid bio-constructed creatures, such as Genestealers or Zoats, and may also include mind-slaved captive aliens such as Orks or Eldar, renegade humans such as Chaos Warriors, and Imperial forces such as Imperial Guard and Space Marines.

HOW TO PLAY

Advanced Space Crusade recreates one part of the struggle between the Imperium of Mankind and the invading Tyranid Hive Fleet Kraken. This section gives you a quick overview of how the game's played and how best to use the rulebook.

The game takes place aboard the vast living spacecraft from the Tyranid hive fleet. At the start of the game, you choose your forces – anything from a few squads of Space Marine Scouts fighting a handful of Tyranid Warriors to an all-out assault involving dozens of Space Marines fighting against a horde of Tyranids, Genestealers, Zoats and their mind slaves.

There's a special section for setting up your first few games with a simple system for choosing your forces. Using the Space Marine Scouts and Tyranid Warriors you get in the box, you can quickly fight **out** a couple of small assaults to get used to the rules – when you're ready, you can go on to planning huge assaults with dozens of models on both sides.

As the Space Marines, once you've chosen your forces you're ready to launch an assault. Using the Space Marine Strategic Display, which represents the operations console of the Space Marine Commander, you lay out a plan of attack. Your attacking forces must be chosen and deployed with extreme care – recon squads lead the way through slime-coated passages, constantly at risk from Tyranid ambushes. Behind them come the assault forces, ready to deal with whatever defences await.

If you're the Tyranid player, you set up your forces on the Tyranid Hive Network to represent the waves of Tyranid Warriors you throw against the attacking Space Marines. You start off with a smaller force than the Space Marine player but, unlike him, you get reinforcements throughout the game. You'll need to use great cunning to avoid spreading your defence too thin or concentrating it too tightly – either way can spell defeat.

Ship exploration is handled by an ingenious system of exploration cards, evoking the tension of hunting through the bewildering interior of a Tyranid vessel as well as ensuring that no two games are ever quite the same. You shuffle the cards at the start of the game so neither player knows quite what to expect. As the Space Marines explore, they come across strange alien artifacts, fall foul of hideous Tyranid traps and rescue captives locked inside stasis pods.

And they encounter Tyranids! Sometimes it will only be **a** few Tyranids waiting in ambush – often it will be a powerful Tyranid force defending the hive ship's living organs. When the two sides meet, battle is joined.

Battles are fought on game boards that jigsaw together to represent the innards of the hive ship. If you're the Tyranid player, you design the layout of the board for each battle using a hidden map kept secret from the Space Marine player. There are a vast number of possible board layouts so, if you're playing the Space Marines, you'll never know quite what's before you – even in the midst of battle, you must keep on exploring, pressing forward into the dark unknown until you find your objective, one of the vital organs that keep the Tyranid ship alive.

You take it in turns to move and shoot with your models. Every model has a number of actions it can perform such as charging forward to attack the enemy, unleashing a hail of deadly fire, or taking a careful aimed shot. Some models are better fighters than others, some are better amoured and more able to defend themselves. Combat is fast and furious. When you shoot at the enemy or attack them you roll dice to see whether you've killed them. Each model can roll a different number of dice depending on its skill and there's a simple system to work out whether or not you've killed your target.

During each game of Advanced Space Crusade, you'll fight one or more battles. Each battle is vital to your success. As the Space Marine player, you can't afford to lose more than one or two battles or your assault is doomed to failure. As the Tyranids, every battle lost is a step closer to defeat, every battle won improves your chances of crushing your opponent.

HOW TO USE THIS RULEBOOK

The best way to get to know Advanced Space Crusade is to play it. Before playing a game, you'll have to read through the rules at least once – but don't think you have to learn every rule the first time round.

We suggest that you read through the book quite quickly without worrying too much about every little detail. If a rule's not immediately clear, skip it for now – you'll work it all out once you start playing. What you need to do at this stage is get a broad idea of what happens in the game.

While you're reading through, have all the game components to hand. As a rule's telling you what to do, try it out. If you're reading about how you use the exploration cards, for example, get the pack and deal out some cards and see what you get. Or if you're reading about movement and shooting, put your models on the board and actually move them around, measure the ranges, roll a few dice to see whether you hit or not. This way you'll soon see the sense of rules that might seem a bit abstract or tricky on paper.

HOW TO READ THE DIAGRAMS

Every so often in the rules you'll come across a diagram that explains a rule visually or shows you an example of play. These show an outline of part of the board with symbols marking the positions of Space Marine Scouts and Tyranid Warriors. The typical diagram shown here tells you what the different symbols mean.

TYRANID 2 (MODEL FACING IN DIRECTION OF ARROW)
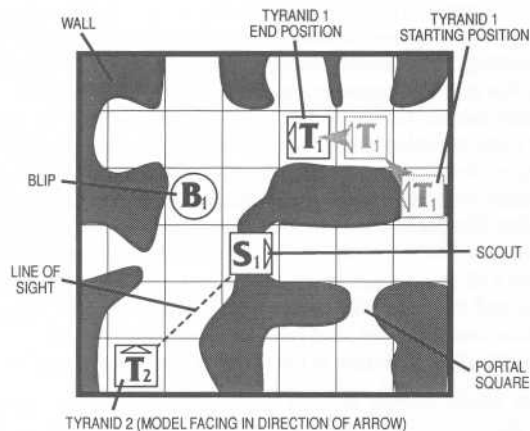
The notes to each diagram explain exactly what's going on. The best way to read the diagrams is to set up the situation for yourself with your models and board sections. Move the models as indicated on the diagram and follow the example through the explanatory text. This way you'll see exactly what the diagram's about and how it relates to play.
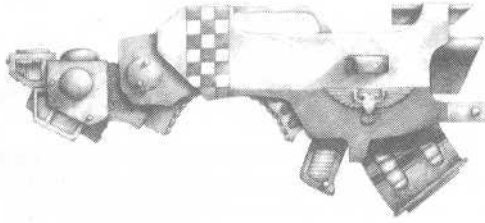
Once you've been through the rulebook like this, play a couple of quick games. The rules are laid out in the order that you'll need them so you can work you way through the book section by section. You'll probably have to keep checking the rulebook for the first couple of games — don't worry about this, you'll soon be able to play without referring to the rules at all.

When you've played a couple of games and have got a good idea of what the game's about, come back to the rulebook and read it again. Now's the time to start checking the tricky bits that you ignored before — once you've got a good idea of how the basic game works, these special cases will quickly fall into place.

Pull-Out Section

The central pages of this rulebook contain quick reference sheets and force lists with all the vital tables and information you'll need while playing. Carefully remove these pages from the book and keep them handy while you're reading the rules — you'll be able to check the relevant charts as you read through so that you know where everything is when you come to play.

Dice

All dice rolls in Advanced Space Crusade are made using twelve-sided dice or D12s. D12s are used just like ordinary six-sided dice: simply roll the dice and use the top-most number. If you've got to roll more than one dice at a time, you'll be told to roll nD12 with n being the number of dice rolled. For example, 2D12 means roll two dice, 3D12 means roll 3 dice and so on.

MODELS

The forces under your command are represented by plastic and metal Citadel Miniatures. For simplicity, throughout the rules we've concentrated on Space Marine Scouts and Tyranid Warriors but the same basic rules apply to all the models. In the *Armies and Enemies of the Imperium* section you'll find any special rules that are needed for other models.

Space Marine Scouts are organised into five-man squads consisting of one Sergeant and four Scouts. Sergeants are the commanders of the squad. Loss of the Sergeant affects the ability of the squad to carry out their orders. The Sergeant is armed with a bolt pistol and chainsword .

Space Marine Scouts are armed with bolt pistols and mono-molecular combat knives. Their weaponry is quite short-ranged, but is handy and easy to use. One Scout is armed with a heavy boltgun — this can lay down a withering hail of automatic fire or be used to fire devastating hellfire shells.

Tyranids are not organised into squads — they don't need to be as they're guided by the Tyranid hive mind. Tyranid Warriors are deadly all-round fighters, but are especially effective in hand-to-hand combat. Warriors are either armed with a pair of Boneswords or a Deathspitter.

ASSEMBLING YOUR MODELS

Before playing Advanced Space Crusade, you need to glue together your plastic Citadel Miniatures of Space Marine Scouts and Tyranid Warriors

Each plastic frame of Space Marine Scouts comes with 1 Veteran Sergeant and 4 Scouts. The Sergeant is a one-piece model, but you'll have to glue the Scouts' right arms onto their bodies. Three of the Scouts are armed with bolt pistols and one is armed with a heavy bolter.

Glue your models together with polystyrene cement — ideally the kind that comes in a bottle with its own application brush. **Be very sparing when** putting this on the model. If you use too much, you can damage the miniature by removing some of the detail.

With the Tyranid Warriors, there's a few more parts to stick together. If you look at the diagram below, you'll see how the model is assembled. For each Tyranid Warrior, you've got the choice of arming it with a Deathspitter gun or a pair of Boneswords — there's one pair of arms for each choice. It's up to you how many Tyranids you arm with Deathspitters and how many with Boneswords — we recommend three of each type.

Upper Arms: either a pair of Boneswords or a Deathspitter
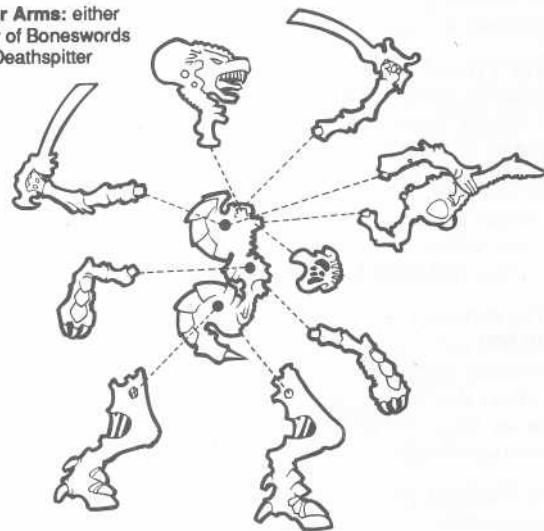
Preparing the model: cut out the model parts with a modelling knife – if you twist them off, you may break them. Use a sharp knife and always cut away from your fingers onto a firm surface. Before you glue the models together, trim any excess plastic from the joints to make sure you get a good fit.

Gluing the models: put a thin layer of polystyrene cement on one of the surfaces to be glued, then push the two parts together and hold them tight for about ten seconds – gently let go once the've stuck. When you've finished gluing the model together, put it aside for about half an hour to let the glue harden.

Finally, glue the assembled miniatures to the bases provided: these are the bases with a flat top — the ones with a raised groove are for the card doors.

The sides of the box bottom give you all the information you need on painting your Space Marine Scouts and Tyranids. If you want to know more about painting and modelling with Citadel Miniatures, there are pages of painted models and hot tips from the world's best miniature painters in White Dwarf magazine every month. The staff at your local Games Workshop store will also be delighted to help you with modelling and painting and all the stores run regular painting demonstrations and competitions.

ASSAULTS

This section explains how to set up a game of Advanced Space Crusade. It tells you how your models are described according to their different abilities, how to choose your forces, how to set them up ready to play and how to use the exploration cards to represent the Space Marines' assault on the Tyranid hive ship.

WHAT IS AN ASSAULT

Each game of Advanced Space Crusade recreates a single **assault** on a Tyranid hive ship. Each assault involves **exploration** to locate the ship's vital organs and battles to kill the Tyranid defenders and destroy these organs. In most assaults, there'll be quite a few battles ranging from quick ambushes to large pitched battles possibly involving dozens of models.

By the end of the assault, you'll know who's won the game. The Space Marine player earns victory points for destroying or capturing his objectives – if he earns enough points, he's mortally wounded the ship and won the game.

The Tyranid player has to prevent the Space Marine player from crippling his hive ship – his object is to wipe out the attacking Space Marines before they can earn enough victory points to win. If the ship is still intact when the last Space Marine dies, the Tyranid player's won the game.

MODEL CHARACTERISTICS

The different races and types of troop in the Warhammer 40,000 universe carry different weapons and have different abilities, each with their own strengths and weaknesses. To reflect this, some models are faster than others, some are better shots and so forth. Their different abilities are called **characteristics.**

For most of the characteristics, the higher the number, the more effective the model in that area. We've included the characteristics for Space Marine Scouts and Tyranid Warriors below so that you can compare their relative strengths and weaknesses before you choose your forces.

You'll find the characteristics for other models like Terminator Space Marines and Tyranid bio-constructs in the force lists. All the terms used below are fully explained in the appropriate sections of the rules.

Speed determines how many squares the model moves, how many shots it can fire, how often it can make a close combat attack and so forth.

Manoeuvrability indicates how easy it is for the model to turn around quickly. Larger, more heavily-armoured models or those with **heavy** weapons are **unmanoeuvrable (U).**

Reaction is a measure of how fast the model can respond to enemy movement and shooting and is used to see if the model can quickly react to an unexpected threat.

Armour rating measures the model's resistance to damage and is **a** combination of the model's innate toughness and the effectiveness of the armour it's wearing. Each model has two armour ratings: an **exposed** armour rating for when the model's in the open and an in **cover** armour rating for when it's behind cover or prone.

Weapons simply tells you which weapon or weapons the model is armed with.

Ammo shows the chance of the model's weapon running out of ammo. Some weapons are **single-shot** (S) and must reload after each shot; some have enough ammo to last them a whole assault so their ammo is effectively **unlimited (U).** All other weapons have a number which shows how likely they are to run out of ammo each time they fire – the higher the number, the greater chance of running out of ammo.

Target indicates whether a weapon has an **area effect** (A) or it strikes a single target. If it has an area effect, each shot may hit two or more *enemy* models.

The **snap fire** and **aimed fire** columns give you the range and to hit rolls for these two types of shooting. Snap firing is shooting rapidly, firing from the hip or taking several shots in quick succession. Aimed shots take longer but are more accurate.

Range gives you the maximum number of squares between the firing model and the target.

To hit rolls show you the number of twelve-sided dice you roll when shooting and the number you add to or subtract from each dice. For example, 1D+1 means rolls one twelve-sided dice and add +1 to the score; 3D+6 means roll three twelve-sided dice and add +6 to the score of each dice – you don't add the dice together so what you get is three scores, each between 7 and 18.

Close combat gives you the **to hit roll** for when you make close combat attacks and tells you whether or not the model can **parry** (P) opponent's attacks.

Notes gives a very brief summary of any special rules. You'll find the full explanation of the rules in the relevant section of the book. Some of the characteristics have a smaller number next to them – this tells you which numbered note to refer to (eg S^2 means *see note 2,* $1D+6^3$ means *see note 3* etc).

SPACE MARINE SCOUTS AND TYRANID WARRIORS													
	Movement			Armour					Snap Fire		Aimed Fire		Close Combat	
Name	Speed	Man.	Reaction	Exposed	In Cover	Weapons	Ammo	Target	Range	To Hit	Range	To Hit	To Hit	Parry
Space Marine Sergeant	5	–	10	8	10	Bolt Pistol & Chainsword	1	–	8	1D+1	16	1D+3	2D+3	P
Space Marine Scout	5	–	8	7	10	Bolt Pistol & Combat Knife	1	–	8	1D+1	16	1D+2	2D+2	–
Space Marine Scout	4	U	8	7	10	Heavy Bolter	3	–	20	2D+2	40	2D+3	1D+2	–
						– firing hellfire shell	S	A	–	–	20	1D+6		
Tyranid Warrior	6	U	7	11	11	Deathspitter	U	A	8	1D+5	24	1D+5	2D+6	–
Tyranid Warrior	6	U	7	11	11	2 Boneswords	–	–	–	–	–	–	3D+6	P

CHOOSING YOUR FORCES

If you're playing the game for the first time, it's best to skip the rest of this section and read *Setting Up Your First Game.* This tells you how to set up a basic game using all the Space Marine Scout and Tyranid Warrior models you get in the box. Once you've played **a** few games with those rules, come back to this section to find out how you can fight much larger assaults and how you can include your other Warhammer 40, 000 Citadel Miniatures.

The first thing you need to do is to decide who's playing which side. When you've played this assault, swap sides for the next one so you get to play both sides.

You choose your forces by paying **force points** for different types of model, up to a maximum number of points agreed by both players. The more points you spend, the more models you'll be able to use and the longer the game will last.

The number of points also determines how many **reinforcements** the Tyranid player gets and how many **victory points** the Space Marine must earn to win the game. Reinforcements are explained later. Victory points are earned for capturing objectives and are lost for having models killed.

Choose the size of game you're going to play from the table below:

FORCE POINTS TABLE

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

Space Marine Forces: these points represent the number of Space Marines available to launch an assault. For example, 300 points allows you to buy three squads of Space Marine Scouts; for 600 points you could add a squad of Terminators or a couple of Space Marine tactical squads. It's entirely up to you what you spend your points on and you should experiment with different assault forces.

Tyranid Forces: these points represent the number of Tyranids and mind slaves on the hive ship that are ready to fight at the start of the assault. The Tyranids get fewer points than the Space Marines because some of their forces become available as free reinforcements later in the game — this represents hibernating Tyranid Warriors waking up to defend the hive ship.

Reinforcement Table: these are the Tyranids that come out of hibernation in the course of the assault. They don't cost any points. Note down what size of assault you're fighting on your roster sheet so you know which table to use. Reinforcements are explained later in the section on *Exploring the Ship.*

Space Marine Victory Level: this shows how many victory points the Space Marines have to earn in order to win. The increasing number of points represents larger and larger Tyranid hive ships — the bigger the ship, the more damage the Space Marines must do to cripple it. Note down the number of points you need to win on your roster sheet.

Sample 1200 point Space Marine force: 1 Commander, 3 Scout Squads, 1 Terminator Squad, 2 Tactical Squads, 1 Devastator Squad and 1 Chaplain

FORCE LISTS

The pull-out section of this book contains separate force lists for the Space Marine and Tyranid players. It's a good idea to have these in front of you as you read through the following rules.

Each force list is split up into squads and individuals with a points value. The header for each box tells you now many troops you get for your points and what choice of weapons is available.

As you choose a force from this list, keep a note of what squad types and individual models you've chosen on a piece of scrap paper with a running total of their points values. Once you've reached the maximum number of points for the game you're playing, you can't buy any more troops.

When you've chosen your force, enter all its details onto the roster sheet we've provided — it's a good idea to make a few photocopies of the roster sheet. You'll have to use several sheets if you're playing with a large force.

There's space on each roster for all the characteristics given on the force lists, plus some additional space for notes. There's also a squad or blip ID column so that you can identify which squad or Tyranid is which on your deployment template.

CHOOSING A SPACE MARINE FORCE

If you're the Space Marines, you simply have to pick squads and individual hero models up to the maximum points cost you've agreed with your opponent.

The force list tells you what each squad contains and what weapons the models are armed with. For some squads you can choose from several weapon options — the cost for the squad is the same whichever combination you choose.

Special rules for the different types of weapons and for heroes are given later in the book. There's a summary of these rules in the notes section on the force list pull-outs — it's a good idea to copy these notes onto your roster sheet so you've always got them to hand while you're playing.

When you've chosen your force, armed it and entered the details onto the roster sheet, you need to assign a squad counter to each squad or hero. There are 24 Space Marine squad counters, each identified by a letter A to X. Simply pick a counter for each squad and write the letter in the squad ID column of the roster sheet — it doesn't matter which counter you give to which squad.

CHOOSING A **TYRANID FORCE**

If you're the Tyranids, you use a different procedure for choosing your forces. There are three types of defender on a hive ship: the Tyranids which are awake at the start of the assault; the Tyranids which are still hibernating but which wake up and come into play as reinforcements later in the game; and the mind slaves which have been placed around the ship to act as guards.

The Tyranid force list is split into two parts: the first section covers Tyranids and their bio-constructs such as Genestealers, Zoats etc; the second section covers Tyranid mind slaves such as Orks, Chaos Space Marines etc.
You choose a Tyranid force as follows:

1) Take all your Tyranid blips – there are 16 of these marked A to P. For each blip, choose one entry from the *Tyranid* and Tyranid Bio-Constructs part of the force list. There's an extra column in these characteristics giving the **number** of each type of Tyranid or bio-construct represented by each blip.

2) Once you've chosen what the 16 Tyranid blips represent, place them all in a mug or similar opaque container so you can draw them at random without seeing what you're picking.

3) You can now buy either blips from the mug or mind slave squads. It's up to you which you buy and you can swap between Tyranid blips and mind slave squads. You buy blips and mind slaves as follows:

   Tyranid blips: each blip costs you 40 points. Note down that you've spent 40 points and then draw a blip at random from the mug – the letter on the blip tells you what Tyranid or bio-construct you've picked.

   Mind Slaves: the force list tells you how much each mind slave squad costs, how many models you get and what they're armed with. Note that although they're not mind slaves, you **buy** Genestealer Hybrids in this fashion rather than assign them to a Tyranid blip.

5) Write down the details of your force onto your roster. Make sure you write down the details for all 16 blips, not just for the ones you've bought from the mug – you'll be using the others as reinforcements later in the assault.

   Pick a mind slave blip for each mind slave squad and make **a** note of the letter on the blip (there are eight of these, coded A to H). If you've got less than eight mind slave squads, discard the remaining blips – unlike Tyranids, mind slaves never appear as reinforcements.

6) Unused Tyranid blips should be left in the mug. You'll be drawing reinforcement blips from the mug later in the game – this is called the **reinforcements pool.**

Keep your forces secret from the Space Marine player – the attacking Space Marines don't know what awaits them on the hive ship.

DEPLOYING YOUR FORCES

Space Marines rapidly deploy as soon as their boarding torpedos lodge in the side of a hive ship. Recon squads are sent out ahead to begin exploration, closely followed by the main assault force. At the rear, a defensive bridgehead is established to ensure that the Tyranids can't cut the Space Marines off and attack them from behind.

In response, any Tyranids that have already woken from hibernation spread throughout the ship, hoping to hold off the Space Marines until sufficient Tyranids are available to crush the assault.

Once you've chosen your forces, you deploy them ready to assault or defend the hive ship. This is done by placing squad counters and blips on the two deployment templates: the **Space Marine Strategic** Display and the **Tyranid Hive Network.**

The Space Marine Strategic Display represents the operations console of the Space Marine Commander aboard the Space Marines' starship. From here the Commander directs the assault, monitoring Space Marine troop movements, ordering reinforcements into the fray and assessing the strength of the Tyranid defences.

The Tyranid Hive Network represents the hive ship's defences. The Tyranid forces are directed by the hive mind: each Tyranid shares its information about the Space Marines' deployment with the greater Tyranid consciousness, allowing strategists to analyse the assault and retaliate in the most devastating manner.

Each deployment template is split into three lines of attack to represent the Space Marines' three-pronged assault: the left flank, centre and right flank. The squads in each line of attack are working their towards one of the hive ship's vital organs.

INITIAL SPACE MARINE **DEPLOYMENT**

First you set up the **exploration cards** – these are used to explore the hive ship and are fully explained in the next section. Then you deploy your forces ready to launch your assault. The procedure is as follows:

1) Take the 36 exploration cards and sort out the three **primary objective encounters** (the Energy Cortex, Sensory Cluster and Respiratory Vent) and the three duct cards. Put these to one side for the moment.

2) Shuffle the rest of the deck and deal it out into six piles of five cards each – deal them face down so you've no idea what's on each card.

3) Take one deck and add a duct card to it. Shuffle the deck and place it face down on the perimeter box of the left flank. Repeat this for the perimeter boxes on the centre and the right flank.

4) Place the three primary objective cards face down and mix them up so you don't know which is which. Without looking at it, add one of these to one of the remaining decks and give the deck a good shuffle. Place the deck face down on the **core** box of the left flank. Repeat this for the core boxes on the centre and right flank.
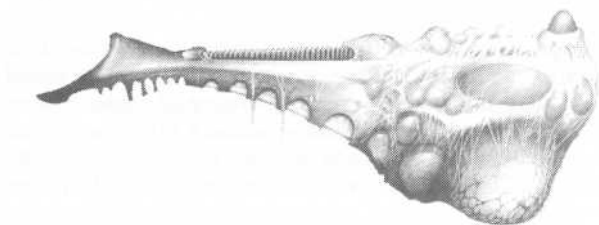
EXPLORATION CARDS

There are 36 exploration cards. They're shuffled into 6 decks of 6 cards each and placed in the perimeter and core boxes on the **Space Marine Strategic Display.**

The **perimeter** box represents the Tyranid's outer defences – somewhere in this deck there's a **duct card** that leads to the core area of the ship. The **core** area is at the centre of the Tyranid ship. Each core deck contains a **primary objective card** – sabotaging the bio-mechanisms these cards represent cripples the ship. If there are still cards left in the core deck after you've reached the primary objective, you can keep on exploring.
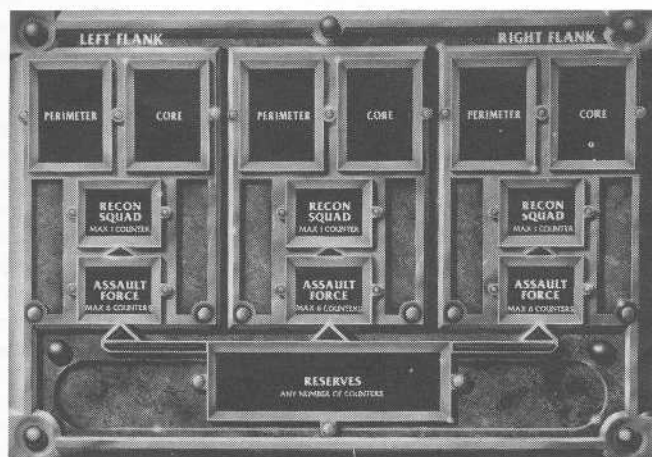
BLIPS

Blips represent Tyranid Warriors, Tyranid bio-constructs and mind slaves. There are 16 **Tyranid blips** lettered A to P and 8 **mind slave blips** lettered A to H.

You place the blips on the **Tyranid Hive Network** to set out your defences. Blips in the **ambush** box can launch surprise attacks against the Space Marine recon squad. Those in the **first wave** and **second wave** boxes defend the ship's vital organs and are ready to fight pitched battles against the Space Marine assault forces. Blips in the **hive** box are either moving through the ship or have just awoken from hibernation and arrived as reinforcements.

TYRANID HIVE NETWORK

LINES OF ATTACK
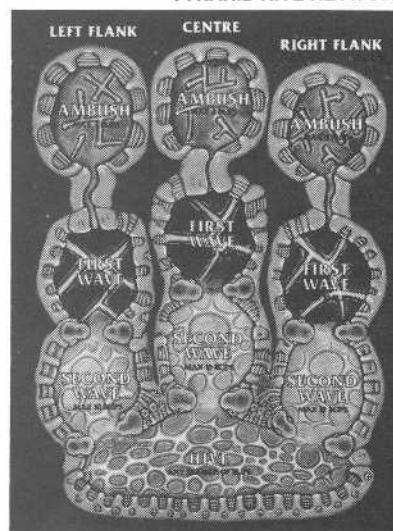
There are three lines of attack: the **left flank**, **centre** and **right flank**. Each line of attack represents a route through the living Tyranid spacecraft to one of the ship's vital organs.

Note that the cental line of attack isn't marked on the Space Marine Strategic Display – it goes without saying that it's the one in the middle.

SQUAD COUNTERS

The **Space Marine squad counters** go onto the recon squad, assault forces and reserves boxes. There are 24 squad counters, lettered A to X. Each counter respresents a single squad of Space Marines. The **recon squad** leads the exploration of the Tyranid ship – the **assault forces** follow closely behind, ready to attack as soon as Tyranids are encountered.

SPACE MARINE STRATEGIC DISPLAY

You should now have six decks, each of six cards, placed on the boxes at the top of your Strategic Display. How you use these cards to explore the hive ship is explained in the *Exploring the Ship* section.

5) You deploy your forces by placing squad counters on the Strategic Display. You can place a counter in any box but there are restrictions on the maximum number of counters in each box:

Recon Squad: this is the squad that leads your assault, checking the passages for traps and searching out the best way forward. You can only have **1 squad counter** in this box.

Assault Force: this is your main assault force, ready to attack strong Tyranid defensive positions in order to capture your objectives. You can have up to **6 squad counters** in this box.

Reserves: these are the forces that you're keeping back so that you can reinforce a weak flank, or forces that are moving through the hive ship from one flank to another. You can have **any number of squad counters** in this box.

These restrictions are for each line of attack, so you can have one squad in the left flank recon box, one in the central recon box and one in the right flank recon box, for example.

You'll be able to redeploy your forces by moving counters around during exploration.

INITIAL TYRANID DEPLOYMENT

If you're the Tyranid player, you deploy all the Tyranid blips and mind slave blips you've bought on the Hive Network. This represents the way you've arranged your forces throughout the ship to repel the Space Marines' attack. You can put a blip anywhere on the network but there are restrictions on the maximum number of counters in each box:

Ambush: these are forces out ahead of your main defences, set up to launch surprise attacks against the Space Marines' recon squads. You can have up to 3 blips in this box.

First Wave: these are your front-line defences, deployed at strategic points. You can have up to 10 **blips** in this box.

Second Wave: at the heart of the ship are the forces defending its vital organs – if they fail, the ship will be left crippled, drifting in space. You can have up to 10 blips in this box.

Hive: these forces are held back to bolster the defences on a weak flank or they're moving to a new area of the ship. You can have **any number of blips** in this box.

These restrictions are for each line of attack, so you can have three blips in the left flank ambush box, three in the central ambush box and three in the right ambush box, for example.

Keep your deployment secret from the Space Marine player – the Space Marines don't know how the hive ship's defences are setup. You can look at the Space Marine Strategic Display whenever you want – the hive ship itself knows where the Space Marines are and communicates this information to the Tyranid Warriors through the hive mind.

SETTING UP YOUR FIRST GAME

For your first few games, it's a good idea to keep to simple forces while you learn the rules. This section describes how to set up an assault using the Space Marine Scout and Tyranid Warrior models in the box. You won't need the force lists for this game – all the characteristics you need to know are on the quick reference sheet

The first thing you need to do is to decide who's playing which side. When you've played this assault, swap sides for the next one so you get to play both sides.

SPACE MARINE PLAYER

If you're the Space Marine player, take the Space Marine Strategic Display – this represents the command console of the Space Marine Commander in charge of the assault You use it to set up *your* forces ready to attack the hive ship. The three columns of boxes (left flank, centre and right flank) represent the Space Marines' three lines of attack – the spearheads they're pushing forward into the hive ship. In this basic game, you'll only be using the central line of attack.

For this assault, you have three squads of Space Marine Scouts. Take the squad counters marked A, B and C – each counter represents one of your squads. Put counter A in the middle recon squad box on the Strategic Display – this is the squad that's out ahead of the main force, exploring to find a way through the hive ship. Put counters B and C in the middle assault forces box – these squads are your main assault force, ready to advance in support of the recon squad when Tyranids are ᵉncountered.

You now need to set up the exploration cards – these represent the Space Marine Scouts' exploration of the hive ship. First take out the three cards marked primary objective and the three cards marked duct. Shuffle the rest of the cards – because you're shuffling the cards, you won't know what you're going to encounter as you explore.

Take one of the duct cards and put it face down on the middle perimeter box; take the Energy Cortex primary objective card and place it face down on the middle core box. Now deal five cards on top of the duct card and five cards on top of the Energy Cortex card – deal all the cards face down so you don't know what they are.

When you explore, you're going to work your way through all the cards in the perimeter box until you reach the duct and then work your way through the cards in the core box. Your objective is the Energy Cortex – if you can get this far and destroy the Cortex, you've won.

TYRANID PLAYER

If you're the Tyranid player, take the Tyranid Hive Network – this represents the hive mind's plan for the defence of the hive ship. Each column of boxes (left flank, centre and right flank) represents a force of Tyranids set up to ambush and counter-attack the Space Marines' lines of attack. In this basic game, you'll only be defending against the central line of attack.

Your Tyranid defenders are represented by blip counters. Each blip represents one Tyranid Warrior – you have to choose whether it's carrying a Deathspitter gun or a pair of Boneswords. Take the sixteen Tyranid blips marked A to P and write down on your roster sheet what model each Tyranid blip represents – for your first game, make blips A to H Tyranid Warriors with Deathspitters and blips I to P Tyranid Warriors with Boneswords.

Put all the blips into a mug and mix them up. You're going to pick your starting forces and your reinforcements from this mug – you pick the blips without looking, so you don't know whether you're getting a Tyranid Warrior armed with Deathspitter or Bonesword.

At the start of the game, you have five blips. Pick five blips from the mug and put them on your Hive Network. To start with, put two blips in the middle ambush box, and three blips in the first wave box. Throughout the game, keep your Hive Network and blips secret from the Space Marine player – this re,resents the fact that the Space Marines don't know how the defences in the hive ship are set out You can look at the Space Marine Strategic Display whenever you want – the hive ship itself knows where the Space Marines are and communicates this to the defenders through the hive mind.

As the game progresses, you'll get a chance to bring on reinforcements. For these, you pick more blips from the reinforcement pool in the mug – in this game you'll be rolling on the skirmish column of the Reinforcements Table. These blips start off in the hive box and you then move them forward to take part in the defence.

Which box you put the blips in depends on how far the Space Marines have explored. In the early parts of the assault, it's a good idea to have blips in the ambush box (to launch surprise attacks on the Space Marines' recon squad) and the first wave box (to defend any secondary objectives the Space Marines find). As the Space Marines get close to their primary objective at the bottom of the core deck, start moving your blips back from the ambush box and concentrate them in the first and second wave boxes. This makes sure you've got as many models as possible to fight the Space Marines in the final battle for the Energy Cortex.

BEGIN THE ASSAULT

Once both players have deployed their forces, you're ready to begin the assault

As you read through the sections about exploring the ship and fighting battles, ignore the references to moving squad counters and blips from one line of attack to another. You're only dealing with the central line of attack and there's no point in having your forces in either the left or right flanks. Similarly, you don't have to worry about rules that cover Tyranid bio-constructs, Tyranid mind slaves or Imperial forces other than Space Marine Scouts. You can get on to using these once you've got the hang of the rules.

With these exceptions, all the exploration and battle rules apply to your first games.

EXPLORING THE SHIP

Each player takes it in turn to deploy his forces and move them about the ship, the Space Marine player seeking to discover his objectives and the Tyranid player laying out his defences in an attempt to destroy the invading Space Marines. While you explore, you do things in the following order:

Space Marines **Deploy:** the Space Marine player rearranges his forces on his Strategic Display, moving his squads to where they're most needed.

Exploration: the Space Marine player turns over exploration cards to discover what his recon squads have found as they search through the hive ship.

Encounters: you sort out the effects of anything the Space Marines have encountered while exploring. If Tyranids are encountered, this usually leads to a battle.

Tyranids Deploy: the Tyranid player rearranges his forces on his Hive Network, shifting defenders to areas under threat.

Tyranid Reinforcements Arrive: the Tyranid player rolls a dice to see if more Tyranids have woken from hibernation and are ready to join the defence of the ship.

The rules in this section explain what happens during each part of exploration.

SPACE MARINE DEPLOYMENT

As the Space Marine commander you must constantly be assessing and reassessing the disposition of your forces. There are many strategic options open to you: you can throw the weight of your forces against a single weak spot in the Tyranids' defences in an attempt to break through; you can send a feint out to one side to draw the enemy and leave them exposed on the other flank; and sometimes you'll need to redeploy your forces to bolster weakened positions and reinforce areas that have been depleted by heavy losses.

The orders passed down to troops in the hive ship from the Space Marine commander are represented by moving your Space Marine squad counters around the Strategic Display. This allows you to rearrange your forces for the next stage of the assault.

You can move counters one box forward or back. You can't move sideways from one line of attack to another — you have to go back to the reserves box and then, next turn, move forward into a new line of attack. You can move as many or as few counters as you like but each counter can only be moved one box.

For example, a squad in the left flank assault force can either move forward to the left flank recon box or draw back to the reserves box. If you want to move the squad to the right flank assault force, you have to move it back to the reserves, then move it forward on the other flank next turn.

The same limitations on the boxes apply as for initial deployment — ie no more than one squad in each recon box, no more than six squads in each assault box and any number in the reserves box.

EXPLORATION

As the Space Marines move through the hive ship, they are trying to find a way to their objectives, following promising passages or pushing through small, slimy crevices that suddenly open out onto vast ribbed chambers.

This exploration is a tense experience, fraught with terror and spine-chilling shocks as the full horror of the mucus-dripping, intestinal hive ship unfolds before them.

As the Space Marine player, you send squads to reconnoitre potential pathways. Their progress is represented by the **exploration cards.** You can turn over one exploration card in each line of attack provided there's a squad counter in the relevant recon box — this means if you've got a squad in all three boxes, you can turn over three exploration cards. If a recon box is empty, you can't turn over a card in that line of attack.

When you turn over exploration cards, you start with the top card in the perimeter deck. Turn the card over and place it face up on top of the deck. Each card tells you what's been found and has a brief note to remind you what to do with the card.

When you start a game, you can only turn over cards in the perimeter deck. Once you've found a **duct** that leads through to the heart of the hive ship, you stop turning over cards from the perimeter deck and start turning them over from the **core deck.**

If for some reason you don't want to turn over a card, you don't have to. For example, your forces might be very weak on one flank so you decide to concentrate your exploration elsewhere — if you're not exploring, you won't run into any Tyranids so the squads on that flank will be safe.

The type of card you've turned over determines what you can do with it.

IDONEAM BELLO

When you want to move on to explore the core (eg if you've explored all the perimeter and there's no cards left in the deck), take the duct card and place it on top of the perimeter deck. Next turn, start turning over cards from the core – this represents the time it takes the Space Marines to backtrack to the duct, having moved away from it in their explorations.

Encounter

Something moves in the dark. It may be an item of lost Imperial technology caught in a web of sticky tendrils or a prisoner of the Tyranids encased in a translucent pod awaiting his fate. Or it could be a powerful force of Tyranid Warriors and slaves concealed in ambush or set up in defence of one of the Space Marines' objectives. Leave the card face up on the deck. You'll discover the effects of this card when you resolve this turn's encounters.

ENCOUNTERS

Depending on what cards were turned over, there could be from none to three encounters each turn. If there are no encounters, simply move on to Tyranid deployment. If there's more than one encounter, the Space Marine player can choose in what order they're dealt with.

There are six different types of encounter and each card tells you what sort of encounter it is. The six types are: primary **objective** (which could be the Energy Cortex, Sensory Cluster or Respiratory Vent), **secondary objective** (which could be the Teleporter Nexus, Dermal Sphincter or Hive Mind **Synapse), ambush, trap, stranger and artifact.**

Passage

The recon squad has found **a** promising passage leading further into the ship. If the squad in the recon box are Space Marine Scouts and this is the first card from this deck you've turned over this turn, you can discard it and turn over the next card – the light armour and reconnaissance training of Space Marine Scouts allow them to move swiftly through the alien ship. Follow the instructions for the second card as usual. If the recon squad aren't Scouts, or if this is the second card you've turned over from this deck, simply discard the card.

Blocked Passage

What looked like a promising passage has turned out to be a dead-end; the walls ahead close up and there's no way on – the squad has to retrace its steps or spend some time blasting and cutting through the obstruction. Leave the card face up on top of the deck. Next turn, all you can do is discard this card – you can't turn over another card.

Duct

The squad has found one of the vital connecting passages that lead from one area of the hive ship to another. It may be a vent in the roof of a tunnel, a gaping chasm that drops to a lower level, or a vast orifice surrounded by cancerous cysts and waving poisonous fronds – what is important is that it leads on towards the Space Marines' objective. Leave the card face up on top of the deck. Next turn you can start turning over cards from the core deck.

If you want to keep exploring the perimeter rather than move on towards your objective in the core, place the duct card on top of the core deck instead of discarding it. Next turn, you continue to turn up cards from the perimeter deck. You might choose to do this if you turn up the duct card early in the assault and you want to press on through the perimeter to see what strangers, artifacts or secondary objectives you can find.

OBJECTIVES AND AMBUSHES

If the encounter is a primary objective, secondary objective or ambush there will usually be a battle. The Tyranid player will set up a board and you'll fight a battle either to capture the objective or escape from the ambush. Each battle is fought out to its conclusion before moving on to the next encounter or, if all the encounters have been dealt with, to the Tyranid deployment. The rules for battles are covered in the sections that follow – any special rules for the objective or ambush are covered in the *Encounters* section.

Holding Position

If the encounter is a primary or secondary objective, you can choose to hold position and not fight a battle this turn. Next turn you have three options – see the section below on *Failing to Capture the Objective.* If the encounter is an ambush, you must fight a battle – the Tyranids manage to surprise your recon squad and there's no chance to avoid a fight.

Capturing the Objective

As the Space Marine commander, your aim is to capture or destroy your objectives. In some cases, you get a bonus for capturing an objective rather than destroying it – for example, if you capture the Sensory Cluster, you get to look at how the the Tyranid player has deployed his forces on the Hive Network. The descriptions in the *Encounters* section tell you if there's any special advantage to capturing an objective.

You capture an objective by wiping out all the enemy models on the board and destroying all the teleporter cysts so that the area can't be reinforced – see the rules in the following sections for more details. If you capture an objective, discard the relevant encounter card.

Failing to Capture the Objective

If you fail to capture the objective, leave the card face up on top of the deck. Next turn you have three options:

1) **Bypass the objective.** Discard the card but don't turn over another card — the turn's exploration is spent finding a safe route around the area. If your forces were wiped out while trying to take the objective, this is the only option you can choose — the Tyranids have secured the area against you for the rest of the assault and you can't attack again or return to it later.

2) **Attempt to capture the objective.** Fight the battle using whatever new forces you've been able to bring up during deployment. You can make as many attempts to capture an objective as you want, fighting one battle each turn until you're successful or you bypass the objective (through choice or because you were wiped out).

3) **Hold position** and wait for reinforcements and new orders. The card remains face up on top of the deck — this gives you time to redeploy your forces until you're ready to make another attempt to take the objective (of course, your opponent also has time to redeploy his forces in defence). You can leave a card in play for as many turns as you want before either bypassing it or making another attempt to capture it.

TRAPS, STRANGERS AND ARTIFACTS

If the encounter is with a trap, stranger or artifact, the encounter is resolved by rolling a D12 and referring to the appropriate table in the *Encounters* section.

Some trap, stranger and artifact encounters have effects which last for several turns or for the remainder of the game; others you can deal with immediately. You'll find all the special rules for the different types of encounter in the *Encounters* section.

You don't fight any battles with these encounters. Once you've dealt with the encounter, go on to the next encounter or, if there are no encounters left, go on to Tyranid deployment.

TYRANID DEPLOYMENT

As the Tyranid player, you move your blips around the Hive Network to best organise your defences against the Space Marine invaders. This represents the hive mind assessing the information it's receiving and passing new instructions on to the Tyranids defending the ship.

You can move blips forward or backwards one box. You can't move sideways from one line of attack to another; you have to go back to the hive box and then forward on another line of attack — this could take several turns. You can move as many or as few blips as you like but each blip is only moved one box.

For example, you can move a blip in the right flank first wave forward to the ambush box or back to the second wave, but you can't put it in the hive box or move it across to another line of attack. If you wanted to move it to the left flank, you'd have to move back to the second wave, then back to the hive, then forward into the left flank second wave and so on.

The same limitations on the boxes apply as for initial deployment — ie no more than three blips in an ambush box, no more than ten blips in each first wave or second wave box and any number in the hive box.

TELEPORTING BLIPS

Blips may also be moved by means of teleporting from one part of the Hive Network to another. The Tyranid hive ship contains many teleporter cysts which transport the Tyranids about their huge craft.

Except for ambush boxes, you can teleport Tyranid blips from any box to any other box. In this way, a Tyranid blip can be moved several boxes, even from one flank to another.

You can never teleport to or from an ambush box — ambushes are set up away from the Tyranid's main defences in areas that don't have teleporter cysts. You can, of course, still move blips between the first wave box and the ambush box in the normal fashion.

Travelling through the teleporter uses up a blip's movement for that turn. You can't teleport a blip and then move it one box forward or back.

Tyranid teleporters only work on Tyranids and their bio-constructs. Slave races don't secrete the correct enzymes and aren't recognised by the teleporter which therefore just sucks them into its digestive tracts and consumes them at its leisure. For this reason, mind slave blips can never be teleported,

TYRANID REINFORCEMENTS

Each turn, you'll get a chance to randomly draw extra blips from the reinforcement pool to represent Tyranid Warriors waking from hibernation as the assault is under way. The number of blips you can draw is determined by the size of game you're playing. There are more hibernating Tyranids on larger hive ships so the number of reinforcements increases.

The Force Points Table (see *Choosing Your Forces*) tells you which column you use on the Reinforcements Table. You should have made a note of this on your roster. Check which column you're using, then roll a D12 and look up the result on the table below:

REINFORCEMENTS TABLE

D12 Roll	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

If the Hive Mind Synapse has been captured or destroyed by the Space Marines, you must subtract -2 from all rolls for reinforcements.

Any blips you receive as reinforcements must be placed in the hive box and can't be moved until next turn.

Once you've placed your reinforcement blips, you go on to the next turn, starting again with Space Marine deployment.

TYRANID STARSHIPS

Tyranid starships are great living leviathans swimming through the hidden currents of space. Between solar systems, they dive into the warp, naturally adapted to survive the tides of the immaterium, surfacing once again in realspace to feed. They consume the cosmic detritus, the comets and asteroids left by the creation of solar systems. A ship grows as it travels, adapting itself to each new source of food, creating new digestive systems to break down the different types of matter. The old stomachs atrophy and harden so that an ancient Tyranid starship is a mass of stony growths, often forming a fantastic whorl of armour around the still-growing body.

As **a** ship moves slowly through the depths of space, the Tyranids hibernate. In the smaller starships, hibernating Tyranids are gathered in small chambers, contained within pods that feed them vital nutrients. In the largest ships there are great halls packed with hibernating Tyranids – in their hundreds and thousands they pass the long years of travel in a dreamless sleep. The only creatures moving around the miles of passages and tubes within **a** ship are the countless bio-constructs that perform the mindless, repetitive duties necessary to keep the ship healthy.

When a starship approaches a star system, the Tyranids begin to wake. The chemistry of the hive ship itself changes and new hormones are secreted, bringing the Tyranids back from their long sleep. As the ship moves through the outer edges of a star system, the hive mind prepares for war.

It is at this point in its journey that the Tyranid ship is most vulnerable. Tyranid Warriors are just beginning to awaken but the ship is as yet lightly defended. A lightning assault can punch its way through the weak defences to sabotage the ship's vital organs. If the ship dies, so does its cargo of Tyranid Warriors and bio-constructs. Those still in hibernation never awaken as the supply of life-sustaining fluids dries up. Those who are awake and survive the attack are doomed to drift on the dying spaceship as it floats out into the cold of interstellar space.

It is generally the smaller Tyranid ships that are attacked in this way. The largest ships are unimaginably vast and are better left as targets for the battlecruisers of the Imperial Navy. But the Navy can't patrol every star system – sometimes there isn't time for a message to be sent before the shadow in the warp cuts the system off. At these times, the Imperium must depend upon the loyalty and heroism of whatever forces are available. If the system is lucky there will be Space Marines stationed there, for their bravery is beyond question, their skill as warriors beyond compare.

Chaplain Fabius quietly entered the Ultramarine's chapel. The light was dim, only a few candles flickering along the walls. The figure kneeling in the centre of the room seemed not to notice him.

"Sergeant Khan," said Fabius, sympathy in his voice. The Sergeant looked up and then slowly rose to his feet. He was a shorter man than the Chaplain but more solidly built. He wore a black tunic, its cuffs and hems decorated with a fine golden thread. There was a golden scythe embroidered on his left arm, the chapter badge of the Scythes of the Emperor. Fabius motioned him to a seat at the side of the chapel; he noticed that the Sergeant limped heavily as he moved across the stone-flagged floor.

"Tell me what happened," said Fabius. For a moment Khan hung his head. As he looked up, light glinted off the three silver studs embedded in his forehead, each inscribed with the figure of a horseman. The shadow of a deep, ragged scar crossed his left cheek. Khan's eyes were sad but they held the Chaplain's gaze.

As he spoke, the Sergeant's voice remained steady, almost completely emotionless, but occasionally a nervous shudder shook his right arm and his fist clenched tightly.

"There was no warning when the other ship appeared; nothing showed on our sensors until we were close enough to pick it up visually. It was a strange shape, almost like a snail, as if it carried a huge spiral of armour on its back. It wouldn't respond to our signals and kept moving in towards the system. We were having problems communicating with the Fortress, so I took the decision to board.

"As soon as the boarding torpedo struck, we dispersed. The inside of the ship was like nothing I'd ever seen before. Tubes of dark fluids ran along the walls, bloated creatures hung from the ceiling, the tunnels twisted and coiled like intestines. There was a constant low pulsing sound and a stench like rotting flesh.

"We had just reached a wider chamber when they struck. There were three of them, each twice as tall as a man. They had bony plates on their backs. Through their ribs, I could see ugly, throbbing organs. They had four arms, two with claws large enough to crush a man's head, and their spines ended in huge stingers dripping black poison.

"Two of them wielded pairs of swords, five or six feet long and glowing with a green light I saw one split Harvan in two, carving through his

armour as though there **was** nothing there. The third carried **a huge gun** which **groaned** and made a noise like tearing flesh as it fired."

Khan passed for **a** moment **and** his eyes briefly turned to the **shredded banner** standing in the corner of the **chapel.** It was **quartered** with checks **and bore** the **image of** a **golden horseman. Fabius had** been **told that** when the **Ultramarine patrol** found Khan's drifting ship, the **unconscious** Sergeant was **clutching** the **banner —** his **grip was so** tight they **had** to wait until he woke before he would reluctantly release it.

"I hope never to see **that weapon used again.** With **one shot** it **killed** three of my men, **burning through** their armour **and spraying** them with vile mucus. They died in agony. It was as if a **plague** rotted their flesh, but it took seconds not days to kill them."

"Their memory will live on," murmured Fabius. He indicated that Khan **should continue.**

"We killed a dozen of these creatures, maybe more, **and** left their ship crippled. We could find no consoles, no **plasma** drives, **nothing** to **show how it was controlled, only things like swollen glands and organs that seemed to be part of the ship's structure. We destroyed everything we could and planted demolition charges powerful enough to rupture it from stem to stem. When we pulled away, only myself and Marine Bolan were left alive."**

Khan fell silent, but continued to stare intently into Fabius' eyes as if he was looking for something there: forgiveness, perhaps, or maybe he hoped that Fabius could deny the horror of what had happened.

But Fabius had seen the reports from the Ultramarine patrols and the last communications from the Scythes' fortress. He had seen the plains burning and the huge pall of smoke that covered half a continent, the beasts that strode through the flames as they approached the fortress walls, their bloody claws held high in victory. He had heard the terror in the final message from the Scythes' astropaths, "The Tyranids are coming!" He knew there was no hope he could give Khan, except a chance for redemption in the war that was inevitable.

At last Khan looked down, but when he spoke there was a new firmness to his voice. "The chapter is not lost While any of us survive, we will continue to fight. The Scythes of the Emperor will serve with honour to the last man."

INSIDE **THE** TYRANID **SHIP**

The Advanced Space Crusade board recreates the winding organic passages inside a Tyranid ship. The floors of the ship are soft and pitted; in some places they become ridged or split by deep crevices, in others, anything up to a foot of thick soupy fluid sluggishly flows along passages or pools in small chambers, bubbling as noxious fumes escape.

The walls may be ribbed with chitinous plates or covered with polyps that drip mucus. In places, fronds and waving tendrils search the air for food and patches of luminous fungi spread with remarkable speed or grow into exotic shapes.

Honeycombs of small tubes lead deep into the hive ship's flesh and thickly-stranded capillaries throb as viscous ichors are pumped along them.

The atmosphere is hot and damp; rank smells are carried along by humid breezes. There is the constant background noise of a thousand different throbbing, rumbling, wheezing sounds echoing around the passages and carrying through the thick fleshy walls.

Scuttling and slithering through the passages are many of the lesser Tyranid bio-constructs: those creatures that are necessary to the functioning of the ship. Some eat away unwanted growths or repair damaged sections by covering the area with their own secretions. Others browse off fungi or drink from fetid pools and with their strange metabolisms convert what they consume into nutrients or proteins required by less mobile bio-constructs.

TYRANID SHIP BOARD SECTIONS

The board sections fit together in a huge number of possible combinations to represent the unpredictable twists and turns of the hive ship's innards. Each board section has passages and chambers connected by strange living archways called portals. The portals are muscular valves that constantly dilate and contract without ever actually closing. Used by the hive ship to regulate the flow of fluids and gases, the Space Marines and Tyranids can move and shoot through them as they battle inside the ship.
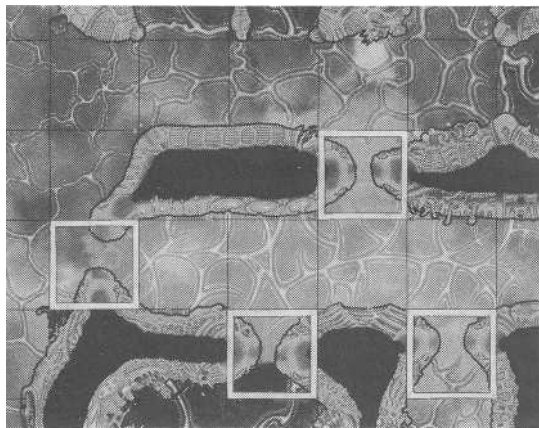
PORTALS
This diagram shows which squares contain portals. Portal squares are important in the game and are fully explained later in the rules.
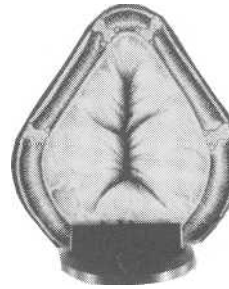
DOORS
This diagram shows one of the card doors — these are placed upright in the grooved plastic bases provided. Doors are placed on the squares where two boards join together. When they're opened, the door is simply moved to one side to show that the passage is clear — if the door is destroyed, remove it entirely as it obviously can't be shut again.

Closed door   Open door
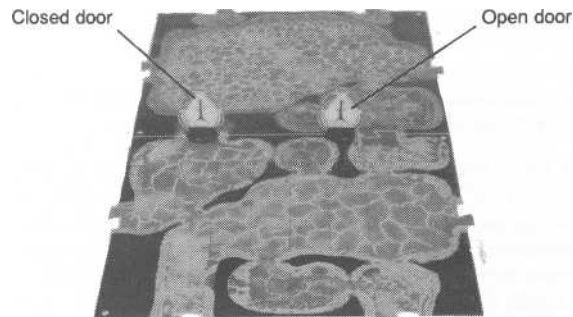
More secure than portals are the huge fleshy sphincter doors that separate different parts of the ship. These doors are bio-constructs, held in place by powerful tentacles that burrow into the walls of the ship and anchor themselves in place. The doors are opened by means of small nodules projecting from their outer rim — these are sensitive to pressure and cause the central fleshy part of the door to pull open, remaining that way until the nodules are touched again.

In many parts of the ship, there are large cysts growing from the floor. These are the openings to the Tyranids' teleporter system. Tyranids do not use a mechanical teleport system like the Imperium, but travel by means of the Teleporter Worm, a bio-construct that has the main part of its body in the warp and only the ends of its many hollow feelers in realspace. These feelers attach themselves to different parts of the hive ship and a cyst grows where they burst through. Tyranids can enter these cysts and pass through the hollow tubes. Because both the Tyranids and the Worm are part of the hive mind, the Tyranids can direct their movement through the Worm's body in the warp to reappear at another point in the hive ship.

Teleporter cyst counter

The feelers are sensitive to secretions given off by Tyranids and Tyranid bio-constructs. If something that hasn't got the correct secretions enters a teleporter cyst, it is directed into one of the Worm's many digestive sacs. There it is trapped, stranded in the warp to be slowly consumed by the Teleporter Worm. The Worm's digestive juices aren't strong enough to break down armour so it closes off the sacs containing armour-clad victims, eventually expelling the indigestible mass months, years or even centuries later. Strange alien artifacts and creatures long-dead enclosed in armour of unknown materials are occasionally found near teleporter cysts.

BATTLES

When the Space Marine player sends his assault forces in to capture an objective, or when the Tyranids manage to surround and ambush a squad, there will be a battle. Depending on what cards have been turned up during exploration, there may be up to three battles each turn, one for each line of attack. You fight each battle to its conclusion before going on to the next encounter.

WHAT HAPPENS IN A BATTLE

Before looking at the rules for battles in detail, we'll give you a quick overview of what happens during a battle. This way, everything should fall into place as you read the rules.

A battle begins with the Tyranid player secretly designing a map of the area the battle's fought over. You use the small hidden set-up tiles to represent each of the real board sections and set up a map to represent an area of the hive ship. The map remains hidden from the Space Marine player who must explore it to find a way through to his objective. This reflects the Tyranids' greater knowledge of their ship and the Space Marines' ignorance of the area they're fighting through.

Both sides now select their forces – the forces you can fight with depend on how you've laid out your squad counters or blips on your Strategic Display or Hive Network. The Space Marine player assembles his miniatures and places them ready to enter the board. The Tyranid player secretly places his blips on the hidden set-up map, ready to reveal them as the Space Marine explores. The Tyranid player can also place teleporter cysts on the hidden set-up map, these can be used these to bring on reinforcements during the battle.

The battle proper starts with the Tyranid player laying down the first board section. The Space Marines advance, opening the doors that separate the board sections. When a Space Marine opens a door onto another section, the Tyranid player consults his map, locates the correct board section and places it on the table. If there are any blips, teleporter cysts or objective markers located in that area on the Tyranid player's map, they're also placed. If the Tyranid player wants to, he can place board sections before the Space Marines have reached them so that he gets a chance to bring more blips into play.
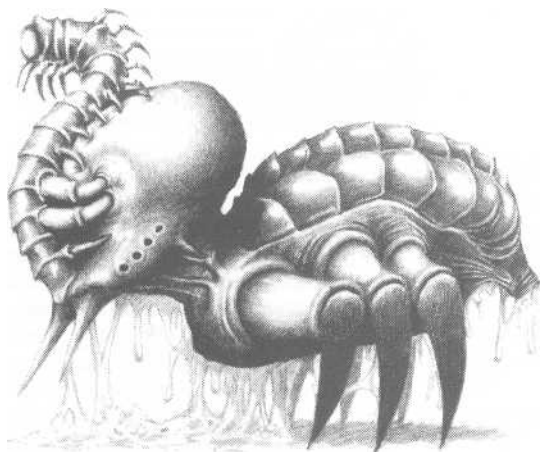
As soon as a Space Marine model can see a blip, it is turned over and the model it represents is placed on the board. It's now possible for combat to take place: models can fire their weapons or charge into close combat.

The Space Marines are trying to fight their way to their objective and either destroy the object or kill all the defenders and capture the area. The Tyranids must annihilate the invading Space Marines or force them to withdraw. The battle ends when one side is left in command of the board with no enemy models in play.

THE BOARD

The board consists of a number of separate pieces called board sections. Each board section is the same size and shape with six passages leading onto it – one passage on each of the short sides and two passages on each of the long sides. You can only place the boards so that long side joins to long side and short side joins to short side. The boards are jig-cut so they lock together to form a secure playing surface.

The board sections fit together in a vast number of different combinations. This means that as the Space Marines explore a Tyranid hive ship, they won't have any idea of what order the boards will occur in, which connects to which, which way their objective is located and so forth.

The board sections are divided up into squares – these are used to measure movement and range.

AVAILABLE FORCES

The forces available depend on what encounter you're fighting and how you've set out your forces during exploration. This is summarised below.

In all encounters, your initial forces can only be chosen from the relevant line of attack. So when we refer to a recon squad in the summary below, it means the recon squad from that line of attack. For example, if the encounter is on the left flank, neither player can draw his initial forces from the centre or the right flank, so reference to a recon squad means the left flank recon squad, and so on.

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

AMBUSHES

Space Marines

You start with only your recon squad. During the battle, you may be able to bring on reinforcements from your assault force (see *Ambushes* in the *Encounter* section).

Tyranid

In an ambush you lay the entire board out at the start of the battle and place all the blips in your ambush box on the board. You can't bring on any reinforcements.

SECONDARY OBJECTIVES

Space Marines

You start with your recon squad plus your assault force. Place the models on the Space Marine entry area – you can choose to bring as many or as few of these models into play as you want.

Tyranids

You can choose any of the blips in your first wave box – these are your initial forces. During the battle, you can teleport on reinforcements from anywhere on the Hive Network, including other lines of attack, except for blips in ambush boxes.

PRIMARY ENCOUNTER

Space Marines

You start with your recon squad plus your assault force. Place the models on the Space Marine entry area – you can choose to bring as many or as few of these models into play as you want.

Tyranids

You can choose any of the blips in your first wave and second wave boxes – these are your initial forces. During the battle, you can teleport on reinforcements from anywhere on the Hive Network, including other lines of attack, except for blips in ambush boxes.

HIDDEN SET-UP

When a Space Marine force enters the bowels of a Tyranid hive ship, it has little idea of exactly what it's going to meet. Long range scanning can sometimes give the Space Marines a rough idea of the layout of the hive ship and the approximate location of its main elements but this information is imprecise at best, completely wrong and misleading at worst. The only way that the Space Marines can accumulate really sound information is by exploring the ship.

To represent this, as the Tyranid player you design a secret map of the battle, known as the **hidden set-up map.** The Space Marine player has no idea how you've set up the map or where he's entering and the map is kept secret from him throughout the battle. This means he has to explore in order to find a way through to his objective.

Designing the hidden set-up map is a combination of random selection and your decision.

Each board section has a corresponding hidden **set-up** tile: a smaller version of the board section. To make sure there's no confusion about which is which, the hidden set-up tile has a number in the corner which matches the number on the correct board section. The description for each encounter tells you which hidden set-up tiles you use.

In addition to the hidden set-up tiles, take the Space Marine **Entry Points tile –** you'll be using this to show where the Space Marines enter once you've laid out the rest of the tiles.

You'll also need the **hidden set-up counters** and a mug or similar opaque container. You'll be using these to introduce a random element into the map layout. There's one hidden set-up counter for each hidden set-up tile, identified by the number on the counter.

Lastly, you'll need some sort of screen to prevent the Space Marine player from seeing the map layout. The top of the box stood up on its side makes a good screen – it's a good idea to use something heavy to make sure it doesn't tip over.

LAYING OUT THE MAP

The procedure for laying out the hidden set-up map is as follows:

1) Shuffle the hidden set-up tiles and place them face down in front of you.

2) Take the first tile from the deck and place it face up behind your screen.

3) Take the hidden set-up counter with the same number as the tile you've just placed and put it into the mug.

4) Draw the next tile from the deck and place it so that it connects to the first tile. You can place it anywhere around the tile provided it connects by a long side to a long side or a short side to a short side so that the passages match up. It must connect side to side, not diagonally, but you can place the tile either way up.

5) Place the hidden set-up counter that matches this tile into the mug along with the first counter.

6) Shake the mug and, without looking, draw out one of the counters. Make a note of the number on the counter and then put it back into the mug. This number tells you which of the tiles already on the board you're going to place the next tile against – we'll call this the **selected tile** for convenience.

If it's impossible to place a new tile because all four sides of the selected tile have already been used, discard the counter you've just drawn and take another one. Return the second counter to the mug; don't bother putting the first counter back in as you can't place any more tiles against the tile it represents.

7) Draw the next tile from the deck. Place this against one side of the selected tile – it's up to you which side it's placed against, provided long sides or short sides match as usual.

8) Place the counter for the new tile into the mug.

9) Repeat steps 6 to 8 until all of the tiles are placed – each time round you'll be drawing another counter so the selected tile changes (unless, of course, you draw the same counter twice running).

10) The encounter description tells you which board section contains the Space Marines' objective. Take the Space Marine objective **counter** and place it on the relevant hidden set-up tile – this will remind you which tile contains the objective marker when you're laying out board sections during the battle.

11) Finally, take the Space Marine Entry Points tile and place it so that it connects to any of the tiles you've already placed. Provided the arrows on the Entry Points tile connect to the two passages leading off a long side you can place the tile anywhere you want. Before you place the Space Marine Entry Points tile, think about how you're going to arrange your defences. It's often a good idea to put it as far away from the objective as you can so that you've got plenty of time to attack the exploring Space Marines.

Once you've designed the map, place any teleporter cysts **you're allowed and your defensive** forces, represented by blips.

Blips

You can place the blips wherever you want on the hidden set-up map except on the Space Marine Entry Points tile and the hidden set-up tile it's connected to.

It doesn't matter where on a tile you place the blips, provided it's clear which tile they're on. You'll get to decide exactly where the blips go when they're actually placed on the relevant board section.

You can look at your blips at any time to remind yourself what you've got, but you can't move them around. Of course, their position remains secret from the Space Marine player. If they move, they immediately show up on the Space Marines' bio-scanners so you have to place the appropriate board section and move the blips on that – this is fully covered later.

Teleporter Cysts

You'll be able to use teleporter cysts to bring on reinforcements during the battle. You can choose where to place these on the map and you should consider your defensive plan before setting them up.

The encounter description tells you how many teleporter cysts you can place on the hidden set-up map. Take one teleporter **cyst counter** for each cyst you're allowed and place the counters on the hidden set-up map. The only restriction on placing the counters is that you can't put them on either the Space Marine Entry Points tile or the hidden set-up tile directly connected to it. You can place more than one cyst on a tile if you want.

SETTING UP
THE BOARD

At the start of **a** battle, only the Space Marine Entry Points and the board section connected to it are placed on the table. Other board section are placed as the Space Marine player explores by moving his models round the board and opening doors to new sections.

Take the **Space Marine Entry Points** board section and place it on the table. Check your hidden set-up map to see which hidden set-up tile the Entry Points lead onto and then place the corresponding board section on the table, joined to the Entry Points.

Take six **doors** and place them on the outermost half squares of the first board section. This means there'll be four doors at the edge of the board and two between the first board section and the Space Marine Entry Points. All these doors are closed at the start of the game.

If you're the Space Marine player, take all the models that you're going to be using in this battle and place them on the Space Marine Entry Points section.

Models on the Entry Points aren't actually in play – you can't shoot with them, for example, nor can they be shot at by the enemy. You can bring as many or as few models into play as you like. If you want to keep some models back, there's nothing to stop you leaving them on the Entry Points throughout the battle. Of course, they'll always available if you change your mind later.

PLACING NEW BOARD SECTIONS

Whenever **a** model opens or destroys a door that leads to an unexplored area, if you're the Tyranid player you need to check your hidden set-up map to see if there's a hidden set-up tile beyond the door. If there is, place the corresponding board section immediately. The new board section joins to the existing sections exactly as shown on your map. Models can move onto **a** new board section during the turn that it's placed. As soon as you place the board section, set up doors on each of the half-squares at its edge.

When you place a new board section, you also have to place any blips, teleport cysts or objective markers that you've got on the corresponding hidden set-up tile. The rules for blips are covered in the next section.

Teleporter Cysts

If there's a teleporter cyst, take the teleporter cyst counter from your hidden set-up tile and place it anywhere you want on that board section – the only restriction is that it must go in **a** square that can normally be occupied by a model.

Objective Markers

If the section contains an objective (the encounter description tells you which section the objective is in), take the appropriate objective marker and place it anywhere you want on the board. You can place the marker any way round, provided it fits neatly into the grid and it is only placed over empty squares – ie you can't place any of the marker over a square that contains a wall, a door or a portal.

OPENING DOORS ONTO NOTHING

As the Space Marines explore the hive ship, they find many dead ends and passages that are too small for them to enter. Sometimes they'll open a door and find only a dark pulsing wall of flesh obstructing their path. On other occasions, a passage may continue but it will split into a myriad tiny tubes and fistulas impossible for anyone to enter.

This situation occurs when models open doors onto areas not covered by the hidden set-up map. If a Space Marine opens or destroys a door that leads to nothing, simply tell the Space Marine player that the passage is blocked and there's nothing but tiny pipes or a wall of flesh beyond the door.

Once a blocked passage has been revealed by exploration, you can take off the door or doors leading to it – you'll need these as new board sections are discovered.

Opening or destroying a door that leads to **a** blocked passage immediately ends that Space Marine model's action – the Space Marine is checking the area beyond the door to make sure that it really is impassable and that he's not missed any potential openings.

ADRIAN SMITH
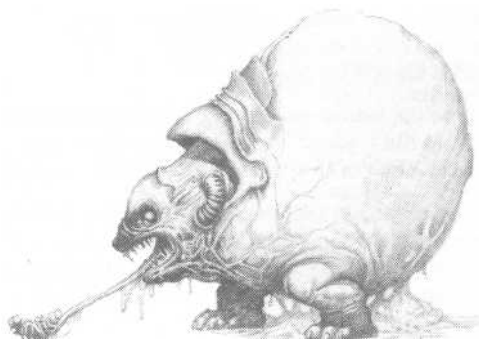
BLIPS

When the Space Marines assault a hive ship, they're equipped with bio-scanners that allow them to pick out the bio-signals of moving creatures. The scanners are only operative at short ranges in a hive ship because of the mass of bio-matter constantly surrounding them – they are therefore set only to pick up the strongest signals, such as those giving by a moving Tyranid. The scanners give the Space Marines some warning of the approach of the enemy, but they cannot tell what creature is moving towards them, and often can't even tell how many creatures the signal indicates.

To represent this, Tyranids are initially placed on the board as **blips** – counters that show where the creatures are located but don't give the Space Marine player any indication of the number or type of the enemy. When a Space Marine model can see a blip, it's converted into a model.

Each blip counter has two sides: the top represents the screen of a Space Marine bio-scanner – this is the same for all blips and is the side that is visible when the blip is first placed on the board. On the other, hidden, side of each blip is a picture and **a** letter code that shows what sort of creature the blip represents.

Blips are split into two types: **Tyranid** blips and **mind slave blips. Both** types have an identification letter which allows you to keep track of what each blip represents.

| Top | Tyranid blip | Mind slave blip |

Tyranid blips are used for Tyranids and for their bio-constructs – creatures such as Genestealers, Grabber-Slashers and Zoats. Mind slave blips are used for the creatures that have been captured by the Tyranids and modified by the implantation of a controlling parasite – these blips cover Orks and Gretchin, squads of Chaos Marines, and so forth.

PLACING BLIPS ON THE BOARD

As the Tyranid player, whenever you place a new board section, you check the corresponding hidden set-up tile to see if there are any blips on it. If there are, take all the blips from the tile and place them on the new board section with the bio-scanner screen face up.

The exact position of the blips on the board when they are revealed is affected by whether the Tyranids are surprised by the Space Marines. To work out who has the advantage of surprise, both players roll a D12. The forces of the player who rolls the highest score has surprised their enemies. If there's a tie, the Tyranids have surprised the Space Marines – their prepared defences give them a slight edge.

The player who rolled highest places all the blips on the new board section. Each blip is placed in its own square just as if it were a model. Like a model, it can't be placed on a square containing a closed door, an object marker, a wall or another model.

Once all the blips are placed, the other player can move each blip up to one square – this stops either side gaining an overwhelming advantage due to the luck of a single dice roll.

The Tyranid player always has the option of placing models on the board instead of blips. Simply check what the blip represents and place that model on the newly-discovered board section instead of the blip – the rules for surprise still apply.

BOARDS PLACED BY THE TYRANID PLAYER

If a Tyranid Warrior moves, it immediately shows up on the Space Marines' bio-scanners. For this reason, you can't move blips around the hidden set-up map – as soon as a blip moves, it's no longer hidden!

To move blips, therefore, you've got to put the relevant board section or sections on the table – you can then move the blips around the board as normal.

You can choose to place any board section that hasn't already been discovered at the start of your turn. You can only place new board sections so that they join side-to-side with existing sections. This means that sometimes you might have to place two or more board sections to bring a blip into play. Of course, any new board sections have to be placed so they match the hidden set-up map.

When you place board sections, if there are any blips, teleporter cysts or objective markers on the corresponding hidden set-up tile, these are placed on the board – you can't keep any blips hidden just because you don't want to move them yet! Even though you've chosen to place the boards on the table, both players still have to roll a D12 for surprise to see who gets to decide exactly where the blips go on the new sections.

MOVING BLIPS

Blips on board sections are moved like models, except that:

1) All blips have a speed of 6 regardless of which creature they represent – this means the Space Marine player can't tell what a blip is just by seeing how far it moves.

2) Blips have no facing and may turn in any direction as they move – this applies even if the blip represents an unmanoeuvrable model.

3) You can't move a blip to where an enemy model can see it. If you want to move into an enemy line of sight, you have to convert the blip into a model or models at the start of your turn.

4) You can't move a blip to a square next to an enemy model, even if the enemy model can't see it. To move next to an enemy, you must convert the blip into a model.

As the Tyranid player, you can look at the underside of a blip to check what it represents any time you want. The Space Marine player isn't allowed to see what a blip represents until it's flipped over when it converts into a model.

CONVERTING BLIPS INTO MODELS

There are two ways in which a blip can be converted to the model it represents: either because the Tyranid player chooses to replace the blip with its model, or because a Space Marine can dⁱrectly see what the blip is and no longer has to rely on his bio-scanner.

If you're the Tyranid player, you can replace any blips with the appropriate models at the start of your turn. The models can take actions and extra actions during this turn. You have to convert a blip to a model if you want to move into an enemy model's line of sight or make an attack.

As soon as an enemy model can see a blip, the blip is replaced by the appropriate model. This can happen in either player's turn and takes place immediately an enemy model gets line of sight to the blip, even if it interrupts the enemy model's action. If the conversion takes place in the Tyranid player's turn and the blip hasn't taken an action, the model can take an action – if the blip has taken an action, the model can still take an extra action if you want. If the blip is converted to a model in the Space Marine turn, the model can react immediately.

Whenever a blip is converted to a model, simply flip the blip over to show what it represents – this is recorded on your roster sheet where you have allocated each lettered blip to a particular model.

Remove the blip from the board and place the model in the same square. The Tyranid player chooses which way the model is facing

If you don't have the correct model, you can't convert the blip. Instead of replacing it with a model, the blip is simply removed from play – obviously the Space Marines' bio-scanner was faulty and the creature it showed wasn't really there.

Blips That Represent More Than One Model

Some blips represent more than just one model – for example, a mind slave blip may represent a squad of five Chaos Marines.

When the blip is converted, place the models so that the first one is on the square which held the blip and all the others are placed on empty adjacent squares. As usual, you can't place models in squares containing closed doors, objective markers, walls or other models.

If there aren't enough squares around the first model, then any excess models aren't placed. For example, if you converted a

blip representing a squad of five Chaos Marines and there was only room for the first Marine and two others, then you'd only get to place three models – the other two can't be held over to a later turn.

If the Tyranid player chose to convert the blip, he places the models. If the blip was converted because it was seen by an enemy model or was hit by an area effect weapon, the Space Marine player decides where the models go. In either case, the Tyranid player chooses which way the models are facing – they don't all have to be facing the same way.
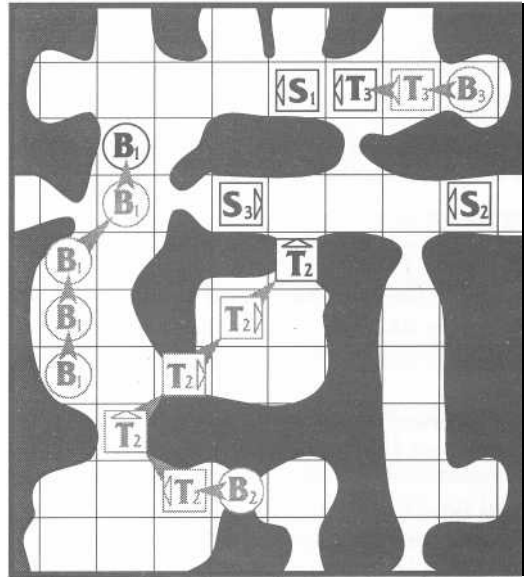
CONVERTING BLIPS INTO MODELS

This diagrams shows you how the rules for converting blips into models work.

It's the Tyranid player's turn. He's got three Tyranid blips — two of these (B2 and B3) are going to move into line of sight or contact with a Space Marine model, so the player converts them into models at the start of his turn. He flips the blips over and checks the letter code against his roster — they're both Tyranid Warriors with Boneswords.

Before moving either model, he gives the left-hand blip (B1) an advance action and moves it forward 4 squares. He can't move the blip any further or it could be seen **by** the **Space Marine** Sergeant (S1). Note that it isn't seen by the Scout looking in its direction (S2) because there's another Scout model in the way (S3) blocking line of sight between the blip and the Scout.

Tyranid 2 had to be converted from a blip to a model because it is going to move into the line of sight of Scout 3. The Tyranid player gives the model a charge action. The model moves 5 squares, then attacks and kills Scout 3 in close combat. With speed 6 it can move a total of 8 squares and has used 6 already (5 in movement, plus 1 for the close combat attack). It can't reach either the Sergeant (S1) or the remaining Scout (S2) and still make an attack, so it remains where it is.

(Note that if the player had moved this Tyranid first, he couldn't now move blip 1 because it would be seen by the Scout — it pays to think carefully about which models or blips you move first.)

Tyranid 3 had to be converted because it is going to move into a square adjacent to an enemy model, even though the Space Marine Sergeant (S1) can't see it. The Tyranid player moves the Warrior model forward 2 squares and attacks the Sergeant in close combat. Amazingly, the Sergeant makes a heroic defence and kills the Tyranid Warrior!

ACTIONS

During a battle you take turns, with one player moving all his models and making all the attacks he wants to and then the other player moving and attacking with his models. Unless you're fighting an ambush, the Space Marine player always takes the first turn. Before you take your turn, remove any overwatch counters remaining from the previous turn (the rules for overwatch are explained in the section on *Reactions).*

In your turn, each of your models can take one action, which could be moving, shooting, making a number of close combat attacks, reloading a weapon and so forth. In addition, some models may be able to take a second action in a turn. This represents things like a Space Marine Sergeant or the Tyranid hive mind ordering troops to get a move on or individuals acting on their own initiative as they see a valuable tactical advantage to be seized. You only get a limited number of these **extra actions** during your turn.

At the start of your turn, roll a D12 to see how many extra actions you get — look up the result on the table below.

EXTRA ACTIONS TABLE

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

Take one extra actions counter for each extra action you've rolled on the table and keep them to one side for the moment. These will act both as a record of how many extra actions you've used and which models you've moved twice.

Depending on what models are fighting in this battle, you may get a bonus to your extra actions roll. For example, the Space Marine player gets a bonus of +2 to his roll for each Space Marine Sergeant in play. These bonuses only apply if the model is alive and is actually on the board at the start of your turn. The notes section of a model's characteristics say if he gives you a bonus.

The Tyranid player receives a penalty of -2 on his extra action roll if the Space Marines have captured or destroyed the Hive Mind Synapse.

TAKING ACTIONS

Your models take their actions one at a time and you complete each model's movement and firing before you go on to the next. You can't go back and change any of a model's action once it's over. Each turn you can move and fire with all, some or none of your models – it's up to you how many you use.

A model can perform one action each turn, chosen from the list below. This determines how far the model can move, how it can attack and what other things it can do during the turn. You must tell your opponent which action you've chosen before you start to move or attack with the model.

Charge
A charge is a dash forward either to cover as much ground as possible or to join combat with the enemy. You can move the model up to a number of squares equal to its speed plus two –

for example, if the model has a speed of 6, you can move it up to 8 squares.

The model cannot shoot while charging but it can make close combat attacks. Each attack costs one square of movement. For example, if the model has a speed of 6, you could move it forward 5 squares and then make 3 attacks.

Advance
An advance is a cautious move forward with weapon ready to fire at the enemy. You can move the model up to a number of squares equal to its speed. You can snap fire and make close combat attacks – each attack costs one square of movement. For example, if the model has a speed of 4, you could move it 2 squares and shoot twice, or move it 3 squares and attack once and so on.

Ready Weapon
The trooper sets himself in a position ready to take a carefully aimed shot at the enemy, or moves forward to throw a grenade. You can move the model up to 1 square (regardless of its speed). The model may then do one of the following:

> 1) Make an aimed fire attack.
> 2) Enter overwatch.
> 3) Throw a grenade.
> 4) Place a melta-bomb.

The model can't snap fire or make a close combat attack. If it doesn't move, you can still only pick one of the four options above – you get no bonus for not moving.

Reload
If the trooper's weapon has run out of ammo, he places a new round or magazine in his weapon and continues to advance cautiously. This action can be taken by a model that has run out of ammo. The model reloads it weapon – remove the out of ammo counter.

You can then move the model up to 1 square (regardless of its speed). The model can't make any attacks. If you don't move the model, you can still only reload the weapon – you don't get a bonus for not moving.

EXTRA ACTIONS

An extra action means a model can take a second action in the same turn. The model can do this as soon as it has finished its first action or you can wait until one or more of your other models have moved and attacked before the model acts again. No model can take more than two actions in a turn.

The choice of extra actions is the same as for normal actions and the same rules apply with regards to how far the model can move, whether it can shoot and so forth.

When a model has finished its extra action, place an extra **action counter** next to the model. This means you'll easily be able to keep track of how many extra actions you've got left and you can tell at a glance which models have already acted twice and therefore can't act again this turn.

You can't use extra actions in your opponent's turn or save up actions from turn to turn, so any actions that haven't been used at the end of your turn are lost.

MOVEMENT

The Advanced Space Crusade board is divided into squares. You can move a model into any adjacent empty square, including moving diagonally, sideways or backwards. The number of squares that you can move a model depends on which action it's taking (see *Taking Actions* above).

We've provided you with some move counters that can often be helpful when you're moving a model, especially if its move is likely to be interrupted by shooting, enemy attacks and so forth. Place the counter in the square the model is standing when it starts its action – this means you can easily count back to work out how many squares it's moved.

FACING

You must place every model so that its front faces one of the sides of the square it's standing on. This is called its facing and is used when working out things such as what the model can see and what it can fire at.

If there's any doubt about which way your model's facing (eg if it's glued onto the base at an angle), put a small mark on the front of the base so both you and your opponent *can* see which is the front.

Front, Side and Rear Facing
Sometimes it is important to know whether you're attacking a model from the front, side or rear. For example, you get a bonus in close combat for attacking an enemy from behind.

A model's front facing, side facing and rear facing are shown on the diagram below.

In all the diagrams, models have their a f a c i n T e Models marked with an S represent Space Marine Scouts; those marked with a T represent Tyranid Warriors.

Changing Facing
You can freely change a model's facing while it's moving, turning it by any amount any number of times within its move. It can end its movement facing towards any edge of the square it occupies. Once it's finished moving, you can't change its facing until its next action.

If a model stays in the same square, it costs a square of movement if you want to turn it to face in another direction. For example, if you didn't want to move a model with a ready weapon action, you could use the square of movement to change its facing.

IMPASSABLE SQUARES

You can't move a model into a square that contains a wall, door or objective marker. These are called impassable squares.

Walls
It should be obvious which squares are walls. A few squares have a small amount of wall breaking into them – these can be entered. A few wall squares actually contain a small amount of floor space but these clearly can't be entered. As a rough guide, if the centre of square is within the walls, you can't enter the square.

Doors
The great fleshy sphincter-valves that separate areas of a Tyranid ship are represented by card **doors** which stand upright in the slotted plastic bases provided.

When a door is closed, place it in the middle of the square. You can't move a model into a square containing a closed door. When the door is open, place it to one side of the square (if it is destroyed, remove it altogether) – the square is now treated as a normal empty square for movement, shooting etc.

Objective Markers
Objective markers (for example, the Energy Cortex, Respiratory Vent, Hive Mind Synapse, etc) completely fill the squares they cover. You can't move a model into any of the squares which contain an objective marker.

Other Models
A model can move through a square that contains another model but it may not end its move in that square.

Portals
Portals are the organic archways that span the ends of passages and the entrances to chambers on a hive ship. Squares containing portals are treated as empty squares for movement – you can enter one from any adjacent square and can move from one to any adjacent empty square.

SPACE MARINE ENTRY POINTS

The Space **Marine Entry Points** represent the area beyond the battle zone that has already been explored and captured by the Space Marines. Because of this, you can't shoot or throw grenades into or out of this section, you can't hit the models in it using area effect weapons and so forth. Only Space Marine models can move onto the Entry Points.

If a Space Marine model starts its action on the Entry Points, you can move it onto the next board section as usual – its first square of movement takes it onto the first square of the next board section. It can leave the Entry Points by either passage.

If you move a Space Marine model onto the Entry Points, that model's action is immediately ended. You can bring the model back onto the board by means of a later action.

UNMANOEUVRABLE MODELS

Some models are not very manoeuvrable. In some cases this is because the model is large or wears very bulky armour;' in other cases it's because the model carries a heavy weapon that makes it tricky to turn around quickly.

If a model is **unmanoeuvrable,** there is a U in the manoeuvrability column of its characteristics. There are several special rules for unmanoeuvrable models.

1) You can't change the model's facing before it moves and you can only move the model into one of its front three squares. Once it has moved a square, you can change the model's facing by 90° if you want. With this new facing, you can again move the model forward into one of its front three squares and then change its facing by 90°, and so on.

2) Instead of moving a square, you can change the model's facing by up to 180°.

3) You can move the model backwards or sideways one square at a cost of two square's movement. The model ends the move with the same facing as it started.

4) Unmanoeuvrable models may not dive prone.

5) An unmanoeuvrable model cannot move through a square containing another model and vice versa.

TAKING COVER

In the confined setting of a Tyranid hive ship, it is a matter of life and death to make use of every piece of cover.

There are two advantages to being in cover: the model is harder to hit so it uses its higher armour rating, and the model may get a chance to duck back out of the way when an enemy shoots at it.

You show a model is in cover by placing it on the line between two squares. Unless an attacker can shoot at both squares, the model is under cover from that attacker. This represents the

model hiding round a corner with just its head and weapon in view. Take a look at the diagrams to make this clear.

The rules for the effects of cover in combat are given in the *Shooting* section. The special rules for moving into and out of cover are:

1) A model can take cover by moving onto the line between two squares. This costs a square of movement and ends the model's action.

2) You can move another model through either of the squares as long as it doesn't cross the line occupied by the model in cover. You can't move past like this if either model is unmanoeuvrable.

3) A model may leave cover at a cost of one square of movement. Place the model so that it is occupying one of the two squares it was standing between. If it is unmanoeuvrable, it keeps its previous facing, otherwise it can be positioned with any facing.

DIVING PRONE

If there are no walls to take cover behind, the ridges and folds in the floor of a Tyranid ship offer protection to anyone who throws themselves prone, perhaps as a last desperate attempt to fling themselves out of the way of an attack. Once prone, it's impossible to safely rise to a firing position without risking exposure to *enemy* fire — the only way to benefit from the uneven surface of the ship is to keep down and press close to the low spines and fleshy protrusions.
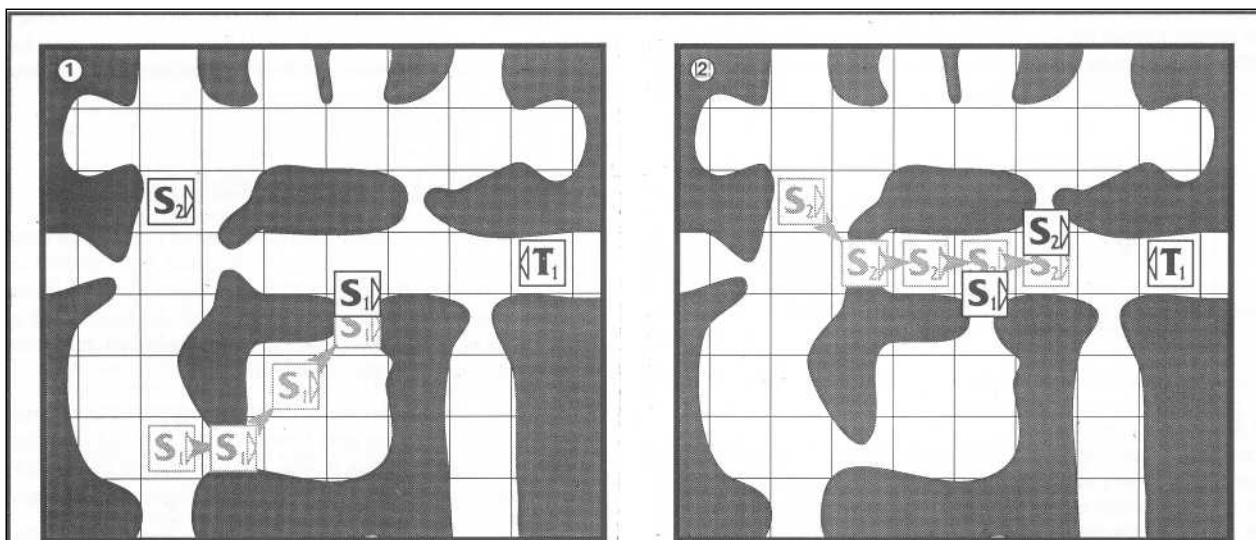
TAKING COVER
These diagrams show you how moving into cover works.

Diagram 1: It is the Space Marine turn. A Space Marine Scout (S1) is given an **advance** action. It has a speed of 5, so it can move 5 squares as long as it doesn't shoot or make a close combat attack. The player moves the model forward 1 square, diagonally forward two squares and then places the model in cover by putting it on the line between two squares. As you can see, this means the Tyranid Warrior (T1) further down the passage can't see the model properly - the Scout is peering around the edge of the opening, keeping its **body** under cover. The Scout has 1 square of movement left, so it takes a snap shot at the Tyranid but unfortunately misses.

Diagram 2: The Space Marine player now decides to move the second Scout (S2) and also gives it an advance action. He moves the model diagonally forward one square, then straight forward three squares. The model can step past Scout 1 as if the square it partly occupies was empty. Scout 2 has 1 square of movement left, so the player moves it into cover on the other side of the passage, placing the model on the line between two squares. This uses up all the Scout's movement, so it can't fire but at least the wall gives it some protection from the Tyranid Warrior.

The following special rules apply to models that dive prone:

1) A model may dive prone whenever it enters a square. Move the model up to one extra square and then place the model on its side to show that it is prone. This extra square as the model dives prone is free — it doesn't cost any more squares of movement. Diving prone ends the model's action.

2) While a model is prone it uses its higher armour rating due to the cover it has gained.

3) A prone model cannot shoot or attack in close combat.

4) If attacked in close combat, the prone model's opponent adds +4 to its close combat modifier. This is the only bonus the attacking model gets — there's no additional bonus for attacking from the rear or side.

5) It costs a model one square of movement to stand up from prone. Stand the model up in its square, facing in any direction.

OPENING DOORS

A model may open or close a door which is in one of its front three squares. It costs one square of movement to open or close a door.

You can't close a door if there's a model in the door's square — the valve doors aren't powerful enough to crush a model and simply open again if there's anything in the way.

When a Space Marine opens a door that leads into an unexplored area, he doesn't know whether there's another board section on the far side or one of the mazes of small tunnels and tubes that wind throughout the hive ship.

The Tyranid player knows what is beyond the door by looking at his hidden set-up map. If there's another board section, the Tyranid player places it on the table and lays down any blips, objective markers and teleporter cysts that are on it. If the Space Marine model has any squares of movement left, he can continue to move and can move onto the new board section if he wants.

If, however, the door leads to an area the Space Marines can't enter, the Tyranid player must tell the Space Marine player that the model has opened the door onto a dead end. The model's action immediately ends — the Space Marine must spend a short time checking that what he's found really is a dead end before he can carry on exploring.

TELEPORTER CYSTS

You can move a model through a square containing a teleporter cyst, but if a non-Tyranid model (eg a Space Marine Scout or Tyranid mind slave) stops on a square containing a cyst it is sucked into the warp and consumed. Remove the model from play at once. Tyranid models may stop on squares containing teleporter cysts with impunity.

Teleporting Onto the Board
In battles for primary and secondary objectives, as the Tyranid player you're able to teleport Tyranid blips onto the board as reinforcements.

You can teleport a Tyranid blip from anywhere on the Hive Network, except from ambush boxes. Teleporting a blip costs two extra actions — so you should discard two extra action

counters. You can teleport blips onto cysts on the hidden set-up map or onto cysts that are on a board section already in play. Simply take the blip and place it onto the cyst.

If a teleporter cyst can be seen by enemy models, the appropriate model is placed on the cyst instead of the blip. You always have the option of placing the model instead of the blip, even if no enemy can see the cyst.

A blip that has been teleported can still take an action this turn but it can't take an extra action.

Appearing on a teleporter cyst counts the same as moving a square with regard to enemy reactions — for example, any enemy models which can see the teleporter cyst can try to snap fire, turn to face etc as soon as the model appears.

Teleporting Off The Board
If you want to teleport a Tyranid off the board, move the model or blip onto the cyst. It can then teleport off as its next action; it can't move, shoot, attack in close combat or do anything else — just remove the model from the board. You can use an extra action to teleport a Tyranid off in the same turn it moved onto the cyst. You don't have to teleport a Tyranid that is standing on a teleporter cyst.

Place any Tyranid you teleport off the board back on the Hive Network. If it is now a model, replace it with the appropriate blip. You can place the blip anywhere on the Hive Network, including in boxes on other flanks, with the exception of any of the ambush boxes.

During a battle, you can only teleport blips or models onto or off the board — you can't teleport blips around your Hive Network.

If the Teleporter Nexus has been captured or destroyed by the Space Marine player, you can't teleport any blips at all for the remainder of the game.
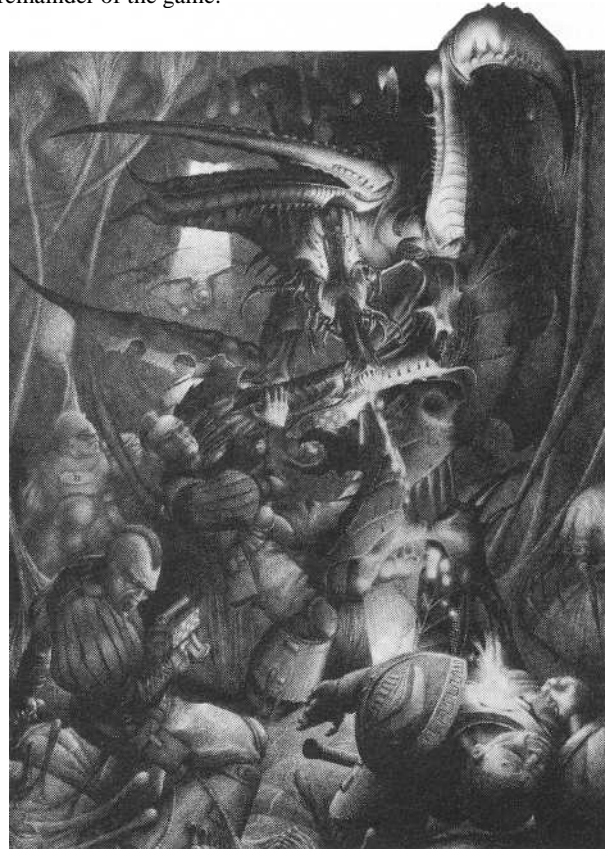
ADRIAN SMITH

SHOOTING

Most troops have ranged weapons, from the bolt pistols of Space Marine Scouts to the huge Deathspitters carried by Tyranid Warriors. Being able to attack at range is particularly important for troops such as Space Marine Scouts as they're likely to be torn limb from limb if they engage in close combat with Tyranid Warriors.

For a model to fire its weapon, it must have **line of sight** to the target, the target must be within the model's fire arc and the target must be within **range** of the weapon being used. You must also say in advance what sort of attack you're making: **snap fire or aimed fire.**

SNAP FIRE AND AIMED FIRE

Snap firing is when the attacker lets off one or more quick shots, firing from the hip without taking careful aim on his target. If the firer takes his time and gets his enemy dead in his sights, he is able to take a much more accurate and damaging aimed shot.

Aimed shots have greater range and are more deadly than shots that are snapped off, but at the cost of a slower rate of fire.

The type of shot that a model can make depends on its action: only advance or ready weapon actions allow a model to shoot.

A model taking an **advance** action can **snap fire.** Each shot costs one square of movement. You can make as many snap fire **attacks as you want up to the** limit of your model's speed. For example, if your model stood completely still, it could fire a number of times equal to its speed; if you moved the model one square, it could take one less snap shot and so on.

A model with **a ready weapon** action can take an **aimed** shot. You can only take one shot with this action — you're sacrificing rate of fire for the shot's greater accuracy.

LINE OF SIGHT

As its name suggests, line of sight indicates whether a model can see its target — if you can't see your target, you can't shoot it.

A model can see to its front and sides as shown in the diagram below.
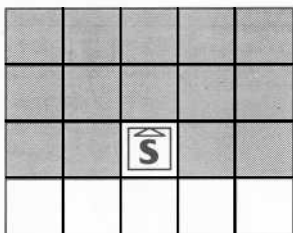

A model has line of sight along the row of squares to either side and to all the squares in front of it, shown by the shaded **area.**

A model can see for an unlimited distance provided there is nothing blocking its line of sight.

To check line of sight, place a ruler from the centre of the shooting model's square to the centre of the target model's square — this is the line of sight between the two models.
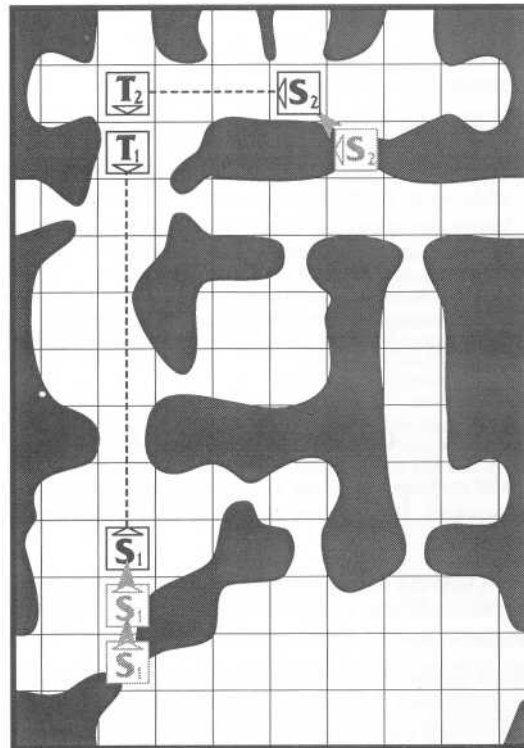
MOVING AND SHOOTING

This diagram shows you how models can mix moving and shooting in the same action, and how range is measured.

It is the Space Marine player's turn. The Space Marine player gives one of his Scouts (S1) an advance action, intending to snap fire at the Tyranid Warriors (T1 and T2). With an advance action, the Scout can move a number of squares equal to its speed, which is 5 — it costs a square of movement for each snap shot it takes.

The Scout starts the action 9 squares from Tyranid 1, so it moves forward 1 square. It's now within the bolt pistol's snap fire range of 8 squares — that's counting all the squares between the two models, including the square the Tyranid stands on but not the square the Scout stands on.

The Space Marine player rolls to hit the Tyranid Warrior and misses. A second shot hits the Tyranid and kills it — the model is removed from the board.

The Scout has moved once and fired twice, so it has 2 squares of movement left. Range to Tyranid 2 is 9 squares, so the player moves the Scout forward another square. Finally, it takes another snap shot and again misses. This completes its action.

The Space Marine player now chooses a ready weapon action for the other Scout (S2). This means the Scout can move 1 **square (regardless of speed) and** then **take** an **aimed** shot. This Scout is **armed** with a heavy **bolter** so it's **unmanoeuvrable —** this means it can **move** into one of its front three squares and then turn up to 90' left or right. The player moves the model diagonally forward 1 square and turns it to the left so that it faces the remaining Tyranid Warrior.

The range to the Tyranid is 3 squares, well within the heavy bolter's aimed fire range of 40 squares. The player rolls for the Scout's shot — it's a good roll and the Tyranid is gunned down in a hail of heavy bolter fire.

FIRE ARCS

Although a model can see out to either side, giving it **a** 180° line of sight, its fire arc only covers the area 90° directly in front of it – this is shown on the diagram below.
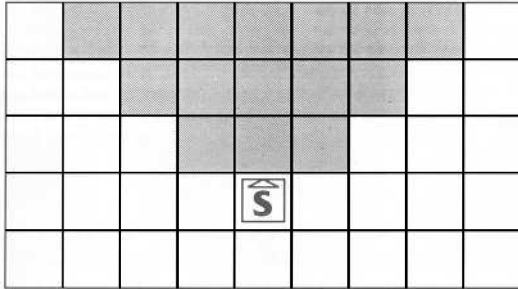
A model's fire arc covers all the squares in front of it within a 90° arc, shown by the shaded area.

If the target is outside the model's fire arc, you can't shoot at it – you may be able to see the enemy out the corner of your *eye,* but you can only shoot if you can aim your weapon properly.

RANGE

Most weapons have two ranges: one for snap fire attacks and a longer range for aimed fire attacks. An aimed shot has a longer range because the firer takes more time to draw a bead on the enemy, making the shot more accurate over distance. Not all weapons can both quickly snap fire and make accurate aimed attacks – if there's no figure for one of these ranges, you can't make that type of attack.

Count the number of squares between the shooting model and the target. Include the square the target is standing on but don't count the square the shooting model is on. This is the range to the target – if it's greater than the weapon's range, you can't shoot the target.

If this line crosses a square containing another model, a wall, a closed door or an objective marker, the line of sight is blocked and you can't shoot at the target. Teleporter cysts don't block line of sight because they're openings in the floor of the hive ship.

HOW TO SHOOT

If you've got a clear line of sight to a target within your fire arc and weapon range, and if you've taken the right sort of action, you can shoot. To find out if you're successful, you must roll to hit the target.

All weapons have two **to hit rolls** for shooting: one for snap fire and one for aimed fire. These to hit rolls are part of a model's characteristics (see the force lists) and are written as a number of dice plus a modifier. If the weapon's to hit roll is shown as a dash, it can't make that type of attack.

When you shoot, roll the number of D12s shown by the relevant to hit roll and add the modifier to each dice. You don't add the dice together – each dice represents a potential hit. If any of the modified rolls are equal to or **higher** than the target's armour rating, you've hit and killed the model – remove the target model from the board.
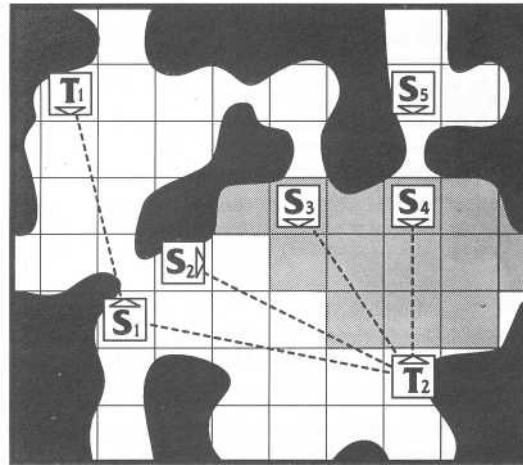
LINE OF SIGHT AND FIRE ARCS

This diagram shows you how to tell what a model can and cannot see and when an enemy target is in a model's fire arc.

Tyranid Warrior 1 can see and shoot at Scout 1 as its line of sight runs through clear squares – remember that a portal square counts as a clear square for line of sight. The Tyranid can't see any of the other Scouts because its lines of sight are clearly blocked by the walls.

Tyranid Warrior **2** can see Scouts 1, 2, **3 and 4** but it can only shoot at Scouts 3 and 4. It's easy to see that all four Scouts are in the Tyranid's line of sight – this is all the squares to either side and in front of the model. Its fire arc, however, is the 90' arc shown by the shaded **squares** and **only** Scouts **3 and 4** are within this area (note that the fire arc extends **beyond** the area marked.)

Tyranid 2 can't see Scout 5 even though the Scout is directly in front of it and within its fire arc – Scout **4 blocks** line of sight to all the squares behind it.

Space Marine Scout 1 can see and shoot at Tyranid 1, but can't see Tyranid 2 - the Tyranid is behind the Scout and therefore out of its line of sight. Because of the walls, Scout **1** is the only Scout that can see Tyranid 1.

Space Marine Scouts 2, 3 and **4** can all see and shoot at Tyranid 2. Notice that because Scout 2 is facing towards Tyranid 2, it can shoot the Tyranid even though the Tyranid can't shoot back.

Space Marine Scout 5 can't see Tyranid 2 because its line of sight is blocked by Scout 4.
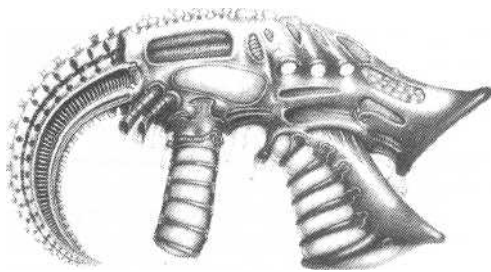
It doesn't matter how many hits you score as one is enough to kill a target — the remainder are lost and can't be used against any other targets. It's simply the difference between hitting a target with a single well-aimed shot and riddling it with holes — both are equally effective at killing the target.

For example, a Space Marine Scout with a heavy bolter is firing at a Tyranid Warrior. The Scout takes a ready weapon action and, after moving forward one square, takes an aimed shot at the Tyranid. With a heavy bolter a Scout has an aimed fire to hit roll of 2D+3, so two dice are rolled, scoring 4 and 7. Adding the +3 modifier to each gives 7 and 10. Both of these are less than the Tyranid's armour rating of 11, so no hit is scored and the Tyranid survives.

Having failed to kill the Tyranid Warrior, the Space Marine player gives the Scout an extra action and this times chooses an advance action. The Tyranid is still within the Scout's line of sight, fire arc and range, so the player decides not to move the Scout — this means he can take as many shots as possible. For snap fire attacks, the Scout rolls 2D+2 with a heavy bolter. The first two dice score 6 and **8** with +2 modifiers this gives scores of 8 and 10. Again, the Scout has rolled under the Tyranid's armour rating of 11 and his shots have missed.

For his second snap shot, he rolls 9 and 12 — modified this gives scores of 11 and 14. Both these scores equal or beat the Tyranid's armour rating, so they've both hit. The Tyranid Warrior is killed and removed from the board. Either score on its own would have been good enough to kill the Warrior.

TARGET ARMOUR RATING

In most cases, you use the target's exposed armour rating. This represents a combination of the target's innate toughness and the effectiveness of the armour its wearing.

If the target is in cover or prone, you roll to hit against its in cover armour rating. This is usually a higher number, representing the added difficulty of hitting a model peering out from behind a wall or keeping its head down. Some large opponents, such as Tyranid Warriors, don't benefit from cover like this and both their armour ratings are the same.

AMMUNITION   e

With all the shooting in a battle, most weapons need to be reloaded sooner or later. When a weapon runs out of ammo, you place an **out of ammo counter** next to the model until it is reloaded.

In Advanced Space Crusade, a weapon can be one of three types with regard to the amount of ammunition it carries: single-shot, unlimited or limited ammunition.

Single-shot (S) weapons only hold a single shell or enough ammo for one brief burst and they run out of ammo every time they're fired. Place an out of ammo counter next to the model after it fires.

Weapons with **unlimited** (U) ammo can keep firing throughout the game and never run out of ammo. Of course, most weapons run out of ammo eventually, but these weapons carry enough ammo in a magazine to last a whole assault.

Weapons with **limited** ammunition carry enough ammo to last for several shots or bursts but then run out of ammo. For these weapons, the ammo characteristic is shown as a number — this shows the chance of the weapon running out of ammo each time it shoots.

When firing a limited ammo weapon, if any of the dice you roll to hit, before adding the modifier, is equal to or less than the weapon's ammo characteristic, the weapon runs out of ammo after this shot. The attack that's being made at the moment always goes ahead whatever the result. Place an out of ammo counter next to the model.

For example, a Space Marine Scout with a bolt pistol is snap firing at a Tyranid Warrior. The Scout has taken an advance action and hasn't moved, giving it five shots at the Tyranid (it gets five shots because it has a speed of 5). The Scout's snap fire to hit roll is 1D+1 with a bolt pistol. The Space Marine player rolls 2, 5, 9, 6 and 1 — modified by +1 this gives 3, 6, 10, 7 and 2. None of these scores equals or beats the Tyranid Warrior's armour rating of 11 so it survives the hail of fur. However, the Scout's last roll of 1 before the modifier was added is equal to its ammo characteristic. The bolt pistol has run out of ammo and an out of ammo counter is placed beside the model — it can't fire again until it takes a reload action.

Out of Ammo

Any model that has run out of ammo can't fire that weapon until it takes a **reload action.** Once it has taken a reload action, the weapon is fully loaded again and the model can fire — remove the out of ammo counter.

A weapon can run out of ammo and be reloaded any number of times during an assault; it's assumed that each model carries enough spare magazines or shells to last.

A model that has run out of ammo can still use grenades or attack in close combat.

AREA EFFECT WEAPONS

Some weapons affect not only the target they're aimed at but also an area around the target. These weapons fire powerful shells that explode with rupturing shock waves and fling out deadly shrapnel, or they project rapidly-expanding balls of fire or plasma that incinerate anything within their blast radius.

These are known as **area effect weapons** and are marked with an A as their target characteristic. An area effect weapon attacks the model in the target square and all models that are in adjacent squares as shown on the diagram below.
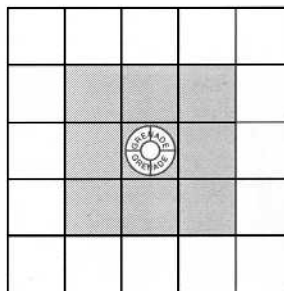
You roll separately for every target in the area of effect.

For example, a hellfire shell from a heavy bolter has an area effect with an aimed fire hit roll of 1D+6 — you roll one dice with a +6 modifier against the first target, roll another dice with a +6 modifier against the second target and so on. This means that a well-aimed area effect shot may kill several models at once.

Models in Cover

A model in cover is hit by an area effect weapon if either of the squares it's standing on is affected. Because the weapon spreads its attack across a wider area, the cover is less effective — you roll to hit against the target's exposed armour rating, not its in cover armour rating.

Even if both squares are within the area of effect, the model is only attacked once. If different to hit rolls apply to the two squares (eg a frag grenade does more damage to models in the centre of its area of effect), the attacking player has the choice of which square the target is counted as being in.

Prone Models

By flattening itself against the hive ship's floor, a prone model gains some protection from an area effect attack. For prone targets, roll to hit against the model's in cover armour rating.
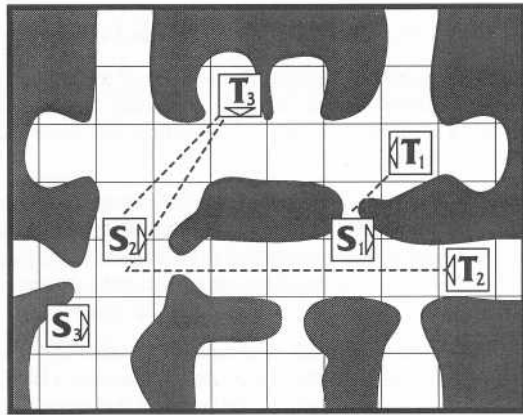
LINE OF SIGHT AND MODELS IN COVER

This diagram shows you how line of sight works to and from models in cover.

Space Marine Scout 1 is in cover and can see both Tyranid 1 and Tyranid 2. It can draw a line of sight from either square it's standing on, so it can see from the left square to Tyranid 1 and from the right square to Tyranid 2.

Space Marine Scout 2 is also in cover and can see Tyranid 3 (the dear line of sight from the left square is obvious) but can't see Tyranid 2 because Scout 1 is in the way. The two Scout models are in cover on the same line, so Scout 2 can't see through either of Scout 1's squares.

Space Marine Scout 3 can't see any of the Tyranids. Its lines of sight to Tyranids 1 and 2 are blocked by walls. Its line of sight to Tyranid 3 is blocked by Scout 2 — the line of sight crosses both squares that Scout 2 is standing on.

Tyranid Warrior 1 can see Scout 1. It can only see one of the squares the Scout's standing on (the other square is hidden by the wall) so the Scout counts as in cover.

Tyranid Warrior 2 can see Scouts 1 and 2. Both Scouts are in cover because the Tyranid can draw line of sight to one of the squares they're standing on but the other square is hidden by a wall. Note that although Scout 2 can't draw a line of sight to Tyranid 2, the reverse isn't true — the Tyranid is not in cover on the same line as Scout 1, so it can see past him to Scout 2.

Tyranid Warrior 3 can see Scout 2. The Scout isn't in cover from the Tyranid even though the Scout blocks line of sight to its right-hand square — this is discounted because the Scout can't block a line of sight to itself. If you take a look at the diagram, it's obvious why — the Tyranid can dearly see the Scout and there's no way it could be in cover as far as that Tyranid's concerned. Tyranid 3 can't see Scout 3; Scout 2 does block the line of sight to Scout 3 — again, it's obvious from the diagram why there's a difference between the two situations.

Blips

If a blip is hit by an area effect weapon, convert it to the appropriate model even if it can't be seen by any Space Marines — you need to know what model it represents so you can check its armour rating.

Doors

Obviously, an area effect weapon can't hit a model on the far side of a closed door, even if the model would normally be in the weapon's area of effect.

If a model fires an area effect weapon at a closed door, roll to see if the door is destroyed. If it is, the weapon affects all models standing adjacent to the door's square. If the door remains intact, adjacent models on the far side of the door from the firing model are not attacked — adjacent models on the near side are attacked as usual.

Running Out of Ammo

For the purposes of running out of ammo, only the dice you roll against the first target are counted with an area effect weapon. If the unmodified scores of any of these dice are equal to or less than the weapon's ammo characteristic, it has run out of ammo — place an out of ammo counter beside the model. If all these dice are above its ammo characteristic, then it won't run out of ammo on that shot, regardless of the scores against any other targets in its area of effect.

Even if the weapon has run out of ammo, all the attacks for that shot are still made — this was its last round and it must be reloaded as usual before it can fire again.

COVER

Several special rules apply to models in cover that are shooting or being shot at. Take a look at the diagrams as you read the rules — they'll help to make things clear. Remember that **a** model in cover stands on the line between two squares and is described as standing on both squares.

1) To represent the model peering round **a** corner, a model in cover can draw a line of sight and fire arc from either of the squares it occupies.

2) Similarly, a model in cover can be attacked if either of the squares it's standing on is within the line of sight, fire arc and range of the shooting model.

3) If both squares the model is standing on are within the attacker's line of sight, it doesn't gain the advantages of cover and uses its exposed armour rating — this is because there's no actual cover between the two models. Note that it doesn't matter if only one of the squares is within the attacker's fire arc or range, provided both are within its line of sight.

4) A model that is in cover doesn't block **a** line of sight that is drawn through one or other of the squares it is standing on but it does block **a** line of sight drawn through both of the squares it's standing on (ie that crosses the line it's standing on). Of course, the model can't block a line of sight to itself — see the diagram.

5) The only exception to this is that if an attacker is behind the model in cover and is also in cover on the same line, the front model blocks the line of sight through both the squares it's standing on (this isn't as complicated as it sounds — take a look at the diagram).

6) If an attacker's line of sight goes between two models in cover, passing through squares that both are standing on, the attacker's line of sight is blocked.

THROWING GRENADES

You can throw a grenade to any square in the model's line of sight and fire arc, and within range of the grenade. Place a **grenade counter** in the target square.

You can now move the counter up to one square in any direction, including to a square that is out of your line of sight or fire arc – this represents bouncing the grenade off a wall or throwing it round a corner so that it ends up in a square you can't see.

However, throwing grenades is not as accurate as shooting, so once the grenade has been placed you must roll to see if it scatters to another square, representing inaccuracy in the throw and the unpredictable bounce of the grenade on the hive ship's floor.
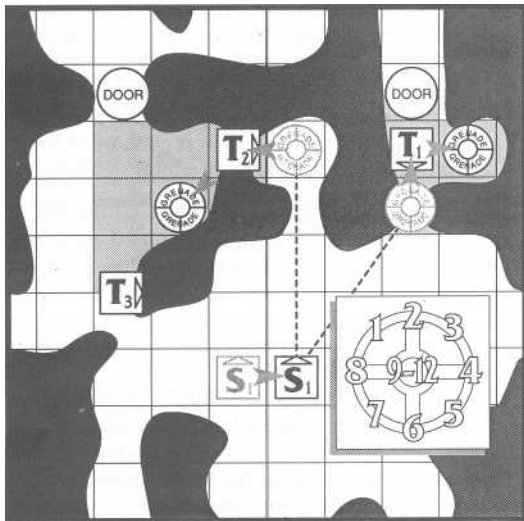
GRENADES AND AREA EFFECT WEAPONS

This diagram shows you how area effect weapons attack several targets at once. We've used grenades to demonstrate how they **bounce and scatter.**

It's the Space Marine turn. The Space Marine player is going to use the Space Marine Scout (S1) to throw grenades at the Tyranid Warriors. He gives the Scout a ready weapon action and moves the model 1 square to the right. The Scout throws the grenade onto the portal square just this side of Tyranid 1. The **player** then moves the grenade counter forward a square to represent the bounce — this takes it right onto the Tyranid's square. Finally, he rolls a D12 for scatter and checks the scatter template — he gets a score of 4 which moves the counter 1 square to the right. The grenade explodes in this square and, because it's an area effect weapon, also attacks everything in an adjacent square — Tyranid 1 and the door. The Space Marine player rolls to hit killing the Tyranid but not damaging the door.

Having killed Tyranid 1, the player turns his attention to Tyranid 2. He gives the Scout an extra action, making it a ready weapon action. Tyranid 2 is hidden by the wall, so the Scout throws its grenade 4 squares straight forward. The player then moves the grenade 1 square to the left taking it onto the Tyranid's square. The scatter roll is 7, so the counter is moved 1 square down and to the left, where it explodes. This is a lucky for the Space Marine player as both Tyranid 2 and Tyranid 3 are within the area of effect. Tyranid 3 is in cover and only one of its squares is affected. As the grenade is an area effect weapon, the attack is made against the Tyranid's exposed armour rating, even though the model is in cover. The Space Marine player rolls to attack each Tyranid separately, killing Tyranid 3 and missing Tyranid 2.

Take the **scatter template** and place it so the centre is over the square containing the grenade counter. Roll **a** D12 and move the grenade so that it's in the square with the number that corresponds to your roll. This means it might remain in the same square – obviously a good throw.

A grenade cannot enter a square containing a door, wall or objective marker. If the scatter roll takes it onto an impassable square, the grenade bounces back and remains where you placed it.

Different Types of Grenade

The fighting forces of the 41st Millennium are equipped with many types of grenade, such as the explosive frag grenade and the sight-blocking blind grenade. In addition to the general grenade rules given above, the different grenade types have their own special rules – these can be found in the *Weapons* section.

FIRING THROUGH PORTALS

The entrances to the passages and chambers of a hive ship are spanned by narrow organic arches. The sides of the arches pulse with a constant movement, expanding and contracting slightly without ever closing up.

These portals leave a gap that can still be moved and fired through but don't give as clear a shot as an open passage. There are some special rules for shooting through portal squares – take a look at the diagram as you read through the rules:

1) Portals count as normal, clear squares for drawing line of sight. A line of sight through a portal square isn't blocked even if it crosses the end of the walls in that square – the model is able to see past the portal as it regularly contracts.

2) If you shoot through a portal, there is a chance that the shot hits the walls of the passage rather than the target. For each portal that the shot passes through, roll a D12. On a score of 5 or more, the shot passes through the square normally. On a roll of 1-4, however, you hit the wall instead. The wall absorbs the impact of the weapon and no roll to hit is made against the target.

3) If you're shooting through a portal with an area effect weapon and your shot hits a wall, the effect explodes centred on the portal square, causing damage as normal to any model in its burst area.

4) If you're throwing a grenade through a portal and it hits a wall, the grenade lands on the portal square and then scatters one square as usual. You don't get a chance to move the grenade one square before it scatters. The grenade explodes in the square it scattered to with the normal effects.

5) Roll separately for each portal square that a shot passes through, starting with the square closest to the attacking model.

6) If the attacking model is standing in a portal square, you don't have to roll for that square. Similarly, you don't have to roll for any portal square directly adjacent to the shooting model – the obstruction is so close that the model can easily aim around it.

7) If the target is standing in a portal square, you don't have to roll for that square, only for squares between the attacker and the target.

ATTACKING DOORS AND OBJECTIVES

As they advance through a hive ship, Space Marines often shoot the doors ahead of them, depriving their enemy of the chance to wait in ambush just behind the door. They also use weapon fire and grenades to destroy the vital organs of the Tyranid ship, avoiding the danger of coming too close to a well-defended objective.

You can shoot at closed doors and objective markers The armour ratings for doors and the different objective markers are shown on the table below.

OBJECT ARMOUR RATINGS

Object	Armour
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

Any object that is hit is completely destroyed. If it is a door or teleporter cyst, remove it from the board — it can't be used again. If it was an objective marker (such as the sensory cluster or dermal sphincter), it stops working and any effects cease but you leave the marker in place — the blasted remains still block line of sight and movement as before.

Doors or objective markers that are in the area effect of a weapon *are* automatically attacked. If *the* objective marker *has* several squares in a weapon's area effect, only the attacks against one square *are* used. If there are different to hit rolls for the squares, choose the roll most damaging to the object.
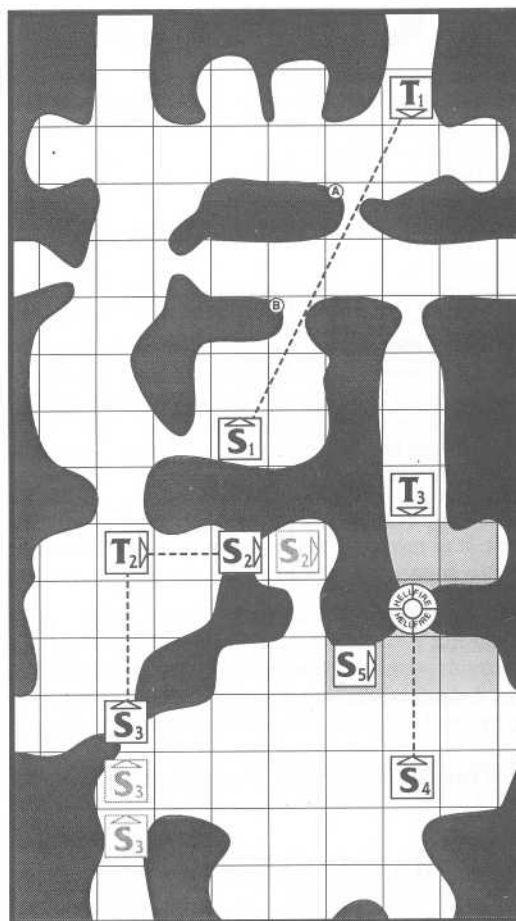
SHOOTING THROUGH PORTALS

This diagram shows you three situations with **models** shooting through portal squares.

At the top, a Scout (S1) and Tyranid Warrior (T1) can see each other through a pair of portal squares. To shoot at each other, both models have to roll twice for the shot to pass through without hitting the walls. A roll of 1-4 for either portal square means the shot hits the walls of that square not the target. If the Tyranid shoots at the Scout, it has to roll for portal A then **portal** B – if the Scout shoots at the Tyranid, it rolls for B first and then A.

In the bottom left of the diagram, the second Tyranid Warrior (T2) is going to shoot at the Scout directly in front of it (S2). The Scout is standing in a portal square so the Tyranid doesn't have to roll to pass through the portal. If the Scout was one square further away, the Tyranid would have to roll because the portal square is now between the two models.

The Scout to the right of the Tyranid (S3) is shooting from a portal square so it doesn't have to roll for its shot to pass through. If the Scout was one square back, it still wouldn't have to roll because it's adjacent to the portal and therefore close enough to be able to aim round the edge. If the Scout was a **square** further back, it's now two squares away from the portal and there's a chance that its shot will hit. The Space Marine player must roll 5 or more on a D12 to successfully shoot through the gap.

On the right-hand side of the diagram, a Scout (S4) is going to shoot a hellfire shell past its brother Scout (S5), at the Tyranid Warrior (T3). The Space Marine player rolls a D12 to shoot through the portal square and gets a 2 – a dismal failure: the shot hits the wall. The hellfire shell explodes in the portal square, affecting that and all the adjacent squares, shown by the shaded area. The Tyranid is safely outside this area of effect and survives, but Scout 5 is caught by the blast – the Space Marine player has to roll to see if he's killed his own model!

IDONEUM BELLO

CLOSE COMBAT

When opponents meet, a hand-to-hand struggle ensues, with skill and cunning playing as vital as role as brute strength. Close combat is especially dangerous for lightly-armoured Space Marine Scouts when faced with the powerful claws and blades of the Tyranid Warriors.

WHO CAN FIGHT IN CLOSE COMBAT

You can only attack using charge or advance actions. It costs one square of movement to make each attack. For example, an advancing model with speed 6 could move 2 squares and attack 4 times, or move 4 squares and attack twice, and so on. If the model has used all its movement it can't attack, even if it ends its move next to an enemy model.

A model can only attack a target in one of its front three squares. It is never forced to attack a target – it can simply ignore the enemy model without any penalty.

A model can defend against or make a close combat attack even if it has run out of ammo or doesn't have any specific close assault weapons. Note that there is a difference between making a close combat attack and defending against an attack made by another model. You can only make an attack during your turn but any model can defend against an attack at no cost and in either your own or your opponent's turn.

MAKING THE ATTACK

Each model has a number of close combat dice listed as one of its characteristics. This is given as a number of dice plus a modifier to each dice. For example, a close combat characteristic of 3D+6 means roll three dice and add +6 to the result of each dice.

When a close combat attack is made, both the attacker and defender roll close combat dice. Each player then picks the single dice with the highest modified score out of those he rolled. You don't add the dice together – it's only the best roll that counts.

The model who rolled highest wins the combat and kills its opponent – remove the dead model from the board. The dice roll doesn't have to be higher than the target's armour rating, just higher than any of the dice the target rolled in this attack. In the case of a draw, neither model wins and both survive.

For example, a Space Marine Scout armed with bolt pistol and combat knife is attacking a Tyranid Warrior armed with a Deathspitter. The Scout has two dice each with a +2 modifier, the Tyranid has two dice each with a +6 modifier. The Scout rolls 9 and 7 — modified by +2 this gives scores of 11 and 9. The Tyranid rolls 2 and 8 — modified by +6 this gives scores of 8 and 14. The Tyranid has the highest modified roll (14) and wins the combat. The Scout is killed and the model removed from the board.

PARRYING

Some weapons allow a chance to parry enemy attacks. Sword-type weapons are particularly good at this in close combat and a skilled user can often deflect his enemy's attacks. To reflect this, some models have the ability to parry in close combat – this is given as a P in the column listing their parry characteristic.

If your model can parry, you have the option of forcing a close combat opponent to reroll one of his dice. You can only parry when fighting an opponent in your model's front three squares. You can parry when attacking as well as in defence.

If both the models in a close combat have the option to parry, both players can force their opponent to reroll a single dice. The defender must decide whether to parry first. The attacker only has to decide after he's rerolled one of his dice or the defender has said he's not going to parry.

For example, a Space Marine Sergeant is attacking a Tyranid Warrior with Boneswords. The Sergeant has two dice each with a +3 modifier; the Tyranid Warrior has three dice each with a +6 modifier. Both models can parry. The Sergeant rolls 5 and 12 — modified by +3 this gives scores of 8 and 15. The Tyranid Warrior rolls 6, 2 and 8 — modified by +6 this gives scores of 12, 8 and 14. The Tyranid player is defending and chooses whether or not to parry first. He asks the Space Marine player to reroll the 12 — if he didn't, the Tyranid Warrior would be dead because the Sergeant had the highest modified score (15). The Space Marine player rerolls and gets an 11 — modified to 14. This equals the Tyranid's best score, drawing the combat. The Space Marine player can now ask the Tyranid player to reroll; if he rolls less than 8 he'll lose, but if he rolls more the Sergeant will die. He takes the chance and asks the Tyranid player to reroll. The dice comes up 10 for a modified score of 16 — the Sergeant has been killed!

SIDE, REAR AND PRONE ATTACKS

Although you can only attack a model in your front three squares, you always get to roll dice to defend yourself, even if the enemy model is attacking from your rear or while you're prone. Of course, it's much harder to defend successfully against attacks from the side or rear. This is reflected by giving the attacker bonuses or reducing the number of dice rolled by the defender, as follows:

1) If you're attacking a model from one of its rear three squares, add +2 to each of your dice.

2) If you're attacking a model that is prone, add +4 to each of your dice. This replaces any other bonuses for facing (eg if you're attacking a prone model, from the rear, you still only add +4 to your dice rolls).

3) If you're defending against an attack from the side, the maximum number of dice you can roll is 2. You keep your normal modifier for these dice.

4) If you're defending against an attack from the rear, the maximum number of dice you can roll is 1. You keep your normal modifier for this dice.

ATTACKING DOORS AND OBJECTIVES

You can attack doors, objective markers and Tyranid teleporter cysts in close combat. Because they're inanimate and can't defend themselves, these objects don't have close combat dice, so slightly different rules apply. Roll your usual number of close combat dice and add your modifier to each dice. Any modified score that equals or beats the object's armour rating destroys the object. If none of the dice hit, you've failed to destroy the object – the object can't hit back, so there's no damage to your model. Objects don't have a facing so it's impossible to get any bonuses for attacking from the rear or as if they were prone.
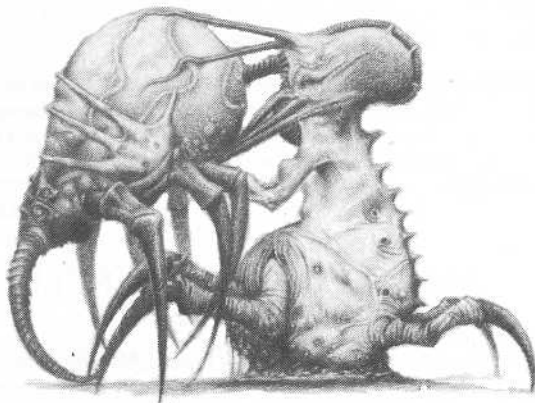
REACTIONS

Within the claustrophobic confines of a Tyranid hive ship, battle is fast and furious. There's often little time to plan carefully or take up prepared firing positions — lightning fast reactions can mean the difference between life and death.

Quick responses to unexpected enemy movements or attacks are represented by **reactions** — extra actions that a model can make in the enemy's turn. These allow you to do things like shoot at an enemy model as it moves, duck back out of your enemy's line of sight, dive prone to avoid an attack and so on.

WHEN A MODEL CAN REACT

A model can't react in its own turn. In the enemy turn, a model can attempt to react in the following circumstances:

1) A model can react if an enemy model does anything in the model's line of sight. This includes the enemy model moving a square, turning in place, taking a shot, making a close combat attack, opening **a** door and so on. Note that you can react to a door being opened if your model can see the square the door is in, even if it can't see the model that opened the door.

2) A model can react if it is attacked, regardless of whether or not it can see its attacker.

3) A model can react if an enemy model moves into an adjacent square. The model can react even if the square is not within its line of sight — ie the enemy has crept up from behind.

4) A model can react if **a** friendly model within 6 squares has been attacked (including by area weapons). Neither the friendly model nor the attacker have to be in the reacting model's line of sight.

5) A model can react if an enemy model throws a grenade, provided part of the grenade's flight path is in the model's line of sight. The flight path includes any squares in a line between the thrower and the square the grenade lands on, the square of bounce and the scatter square. The only reaction allowed is to dive prone.

Reactions take place after the enemy model has moved **a,** square, turned, shot, attacked or whatever. This means if a model is the target of an enemy attack, the enemy player rolls to hit before the model can react; if the attack is successful, the model is killed and removed from the board — it gets no chance to react. The only exception to this is with grenades. Because **a** thrown grenade moves a lot slower than weapon fire, the reaction is made after the grenade is thrown but before it explodes — this is the only time a model can react before the attacker rolls to hit.

REACTIONS

Before a model can react, you must see if its reflexes are fast enough — it isn't always possible to move or return fire quickly in the heat of battle.

To test if the model is fast enough, you make **a reaction roll:** roll a D12 — if the roll is less than or equal to the model's reaction characteristic it can react; if the roll is higher, it can't react. If the model can react, choose one of the following reactions.

Snap Fire
The model snaps off a quick shot at the enemy model which triggered the reaction — it can't fire at any other enemy models. This is treated like **a** normal snap fire attack, so the target must be within the model's line of sight, fire arc and weapon range.

Close Combat Attack
The model makes a close combat attack against the enemy model that triggered the reaction — it can't attack any other enemy models. This is treated like a normal attack (see the *Close Combat* section that follows) so the enemy model must be within your model's front squares.

Leap Forward
The model leaps forward to close with an attacking enemy or to take itself out of an enemy's line of sight. You can move the model one square into any of its front three squares — it can't turn and so retains the same facing.

Turn to Face
The model quickly turns to face the enemy — the model remains on its current square but you can turn it to face any direction. If the model is unmanoeuvrable, you can only turn it 90° to the left or right.

Duck Back
The model ducks back to take itself out of the enemy's line of sight. This option can only be taken by models that are in cover — move the model to one of the two squares it's standing between. You can't change the model's facing as it ducks back.

Dive Prone
The model throws itself to the ground in an attempt to avoid an enemy shot or the explosion of **a** grenade. Move the model up to one square in any direction (provided it doesn't enter an impassable square, of course) and place it on its side. All the normal rules for being prone and standing up apply (see the *Movement* section and the notes below). This is the only response action you can make to a thrown grenade.

MAKING MORE THAN ONE REACTION

A model can only make one reaction each time an enemy model moves **a** square, takes a shot, makes an attack etc. It isn't possible, for example, to both leap forward and attack, or turn to face and snap fire.

However, there's no limit to the number of times a model can react to different enemy movements, shots, etc during a turn. The same model can leap forward as a reaction to an enemy moving one square, turn to face as a reaction to it moving a second square, snap fire as a reaction to **a** third and so forth.

A separate reaction roll is made each time. If you roll too high, the model can't react to that enemy movement or attack but you can still roll to try and react to the next move or attack.
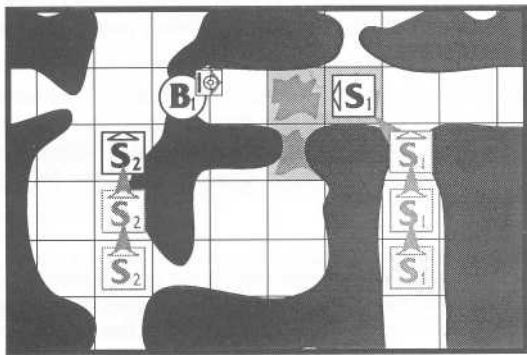
REACTIONS AND BLIPS

This diagram shows you how reactions work with blips.

It is the Space Marine turn. The Space Marine player wants to move his Space Marine Scout (S1) past the Tyranid blip in **overwatch. He doesn't** know what model the blip represents or which way it's facing. He decides to chance moving anyway. He gives the Scout an advance action and moves the model forward 2 squares and **diagonally** forward 1 square, turning the model to face the blip. The blip can now be seen by the Scout, so it is **converted** to the **appropriate model.** Unfortunately for the Scout, it's a Tyranid Warrior with a Deathspitter and the arrow on the overwatch counter hidden under the blip points towards the Scout. Because the model's in overwatch, the Tyranid player doesn't have to make a reaction roll. The Warrior shoots an aimed shot with its Deathspitter and kills the Scout. Because it was an aimed shot, the Tyranid loses overwatch and the overwatch counter is removed.

If the Scout had survived, it could either have snap fired at the Tyranid, or carried on moving through the portal to its right. If it had moved, the Tyranid could have reacted even though the Scout model was no longer in view — the Tyranid couldn't have snap fired but it could have, for example, leapt forward or turned.

Now the Space Marine player moves his Space Marine Sergeant (S2). He gives the Sergeant a charge action and moves him forward two squares. This brings the model adjacent to the Tyranid, so the Tyranid player rolls for reaction. He gets a 12, nowhere near the **7** or less he needed to roll — the Tyranid Warrior can't react. The Sergeant now makes a close combat attack. A Space Marine Sergeant normally rolls 2D+3 in close combat but **because** the model is attacking the Tyranid from the rear it gets a **+4** bonus to each dice. The player rolls and gets 3 and 8 — modified by **+7**, this gives scores of **10** and **15**. A Tyranid Warrior with Deathspitter normally rolls 2D+6 but against an attack from the rear it can only roll once dice. The Tyranid player rolls 8, modified by **+6** to give a score of **14**. This is worse than the Sergeant's best roll, so the Tyranid Warrior is cut down by the Sergeant's chain sword.

PRONE MODELS

When a model dives prone, you move the model one square plus an optional extra square and then lay it on its side. This is all one move. An enemy model can't react until the model is prone — ie it can't react between the normal and the extra square of movement.

A prone model can't react — it's too busy keeping its head down to worry about enemy movement or shooting.

OVERWATCH

Positioning a model with its weapon ready to react to enemy movements is known as setting **overwatch.** You can set a model in overwatch if you take a ready weapon action — place an **overwatch counter** next to the model. Setting overwatch replaces the attack normally allowed by a ready weapon action — you don't get to take an aimed shot or throw a grenade as well as set overwatch.

A model in overwatch has its gun ready, covering the area where you expect the enemy to appear. Therefore you don't have to make a reaction roll provided the enemy model you're reacting to is within the overwatch model's fire arc. All the other normal restrictions on when you can react apply.

A model in overwatch can make any of the reactions listed above or it can take a single aimed shot — this option is only allowed to models in overwatch.

Aimed Fire

Having already lined up its weapon, the model is able to take an accurate shot at the enemy model which triggered the reaction — it can't fire at any other enemy models. This is treated like a normal aimed fire attack, so the enemy model must be within the model's line of sight, fire arc and weapon range.

LOSING OVERWATCH

A model loses overwatch if it makes any reaction other than to snap fire — remove the overwatch counter. The model can continue to react, but must now roll under its reaction score each time.

A model which snap fires remains in overwatch and can continue to snap fire at enemy models which move or attack — there's no limit to the number of snap fire reactions that can be made in overwatch. If the model changes to any other reaction, it immediately loses overwatch.

Remove the overwatch counters from your models at the start of your turn, regardless of what they did during the enemy turn. If you want a model to remain in overwatch for next turn, you must take another ready weapon action and set it back into overwatch.

MODELS WITHOUT RANGED WEAPONS

Any model, even an unarmed model, can be placed in overwatch. In this case, the model obviously can't shoot as a reaction, but it still gains the advantage of making its first reaction without having to roll — as it can't snap fire, overwatch is obviously lost as soon as it has reacted.

PLACING BLIPS IN OVERWATCH

You can place blips in overwatch with a ready weapon action in the same way as models. However, as a blip doesn't have a facing, you must choose which way it has set up overwatch — it can't be pointing its weapon in all directions at once.

You do this by putting the overwatch counter on the board. face up underneath the blip — do this secretly so your opponent doesn't know which way the overwatch is directed.
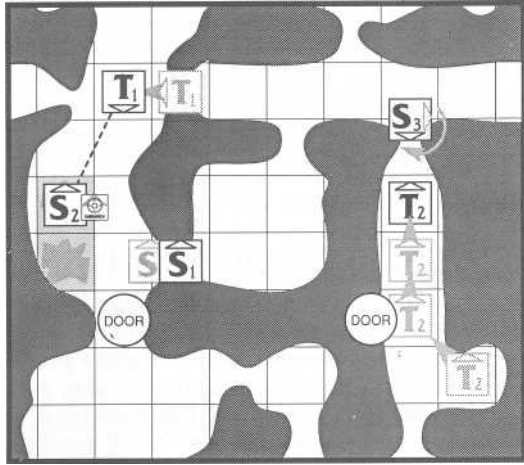
REACTIONS

This diagram shows you a number of different situations in which a model can react, and a number of possible reactions.

It's the Tyranid player's turn. The Tyranid Warrior on the left (T1) has a Deathspitter and is going to shoot at a Space Marine Sergeant in cover (S1) and a Space Marine Scout in overwatch (S2). The Tyranid player gives the Warrior a ready weapon action and moves the model forward 1 square then turns it to the left. Because the Tyranid has moved, the two Space Marine models can attempt to react. The player makes a reaction roll for the Sergeant and gets a 6, well under the Sergeant's reaction of 10. As he's in cover, the Sergeant ducks back — the player moves the model into the left square, taking it out of the Tyranid's line of sight. The Scout is in overwatch so no reaction roll needs to be made — it snap fires at the Tyranid but doesn't hit. Because it snap fired, the model remains in overwatch.

Now the Tyranid shoots his Deathspitter at the Scout. A Deathspitter fires a huge glob of organic material that hits its target and throws out two smaller blobs. The main attack is aimed at the Scout and the player makes two scatter rolls for the secondary mucus attacks — he rolls 6 and 10, so one blob scatters behind the Scout and the other lands on the Scout's square for a second attack. The Tyranid player successfully rolls to hit and kills the Scout.

The Tyranid Warrior on the right (T2) is armed with Boneswords. The Tyranid player gives it a charge action, intending to move up the passage and attack the Space Marine Scout (S3). The Scout starts off in cover facing away from Tyranid 1. The Tyranid moves forward and to the left taking it into the Scout's line of sight. The Space Marine player rolls for reaction and gets a 9. The Scout's reaction is 8, so this is just too high — the Scout can't react. The Tyranid moves forward another square and the Space Marine player again rolls for reaction — this time he gets a 2 and chooses to turn the model to face the charging Tyranid. The Tyranid moves another square forward and the Space Marine player rolls again for reaction — he gets a 7 and chooses to snap fire. Unfortunately, he misses.

The Tyranid Warrior is now in an adjacent square to the Scout and makes a close combat attack, cleaving the Scout in two with his Boneswords.

There's an arrow on the overwatch counter which shows the direction — this must point to one edge of the square the blip is on. This is the blip's facing for overwatch.

When the blip reacts for the first time, lift the blip to reveal the overwatch counter and show your opponent what facing it's set on. The normal rules for overwatch and reactions then apply.

As soon as a blip reacts, it's converted into a model and placed on the board. The model must be set up with the facing indicated by the overwatch counter.

If the blip represents more than one model, all the models face the same direction and they're all in overwatch.

GRENADES IN OVERWATCH

If you want a model to throw a grenade as an overwatch reaction, you must say so when you set the model in overwatch. Take a grenade counter and place it under the model's overwatch counter to remind you.

The model can only throw the grenade as its first reaction. If it takes any other action, it loses both overwatch and the chance to throw the grenade this turn — remove both counters.

The model can only throw the grenade at the enemy model that triggered the reaction. The normal rules for line of sight, fire arc, range and throwing grenades apply.

After it has thrown the grenade, the model loses overwatch. It can still attempt to react to further enemy movements or attacks by making a reaction roll. Because the model had a grenade in its hand, it can't shoot at any point this turn — it can't reach its weapon fast enough.

ENDING BATTLES

At the end of a battle, either the Space Marines have captured or destroyed their objective, or the Tyranids have successfully defended the area by wiping out the Space Marines or forcing them to withdraw. A battle ends in one of two ways:

1) A battle ends when there are no Space Marine models on any board section at the end of a Space Marine turn. Space Marines on the Entry Points do not count.

   If the Space Marines withdraw, they can try to capture the objective next turn (see *Failing to Capture the Objective* in the *Exploring the Ship* section). If all the Space Marines that came onto the board are wiped out by the Tyranids, the Space Marines can't attempt to recapture this area – the Tyranids have set up a strong defensive position.

2) A battle ends when there are no Tyranid or mind slave models or blips on any board section at the end of a Tyranid turn, and there are no blips left on the hidden set-up map, and there are no teleporter cysts left on the board or the hidden set-up map. This means the Space Marines have captured their objective.

WITHDRAWING

Whichever side you're playing, you can withdraw your forces from battle if you want. This can be a useful tactic if you know you're going to lose the battle and you want to save your remaining models to fight again later in the assault.

If you're the Space Marine player, simply move your models off the board back onto the Space Marine Entry Points.

If you're the Tyranid player, you can withdraw by teleporting models off **(see** *Teleporting Off The Board* in the *Movement* section). This means you can't withdraw mind slave models (they'll be consumed by the teleporter), you can't withdraw if all the teleporter cysts have been destroyed and you can't withdraw if the Space Marines have captured or destroyed the Teleporter Nexus. In these circumstances, any remaining models must stand and fight to the end.

SURVIVORS AND CASUALTIES

If you're the Space Marine player, record your casualties on your roster sheet. Cross off any models that have been killed during a battle – you can't use them again during the assault. Next time that squad goes into battle, you can only use the survivors. If the squad has been entirely wiped out, remove the relevant squad counter from your Strategic Display.

If you're the Tyranid player, you also record your casualties on your roster sheet. You then need to put any surviving blips back onto your Hive Network. Where you can put the blips depends on what sort of encounter you were fighting:
Ambush: return the blips to the ambush box.

Secondary Objective: return the blips to the first wave box.

Primary Objective: return the blips to the first wave and second wave boxes – you can choose which box the blips go in, provided there's no more than ten blips per box.

If a blip was converted to a model during the battle, simply take the relevant blip and add it to those you're returning to the Hive Network. Remember that you can't use models that were killed so some blips may now represent fewer Tyranids or mind slaves than before – check your roster sheet to see how many survivors the blip represents.

If a squad of mind slaves has been entirely wiped out, discard the relevant blip – you can't use these mind slaves again during the assault. If the models represented by a Tyranid blip have been killed, return the blip to the reinforcements pool. These models might appear again later in the game as randomly-selected reinforcements. Of course, they're not actually the same Tyranids that were killed – these are newly awakened from hibernation.

SPACE MARINE VICTORY POINTS

As the Space Marine player, if your forces win a battle and capture or destroy their objective, you earn **victory points.** Victory points are a measure of how much damage your forces have done to the hive ship. The larger the hive ship, the more damage the Space Marines need to inflict to cripple it, so the more victory points you need to win. You'll already have decided the number of points required for a victory at the start of the game (see the *Assaults* section). There's a space on your roster sheet for recording your running total of victory points and the number you need to win.

Primary objectives are more damaging to the ship and are therefore worth more points: you earn 30 victory points for each primary objective destroyed or captured and 10 victory points for each secondary objective destroyed or captured.

You can also lose victory points for casualties. If the Space Marines fighting in a battle are completely wiped out or forced to withdraw, you lose 1 victory point for each Space Marine that was killed. If they capture an objective or wipe out an ambush, you don't lose any points for casualties – this is because the Space Marines can recover the geneseed of their fallen Battle Brothers ready to pass on to future generations. It is considered particularly dishonourable to allow geneseed to fall into the hands of the Tyranids as the aliens will certainly use the genes to create more of their horrific bio-constructs.

You also lose 1 point for each stranger that is killed, regardless of whether or not the objective is captured – this offsets the points earned for releasing the stranger (strangers are explained in the *Encounters* section).

As the Tyranid player, you don't earn victory points – you win by wiping out the Space Marines before they can cripple your hive ship.

Checking For Victory
After a battle, add *any* victory points earned to your total and, if your forces were wiped out or forced to withdraw, subtract any for lost Space Marines. When you've earned the number of points needed to win, the assault is over and you can declare the game a Space Marine victory.

If at the end of a battle all the Space Marines in the entire force are dead and the Space Marine player hasn't earned enough victory points, the game is a victory for the Tyranid player.

JOHN BLANCHE

ENCOUNTERS

There are two sorts of encounter card. **Primary objectives, secondary objectives and ambushes** usually lead to battles. Traps, artifacts and **strangers** are dealt with by rolling a D12 and referring to the appropriate tables later in this section – these tables give you all the information you need to resolve the encounter.

BATTLES

All the details for ambushes and primary and secondary objectives are set out in the same format. This gives you the following information:

Description: a brief outline of the appearance and function of the area the Space Marines have discovered.
**Board Sections:** which board sections (and corresponding hidden set-up tiles) you need for the battle.
Objective Marker: which marker you use and which board section it is placed on.
Initial Forces: the forces the Space Marine player and the Tyranid player have at the start of the battle. These must always come from the line of attack in which the encounter card was turned over.
Teleporter Cysts: how many teleporter cysts the Tyranid player can place and *any* restrictions on where they go.
Special Rules: any special effects due to the objective and what happens (if anything) when the Space Marine player captures or destroys the objective.

ENERGY CORTEX
PRIMARY OBJECTIVE
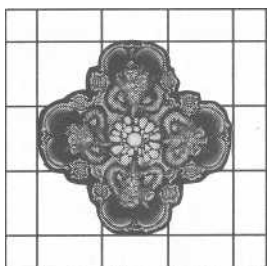
The Energy Cortex is a large, multi-chambered pump that circulates vital fluids around the hive ship. At its centre, covered by thin carapaces, are leech-like creatures that draw their sustenance by sucking fluids from the arterial pipes, swelling or contracting with the varying rates of flow. As they do so they secrete a wide variety of enzymes that act upon the Cortex to regulate its pumping.

The Energy Cortex constantly pulses as the viscous fluids are pumped around its muscular tubes. This produces a deep throbbing sound at the lowest range of human hearing. The sound at this frequency is so powerful and penetrating that it can cause disorientation, nausea and temporary blackouts in those close to the source.

Board Sections: 1-6
Objective Marker: Energy Cortex (objective marker 3) located on board section 2.
Initial Space Marine Forces: all the squads from the recon and assault force boxes.
Initial Tyranid Forces: any blips from the first and second wave boxes.
Teleporter Cysts: 2 cysts set up anywhere except the Space Marine Entry Points and the first board section.

Special Rules
If a model is within 6 squares of the Energy Cortex when it starts an action, roll a D12. On a score of 1-3, the model has temporarily lost consciousness due to the pulsing of the Cortex: it collapses before it can take the action – place the model prone to show this.

When the model tries to take another action, roll the D12 again. If it fails the second roll, it has been badly affected and has sunk into a coma – remove the model as a casualty.

Some creatures, either due to natural immunity or their armour, are not subject to the Energy Cortex's effects: Tyranid Warriors, Zoats and Terminator Space Marines don't have to roll to take an action.

SENSORY CLUSTER
PRIMARY OBJECTIVE
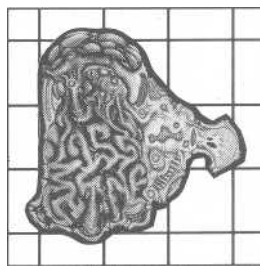
The Sensory Cluster co-ordinates many of the hive ship's functions, sending out neuro-chemical signals that stimulate the ship's multitude of bio-mechanisms and keep all of the vessel's systems stable. Thousands of tendrils spread out from the central Cluster along fine tubes that run throughout the ship, monitoring the ship's organs and stimulating them into action when they're required.

Beneath the Cluster itself is a complex network of pipes, valves and small orifices. The valves continuously open and close with an eerie whistling, wheezing noise. The orifices are receptacles for nutrients fed to the Sensory Cluster by small slug-like creatures – the orifices suck the slug-creatures dry and let their empty husks fall to the floor.

Board Sections: 1-6
Objective Marker: Sensory Cluster (objective marker 4) located on board section 2.
Initial Space Marine Forces: all the squads from the recon and assault force boxes.
Initial **Tyranid** Forces: any blips from the first and second wave boxes.
Teleporter Cysts: 2 cysts set up anywhere except the Space Marine Entry Points and the first board section.

Special Rules
If the Space Marines capture this objective, they can tap into the energy flows around the ship and follow Tyranid movements. Techpriests of the Adeptus Mechanicus probe the Cluster and detect concentrations of energetic activity. Although the actual thought processes of the huge alien ship are completely incomprehensible to a human, it is possible to recognise certain patterns, such as those that occur when doors are opened or fluids diverted to leave a passage clear. In this way, the Space Marines can get some idea of how the Tyranids are moving around the hive ship, even though they don't know which Tyranids are where.

To represent this, if the Space Marines capture the Sensory Cluster, the Tyranid player must reveal his Hive Network. From now on the Space Marine player is allowed to look at the deployment of the blips. The blips still remain face down and only the Tyranid player is allowed to check them to see which blip is which.

In addition, the Space Marine player may immediately discard any ambush cards that he turns over from now on.

RESPIRATORY VENT

PRIMARY OBJECTIVE
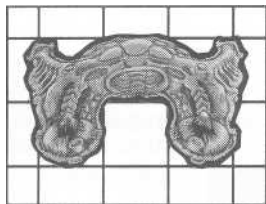
The Respiratory Vent **cleanses** the hive ship's atmosphere of impurities by drawing the air through itself and extracting many of the potentially poisonous chemicals. It stores these in sacs that are milked by small beetle-like creatures which in turn move around the ship and are consumed by the bio-mechanisms that require the chemicals to function.

Surrounding the Respiratory Vent is a dense cloud of toxic gases. The Vent emits a deep asthmatic croaking as it sucks these gases in; the many fibrous gills that line the Vent grind as the deadly atmosphere passes over them – to human ears, this cacophony sounds uncannily like a death rattle.

Board Sections: 1-6
Objective Marker: Respiratory Vent (objective marker 5) located on board section 2.
Initial Space Marine Forces: all the squads from the recon and assault force boxes.
Initial Tyranid Forces: any blips from the first and second wave boxes.
Teleporter Cysts: 2 cysts set up anywhere except the Space Marine Entry Points and the first board section.

Special Rules

As the Respiratory Vent sucks the impure gases from around the ship, there is a build-up of noxious chemicals in the surrounding air. These chemicals cause **a** thick cloud to fill the board section containing the Vent. Treat this exactly the same as **a** blind grenade, reducing visibility to 1 square (see *Grenades* in the *Weapons* section for an explanation of blind effects).

HIVE MIND SYNAPSE

SECONDARY OBJECTIVE
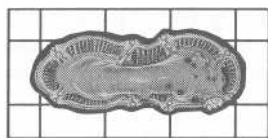
The Hive Mind Synapse is a vital organ that connects the hive ship with the Tyranid hive mind, adding the ship's ponderous thought processes to the sum of experience shared by the Tyranids. Using the Synapse, the hive ship is able to think as one with the many millions of ships in the hive fleet.

As a side effect, the Hive Mind Synapse also amplifies and speeds contact between other members of the Tyranid hive mind. Its powerful emanations concentrate the effects of the

hive mind and facilitate communication between the Tyranids and their bio-constructs on the ship.

Board Sections: 1-6
Objective Marker: Hive Mind Synapse (objective marker 2) located on board section 2.
Initial **Space Marine Forces:** all the squads from the recon and assault force boxes.
Initial **Tyranid Forces:** any blips from the first wave box.
Teleporter Cysts: 2 cysts set up anywhere except the Space Marine Entry Points and the first board section.

Special Rules

Close to the Hive Mind Synapse, the Tyranid hive mind operates at its greatest efficiency. When fighting a battle for this objective, the Tyranid player adds +2 to his rolls for extra actions.

If the Hive Mind Synapse is captured or destroyed by the Space Marines, the Tyranid player subtracts -2 from all rolls for extra actions from now on (in this battle and in any other battle during the rest of the assault). In addition, he subtracts -2 from all rolls for reinforcements from now on.

DERMAL SPHINCTER
SECONDARY OBJECTIVE
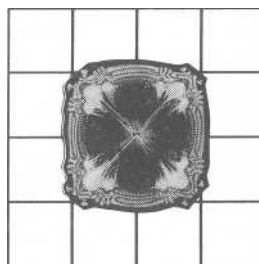
The Dermal Sphincter is **a** large valve controlled by knotted bands of powerful muscle. It leads from the interior of the hive ship to the cold of space, usually being situated at the end of a cleft or indentation in the surface of the ship.

The Sphincter is used to evacuate the fluids and detritus that have been exhausted of all

nutritional value and would otherwise accumulate in the hive ship. These waste materials are pumped or carried here over time and finally released into space with explosive force.

Board Sections: 1-6
Objective Marker: Dermal Sphincter (objective marker 1) located on board section 2.
Initial Space Marine Forces: all the squads from the recon and assault force boxes.
Initial **Tyranid** Forces: any blips from the first wave box.
Teleporter Cysts: 2 cysts set up anywhere except the Space Marine Entry Points and the first board section.

Special Rules

If the Space Marines capture the Dermal Sphincter they can use it to bring on reinforcements from their starship.

Next time he deploys, the Space Marine player can pick any two squads and return them to full strength – any casualties that have been suffered by these two squads are immediately replaced and the squad has the same troops as at the start of the game.

Even squads that have been completely wiped out may be replaced and brought back to full strength. In this case, the squad counter is placed in the reserves box on the Space Marine Strategic Display.

TELEPORTER NEXUS
SECONDARY OBJECTIVE
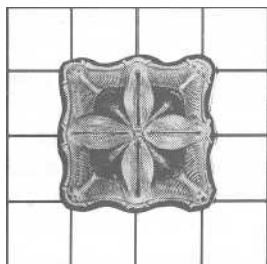
The Teleporter Nexus is the controlling hub of the teleporter system within the hive ship. Like the smaller cysts spread **throughout** the ship, its orifices are extensions in realspace of the Teleporter Worm, a Tyranid bio-construct that has its body and most of its internal **passages** and organs within the **warp.**

The Nexus itself is a very sensitive organ – damaging it causes the Teleporter Worm to close off all its cysts as the shock sets in. The Worm pulls back its tentacles into the safety of the immaterium, leaving the cysts as decaying cancerous growths in the floor of the hive ship.

Board Sections: 1-6

Objective Marker: Teleporter Nexus (objective marker 6) located on board section 2.

Initial Space Marine Forces: all the squads from the recon and assault force boxes.

Initial Tyranid Forces: any blips from the first wave box.

**Teleporter Cysts: none.**

Special Rules

The Tyranid player may teleport blips from anywhere on the Hive Network (except for ambush boxes) to the Teleporter Nexus. The usual rules for teleporting are used, except the blip is placed in any empty square next to the objective marker.

If the Space Marines capture or destroy the Teleporter Nexus, no Tyranids can be teleported for the rest of the assault. Blips can still be moved around the Hive Network one box at a time but no reinforcements are allowed during battles. The Space Marines cannot use the teleporter themselves.

AMBUSH

Ahead of their main defensive lines, in the winding passages and tunnels of the hive ship, the Tyranid defenders set up ambushes, hoping to catch the Space Marine recon squads off guard. A small force conceals itself in the passages around an open chamber. When the Space Marines enter the chamber, the ambushers open fire and move in for the kill, attempting to annihilate the squad before the Space Marines can respond to the surprise and send in reinforcements.

Board Sections: 1-5.

Objective Marker: none.

Initial Space Marine Forces: the recon squad only.

Initial Tyranid Forces: all the blips from the ambush box.

Teleporter Cysts: none.

Special Rules

For an ambush, the board is not set up using the normal procedure. Instead, set the five board sections up as follows:
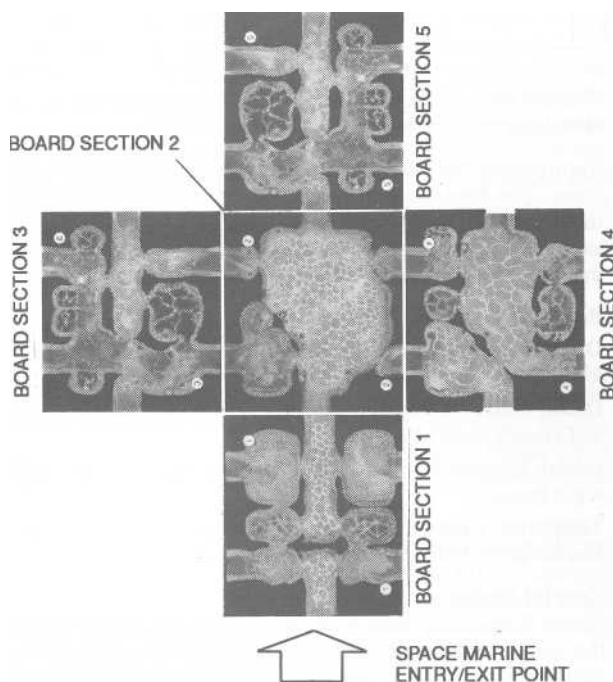
The Space Marine recon squad sets up in the middle of the ambush on board section 2. There must be a gap of at least 1 square between *each* Space Marine model.

The Tyranid forces set up on board sections 3, 4 and 5. The Tyranid player can set his forces up as blips or models or as a mixture of the two. No roll is made for surprise – the Tyranid player chooses exactly where all his forces are positioned. The Tyranids have the first turn.

The Space Marine squad must either wipe out the Tyranid ambush or withdraw. Space Marine models can only exit the board from the far side of board section 1 (indicated by the arrow on the diagram).

At the start of each Space Marine turn, there is a chance of Space Marine reinforcements arriving. The Space Marine player rolls a D12 – if he scores **a** 12 he has the option of choosing 1 squad from the assault forces box and bringing it on at the far side of board section 1 (as indicated by the arrow). He can keep rolling for reinforcements each turn and, if he wants, can bring on **a** squad each time he gets **a** 12.

TRAPS

The Tyranid starship is a dangerous place and exploring the ship is a tense experience — at any time, the recon squad could walk into a deadly trap.

A trap only affects the recon squad that turned over the encounter card Usually the trap only affects a single random member of the squad — work out which one it affects by rolling a dice, flipping a coin or any other method that seems appropriate. Any squad member killed by a trap obviously can't fight in future encounters; cross that model off your roster sheet. You can't avoid traps — once you've turned over the card, the trap has sprung!

I

1 **Grabber-Slasher:** one of these Tyranid 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 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 membraneous orifice and he dies in agony as the stomach digests him.

5 Digester-Macrobes: there are many types of Tyranid bio-construct designed to consume different materials and break them down into usable nutrients. These creatures move around the Tyranid 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-Macrobes which manage 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-Macrobes' effects (you can either roll separately for each model or once for the whole squad):

1-2 The Digester-Macrobe damages the model's armour — reduce his armour rating by -2.

3-5 The Digester-Macrobe 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-Macrobe 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-Macrobe 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 Tyranid Mind-Slaver parasite. As the parasite grows, it gradually takes over the victim's mind, eventually controlling him. If the victim enters battle, the Tyranid player can attempt to take over the model at the start of any Tyranid turn. Make a D12 roll for the model. On a roll of 1, the Tyranid player controls that model — the model takes actions in the Tyranid player's turn from now on and counts as a Tyranid mind slave for all purposes. On a roll of 2-12, the model remains under the Space Marine player's control but the Tyranid 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 Tyranids' 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

The recon squad has discovered an ancient artifact. The artifact may have been made by mankind in the legendary Dark Age of Technology or it may be of alien origin — all that is certain is that it's mechanical, so it's not a Tyranid artifact. The artifact is encysted within the hive ship's wall, covered with a hardened growth that protects the ship from the tainted metal.
Choose one member of the recon squad to carry the artifact — note this down on your roster sheet.

You can roll on the table below to find out what the artifact is at any time. You don't have to roll as soon as you find the artifact — you can wait until the model's in battle, if you want. If you decide not to roll straight away, you can roll during deployment in any future turn. If the description doesn't tell you what happens when the device is activated during exploration, there's no immediate effect — the model can use the artifact during any subsequent battle.

In battle, the model must take a ready weapon action to activate the artifact. Then roll as if for reaction — if the model fails this roll, it hasn't worked out how to operate the device but can roll again if it takes another ready weapon action later. If it passes, roll on the table below to discover the artifact's effects.

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 warpspace 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-enclosing armour. The nerve toxin can only be used once.

5 Hole Projector: the artifact produces a holo 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 hole image doesn't have to be within line of sight — it can be on the other side of a closed door, for example). Any enemy models that can see the hole 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 hole image have their reaction **reduced by** -4 for **the remainder** of **the turn** and lose **overwatch. Each** time **the Hole** 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 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 wonting. 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, 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	Melts Missile
11-12	Blind Missile

Roll separately each time the weapon is fired. These missiles have the usual effects (see the *Missile Launcher* description in the *Weapons* section). 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

Creatures captured by the Tyranids aren't always immediately consumed or processed by the Norn-Queen. They may be placed into temporary storage, wrapped by a Shroud-Spinner in a fine cocoon that soon hardens into a glistening, fibrous pod. These pods are often found during the exploration of a hive ship and their captives may be saved. Some have been kept paralysed for too long and have died. Others have become host to the offspring of a bio-construct and when the pod is opened there is only a writhing swarm of larvae. A few captives are found alive and can be revived, although their minds and bodies are often altered by their captivity.

Any stranger that is encountered joins the recon squad that released him. Characteristics for the strangers are given below and they fight alongside the Space Marines – all the strangers listed can be represented by appropriate Citadel Miniatures.

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

When a stranger is encountered, the Space Marine player has to roll twice to find out exactly who the stranger is. The first dice roll is made on the table below when the stranger card is turned over (descriptions of the different races are given in the *Armies and Enemies of the Imperium* section):

1-3 **Squat:** the Squat was part of a Brotherhood combat squad, captured while defending his Stronghold from Tyranid invasion; he wears flak armour and carries a lasgun.

4-5 **Eldar:** the Eldar was fighting the Tyranids 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 rimworlds, 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 chapter, captured by the Tyranids 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 storm bolter. He is a hero and has 1 fate point. The Space Marine player earns 5 victory points 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 Tyranids 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

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 Tyranid action. Add +2 to the model's reaction.

5-6 The stranger recognises this part of the ship. The Tyranid 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 Tyranid 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 Tyranid 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's 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 great for 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 Tyranid Mind-Slaver and now turns against his rescuers. The Tyranid player can take an immediate action with the model – after this turn, the mind slave is part of the Tyranid forces and acts in the Tyranid turn.

11-12 The sight of the enemy fills the stranger with rage – hatred of the Tyranids 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 two 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.

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Squat	3	–	7	8	9	Lasgun	U	–	12	1D	24	1D+2	1D+3	–
Eldar	5	–	10	7	9	Lasgun	U	–	12	1D	24	1D+2	1D+1	–
Imperial Guardsman	4	–	7	7	9	Lasgun	U	–	12	1D	24	1D+2	1D	–
Ogryn	6	U	5	12	12	Close Combat Weapons	–	–	–	–	–	–	1D+7	–
Space Marine	4	–	9	9	10	Bolter	1	–	12	1D+1	24	1D+3	1D+3	–
Inquisitor	4	U	10	13	13	Storm Bolter	1	–	12	2D+1	24	2D+3	1D+6	P

GAME VARIANTS

Advanced Space Crusade is more than just the game you've got in this box – it's an open-ended system that's but one part of Games Workshop's world of **hobby** gaming.

Advanced Space Crusade has been designed to allow you to add your other Warhammer 40,000 miniatures to the game. We've **already** given you the rules for some of these miniatures, like Terminator Space Marines and Genestealers, **and** we'll be **publishing** more rules in future supplements and in White Dwarf magazine.

If you want to know more about what we've got **planned** for the future, or learn **something about** our other games, **take a** look at White Dwarf or **pop** in to your local Games Workshop store – the staff there will be more than **happy** to talk to you about our games and Citadel Miniatures.

If you **have any** good ideas for **expanding** Advanced Space Crusade – for example new game rules, additions to the encounter tables, rules for miniatures we've not covered here and so on – feel free to add them to your games. Just make sure you get your opponent's agreement first.

For the time being, here's **a** few ideas of our own for ways of expanding the game. We won't go into great detail with these rules, so you're quite free to elaborate upon them if you want.

USING SPACE **HULK BLIPS**

If you own a copy of Space Hulk, Deathwing or Genestealer, you can add the models and blips to your Advanced Space Crusade games. The Space Marine force list includes Terminators, so it's a simple matter to **add** Terminator **squads** to **the Space Marine side.**

To include more Purestrain Genestealers and Genestealer Hybrids in the Tyranid force **you** can **add** some of the blips from Space Hulk and/or Genestealer to the blips provided in Advanced Space Crusade. The blips split into three types: the Purestrain blips from Space Hulk, the Purestrain blips from Genestealer (the ones that show 4, 5 or 6 Stealers), **and** the Hybrid blips from Genestealer.

Space Hulk Blips: sort out eight blips: three that show 1 Stealer, two that show 2 Stealers and three that show 3 Stealers. Add these to the mug along with the Tyranid blips. You can use them in exactly the same way as Tyranid blips – except, of course, they represent from one to three Stealers. If the Stealers are killed in a battle, the blip **should be returned to the mug just like a Tyranid blip.**

We **find** that **eight Stealer** blips is a **good number but,** if you want, you can include more or less blips – if you do, the average value of the **blips should be 2 Stealers.**

Genestealer Hybrid Blips: this is an alternative to **buying** Hybrids from the Tyranid force list. Take all of the Hybrid blips from Genestealer **and** place them in a mug or cup (not the same one as you use for the Tyranid blips). You can draw Hybrid counters from this mug to add to your starting forces. Each Hybrid counter costs 20 **points and** represents a single **Hybrid.**

Any counters that are left in the mug after you've selected your starting forces **should** be **discarded** – they aren't **available** as reinforcements.

Either use the standard blip list in Genestealer to determine what weapon the Hybrid is armed with or roll on the table given in the Tyranid force list – it's **up** to **you.** Ignore **any** references to **psychic Hybrids** for **the** time **being** – we'll be **dealing** with **psychic** powers in the future.

Genestealer Purestrain Blips: the Purestrain blips from Genestealer **each** represent 4, 5 or 6 Stealers. You **can buy** these as part of **your** force at a cost of 20 points per Stealer (eg a blip representing 4 Stealers costs 80 points). If the Stealers are killed in battle, discard the blip – it's not returned to the reinforcements pool.

USING SPACE **HULK** FLOOR PLANS

Deathwing includes the Space Hulk geotiles. These are very similar to the hidden set-up tiles in **Advanced** Space Crusade **and** can be used to allow you to recreate an assault on a Space Hulk, using the Space Hulk floor plans instead of the hive ship board sections from Advanced Space Crusade.

Space hulks are huge derelict starships, often made up of several different wrecks joined together, that drift **through** space, moving **erratically** into **and out** of the warp. Many creatures hitch rides **aboard** space **hulks, including** Genestealers sent **by** the **Tyranids** to infiltrate the Imperium. They're also **popular** with Orks who use them to travel **about** the **galaxy, risking** their lives in the hope that **a** hulk's **unpredictable** course will **take** them **near** to planet they can conquer.

Here's some simple rules that allow you to fight Advanced Space Crusade on Space Hulk floor plans.

Using Geotiles In Advanced Space Crusade
The Tyranid player uses the geotiles to create his hidden set-up map instead of the hidden set-up tiles. You can't shuffle the geotiles as they're different shapes, so place them face down in a box lid instead. Whenever you'd normally draw a hidden set-up tile, take a geotile from the box lid at random. You'll need to make a new set of hidden set-up counters corresponding to the numbers on the geotiles – if you've only got Deathwing you'll need ten of these counters, numbered 1 to 10; if you've also got Genestealer you'll need thirteen counters, numbered 1 to 13.

Roll two six-sided dice to determine the number of geotiles you'll use to create the hidden set-up map. Use the normal procedure to create the map, placing each new geotile so that it connects to at least one corridor on the tile you've selected by the hidden set-up counter. Rather than write long, complicated rules as to how you can place the geotiles, we'll rely on you using your common sense to create maps that are interesting **and** realistic. Remember that long fire corridors tend to benefit the Space Marine player, so try to create as many interconnected sections as possible.

If you draw one of the wide corridor sections shown on geotiles 11, 12 **and** 13 you should try to place it so that the wide corridor connects to another wide corridor if possible.

Keep on adding geotiles until you've placed the number determined by your 2D6 roll. If the set-up doesn't include geotile 10, add it to the set-up.

Primary and Secondary Objectives
The objective that the Space Marines are trying to capture or destroy is located in the room on geotile 10. Most of the overlays provided with **Advanced** Space Crusade won't fit in the room, so use an object template from Space Hulk instead.

Space Marine Entry Points
Pick the edge of one geotile as the Space Marine Entry Points – use an edge that has at least two entry corridors if possible, otherwise choose any free edge.

Finally, create the map shown on the geotile connected to the Entry Points using your Space Hulk floor plans, and tell the Space Marine player which are his entry corridors.

Revealing New Geotiles
In **Advanced** Space **Crusade** it's easy to tell when a new board section **should** be **revealed** – if **a** Space Marine opens a door and there's something there, the new map is laid down. Life is a bit more complicated when using the Space Hulk geotiles as there isn't always a door blocking the line of sight from one geotile to another.

Therefore, when you're using the geotiles, reveal the new section of the space **hulk** as soon as a Space Marine can see it. Place all of the floor plans represented on the geotile and reveal any blips, teleporter

Ambushes

If the Space Marines run into an ambush you should create the map using the following system. The first geotile you draw is the section where the Space Marines set up. Draw four more geotiles and set them up around this central tile, one on each edge. Place the hidden set-up counters for the four outer tiles in **a** mug, and draw out three. These tiles are where the Tyranid forces can set up. The remaining tile is the Space Marine entry or exit tile. Because geotile 10 is a dead end, you should discard it if you draw it in an ambush — pick a new tile instead.

Expanding the Game

The Tyranids themselves don't usually travel on space hulks but they do use them to send out Genestealers ahead of the hive fleet. Try playing the game without any **Tyranid** blips **at all, restricting yourself** to the blips from Space Hulk and Genestealer.

The things you encounter on a space **hulk** will be different to those encountered on a Tyranid ship and you can create your own encounter tables to show this. For example, the traps could be changed completely and might include a few encounters with hostile aliens such as Orks or Chaos Space Marines.

The Space Marine objectives can be changed to represent important things that might be found on a space hulk. In Space Hulk itself, the Space Marines are trying to capture the ship's Life Support Systems so that they can nerve-gas the Stealers. To represent this, you could say that all of the primary objectives are Life Support Air Vents, and that the Space Marine needs to capture (not destroy!) at least two of them in order to win.

OTHER GAME VARIANTS

Advanced Space Crusade has been designed to be as flexible as possible. Over the following months we'll be publishing new rules for the game and there's absolutely no reason why you shouldn't come up with new rules yourself. Here are just a few possibilities.

Other Citadel Miniatures

You can include any **Warhammer** 40,000 miniatures in your collection. Simply work out the model's characteristics and any special rules that are needed, give it a points value and **add** the model to the game as a Tyranid mind slave or as part of a Space Marine squad. To make sure you're being fair about the model's abilities and points cost, let your opponent use it first!

A variation on this theme is to use troops other than Space Marines to make the assault. The Tyranids don't have any friends in the Warhammer 40,000 universe and there's no reason at all that the ' Space Marine' player shouldn't be using Eldar, Imperial Guard, Orks or even Chaos troops.

Chaos Assaults

As an example of fighting with different forces, you can launch an assault by Chaos Space Marines. This is one of the easiest to handle because Chaos Space Marines have very similar characteristics to Imperial Space Marines.

Use the Space Marine force list to pick your army as normal but use Chaos models. In addition, you can include the Chaos Dreadnought and Chaos Android models from MB Games' Space Crusade.

The Chaos Dreadnought is an armoured fighting suit controlled by a pilot encased deep inside the heavily-protected chest section. The Dreadnought's operator can control all the Dreadnought's functions, including moving its arms and legs and firing its powerful array of weapons. Chaos Androids are robot fighting machines whose servo-mechanisms are actually possessed by a Chaos Daemon. The Daemon controls the Android body enabling it to move and fight as if it were a living creature. The characteristics for these two models are given below.

You could also add Chaos Cultists. Chaos Cults exist on many planets and are a constant threat to the Imperium — Cultists operate in secret, only revealing themselves when the Cult attempts to overthrow the Imperial peace. In this time of total war, however, the Tyranids are as much their enemies as the Imperium's. You can base the characteristics for Cultists on those for Genestealer Hybrids.

Large Battles

If you **prefer battles to exploring** or if **you've** only got an **hour** or so for a game, there's no reason not to use the maps and models to fight **head-to-head** encounters. Pick a points value for the game and select your models using the force lists — we've found it's best to leave out the Space Marine heroes when **you're playing** this **variant because they can** be a bit too **powerful,** or **you could increase their** points cost to 100 or 150 points each.

Lay out the board sections and pick two entry areas, one for each player, and go for it. This option is even more fun if you have access to more than **one** set of **Advanced Space Crusade board** sections or if **you** can **lay** out a **large area using Space** Hulk floor plans. You'll find that the battle rules are fast enough (and bloody enough!) for each player to control quite a large force **and** you can fight out huge battles involving 30, 40, 50 or more models a side.

Different Numbers Of Force Points

Sometimes you'll find that one player is especially good as the Space Marines or is an excellent Tyranid player. If so, feel free to **change** the **balance** of force points between the two sides, **giving** the weaker player 10-20% more points than indicated on the table.

You can also use a bidding system to choose sides. Agree in advance on how many points the **Tyranid player** is going to **have** and which reinforcements table he's going to use then both players write down in secret how many points of Space Marines they think they'll need to win. The player who bid the lowest number of points gets to **play** the Space Marines.

New Cards

The card-based exploration system is easily expandable. You can add new **types** of **encounter** or **battle** to **the** deck by simply creating some new cards. You can expand the encounter tables by rolling a D20 and **adding** the extra 8 entries to **the** list **yourself.** Or you **can even change** the tables completely. Modifying the encounter tables is also an excellent way of introducing models in your collection to the game, either as **strangers** you meet or traps **that** must **be fought using** the battle rules.

And so on. We don't have the space to list all of the things you can try, so experiment and enjoy yourself! If you come up with an especially brilliant idea, let us know. We're always interested in hearing of new ways of improving our games.

CHAOS DREADNOUGHT AND CHAOS ANDROID
CHAOS DREADNOUGHT: 250 POINTS – CHAOS ANDROID: 25 POINTS

| Name | Movement | | Reaction | Armour | | Weapons | Ammo | Target | Snap Fire | | Aimed Fire | | Close Combat | |
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Dreadnought	3	U	4	14	14	Storm Bolter	U	–	12	2D+1	24	2D+2	1D+8	–
						Plasma Gun	U	*1	–	–	8¹	1D+4		
						Missile Launcher	U	A²	–	–	U	*2		
Android	4	–	7	10	11	Autogun	1	–	–	–	36	1D+3	1D+4	–

Dreadnought: The Dreadnought only occupies 1 square — centre base on square — all movement, lines of sight, fire arcs, ranges etc drawn to and from that square.
The Dreadnought always takes a special action: it can move a number of squares equal to its speed — it may make a close combat attack at the cost of one square of movement per attack — at the end of its move, it can *take 1* aimed shot with each weapon or it **can** enter overwatch — it can shoot at separate targets with each weapon provided they're all in its line of sight, fire arc and weapon range — it can shoot only its storm bolter in overwatch, not its plasma gun or missile launcher — it may never take an extra action.
Use plasma bolt template — place the template pointing from the model's square and within its fire arc — any square half or more under the template is attacked. Area effect and roll to hit depend on missile type — can fire frag or melta missiles.

WEAPONS

The warriors of the 41st Millennium are equipped with a dazzling **array** of weaponry, ranging from the basic combat knife to **highly-advanced** laser and plasma weapons. This section lists just some of the most common weapons found among the armies of the 41st Millennium.

Each entry has a description of that weapon type, which may cover smaller, hand-held versions, standard combat arms and shoulder-mounted heavy weapons. In some cases, there are also special rules for some or all of the variants. You should make a note of any special rules on your roster sheet for easy reference during play.

BOLTGUNS

The **boltgun** or **bolter** is **a** short, compact weapon that fires a small missile called a bolt. The bolt is shot from the barrel under low velocity and then its own propellant ignites once the missile is clear of the barrel. The missile accelerates to tremendous velocity so that its adamantium tip will pierce most types of armour. Inside the missile is an explosive charge which detonates once the target has been pierced, blasting the enemy apart.

Bolt pistols are amongst the most powerful of all pistol weapons and are carried by the Space Marines as well as by many of the better-armed troops in the Imperium. Like the boltgun, the bolt pistol fires **a** small self-propelled missile.

The **storm bolter** is **a** special design of boltgun used by the Terminator squads of Space Marines. The weapon consists of two boltguns fastened together so that they fire in unison.

The **heavy boltgun** or **heavy bolter** is a larger version of the standard bolter, firing a missile which contains a more

Bolter

Space Marine
Scout Bolt Pistol
(Scythes of the
Emperor symbol)

Heavy Bolter
(capable of firing
hellfire shells)

powerful charge of propellant and explosive. The heavy bolters of Space Marine Scouts are specially-adapted to shoot hellfire shells as well as normal bolter shells.

Hellfire shells are horrific weapons, well-suited to the Scouts' role as terror troops. They are made from a single hollow crystal filled with a mixture of caustic acids and deadly neuro-toxins. When a shell hits, it shatters with explosive force, throwing out slivers of crystal that cut through flesh, while its contents simultaneously bum and poison its victims.

Hellfiʳe Shells
A Space Marine Scout with **a** heavy bolter can choose to shoot either bolter shells or **a** hellfire shell – you must tell your opponent which sort of ammo is being fired before rolling to hit. Bolter fire affects only a single target and can be fired as either aimed or snap fire.

Hellfire shells are particularly effective against unarmoured targets. Against fully-armoured targets (for example, Space Marines in power armour or Terminator armour), a hellfire shell attacks with a to hit roll of 1D. Against living targets not protected by armour (for example, Space Marine Scouts and Tyranid Warriors), a hellfire shell attacks with a to hit roll of 1D+6. Hellfire shells are area effect weapons. They can only be fired with aimed shots.

As only one hellfire shell can be loaded into a bolter at a time, as soon as its fired, the bolter is out of hellfire ammo. Mark the model with **a hellfire out of ammo counter –** it can't fire another hellfire shell until it takes a reload action (in which case, remove the counter).

Being out of hellfire ammo doesn't stop the heavy bolter firing bolter shells – similarly, if the weapon runs out of bolter ammo, it can still fire a hellfire shell (if one is loaded). If the heavy bolter is out of both sorts of ammo and the model takes a reload action, it can only reload one sort of ammo – the player chooses which ammo to reload and removes the appropriate counter. It requires a second reload action to remove the other counter.

FORCE SWORD
The structure of a force sword is interwoven with a powerful psi-convector which concentrates and projects psychic energy. In the hands of a psyker such as a Librarian of the Space Marines, the weapon can be used to concentrate psychic *energy* into the form of a devastating blow.

Special Rules
Force swords are used by Space Marine Librarians who channel their psychic *energy* into the blades. When a Librarian fights in close combat, the model can spend psi points to increase its dice roll. For each psi point spent, add +1 to the Librarian's combat dice. Before rolling the dice, tell your opponent how many psi points the Librarian is using.

The Librarian can only spend psi points when fighting a model it's facing – if the enemy model is in its side or rear squares, it can't spend any psi points.

> For example, a Space Marine Librarian is fighting a Tyranid Warrior. Normally the Librarian rolls 1D+4 in close combat. Before rolling the dice, the Space Marine player says he is going to spend 4 psi points on this attack to give the Librarian a total modifier of +8. The player rolls an 11, giving a modified score of 19 — high enough to beat any roll by the Tyranid Warrior.
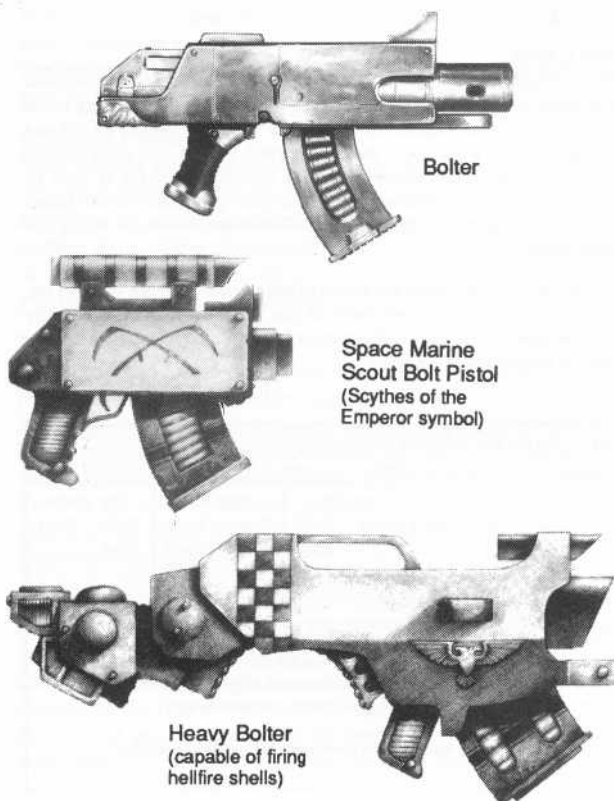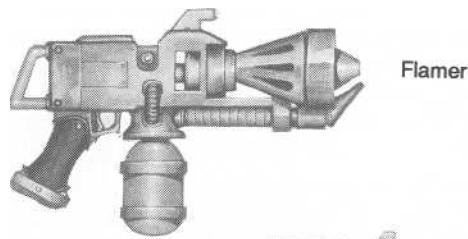
Flamer
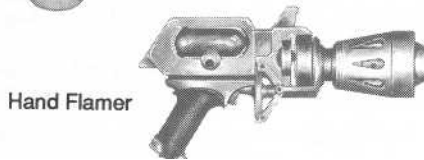
Hand Flamer

FLAMER

Flamer weapons project a special chemical which ignites on contact with air producing a burst of super-hot flame. If the target is hit, the flamer chemical sticks to it and continues to burn, making it very difficult to extinguish. The **heavy flamer** is a large and comparatively weighty version carried by Terminator Space Marines. The **hand flamer** is the smallest type of flamer: a pistol designed to be held in one hand.

Heavy Flamer
The heavy flamer is an area effect weapon and engulfs its target area in a fiery inferno reaching from floor to ceiling. The attacker rolls to hit against targets' exposed armour ratings, even if the target models are in cover or prone.

Hand Flamer
Although the hand flamer is not an area effect weapon, it fires a ball of flame that engulfs a whole square — the attacker rolls to hit against the exposed armour rating for all targets.

AUTO CANNON

The **autocannon** is an automatic self-loading cannon which fires a caseless shot of great penetrative power. It is ideally suited to attacking vehicles and fortifications at long ranges.

BLUNDERBUSS

This category covers a variety of primitive gunpowder weapons including the **flintlock rifle** and **shotgun.** They all fire balls of lead or some other soft metal. Although not very effective, they are used by some creatures such as Gretchin which have difficulty understanding or getting their hands on modern technology.

PLASMA GUN

Plasma weapons utilise a blast of laser energy to ionise a charge of highly volatile gas. The result is a ball of searing plasma, super-energised matter which shoots out from the **plasma gun** and envelops its target. Solid matter hit by the plasma ball is vaporised, leaving a half-molten husk. Plasma is the material which surrounds the surface of the sun — hence the popular name of sun-gun.

There are two variants of the plasma gun: the shoulder-mounted **plasma gun and** the hand-held **plasma pistol** often favoured by close assault troops.
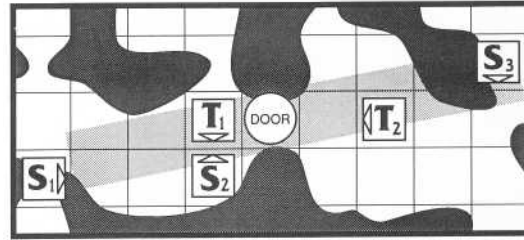
PLASMA GUN

For **example,** in the **diagram above,** a Space Marine (S1) is shooting its plasma gun at two Tyranid Warriors (T1 and T2). The Space Marine **player places** the **plasma bolt template so** that it starts at the edge of the shooting model's square and the end is within the model's fire arc. He is careful to make sure the template covers more than half the squares containing both Tyranids and the door but less than half the square containing the second Space Marine (S2) — this means Space Marine 2 isn't attacked by the shot.

The Space Marine player first rolls to hit the door and succeeds in destroying it — if the door had remained intact, it would have stopped the bolt and Tyranid 2 couldn't have been attacked. He now rolls to hit Tyranid 1 but doesn't kill it. He can still roll to hit Tyranid 2 because models don't block the plasma bolt — this time it's a better roll and the Tyranid dies. Although the end of the template covers Space Marine 3, the model is quite safe — it's on the far side of a wall from the shooting model and the plasma bolt can't pass through the wall.

Plasma Gun
The plasma gun is an area effect weapon but it doesn't use the normal area rules for determining which models are affected. Instead, use the **plasma bolt template —** this covers an area 1 square wide by 8 squares long.

The attacking player takes the plasma bolt template and places it with one end touching the edge of the shooting model's square and the other end within the model's fire arc. Every square that is at least half under the template is attacked — roll separately to hit every model, door, objective marker or teleporter cyst within the template's area of effect. If the plasma bolt hits a wall, it stops — any target on the far side of the wall is not attacked. If the plasma bolt hits a closed door or objective marker and doesn't destroy it, any target on the far side is not attacked. Note that models don't stop the effects of the plasma bolt even if they survive the attack.

The plasma gun is a single shot weapon because it takes time to energise the plasma — reloading the weapon represents powering up and super-heating the gas to a plasma.

Plasma Pistol
The plasma pistol fires a bolt of super-heated plasma just like **a** heavy plasma gun and you use the plasma bolt template in the same way. Note, however, that the pistol fires a weaker bolt and its to hit rolls are lower. Because the pistol doesn't energise the plasma to the same degree, it can snap fire.
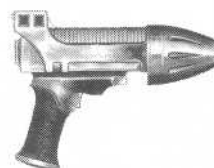
Plasma Pistol

Lasgun

Laspistol
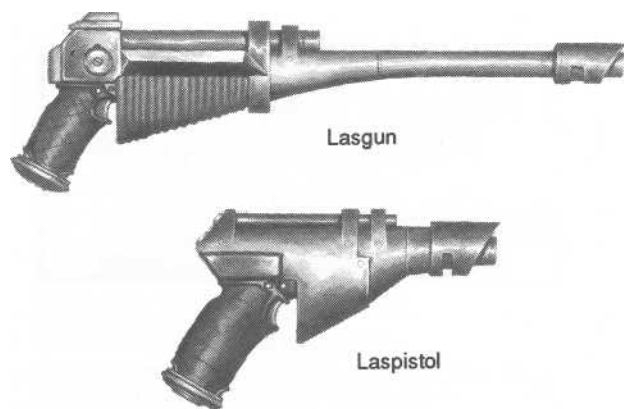
LASGUN

Laser weapons fire **a** blast of laser light energy. A laser blast is as powerful as **a** shell or bullet. When the target is hit its outer surface vaporises explosively, causing further damage to the target. Although less powerful than bolt weapons, laser weapons are cheaper to make and can be recharged easily from solar batteries. As a result **lasguns** are very popular amongst the Imperial Guard. There are also pistol and shoulder-mounted versions of the lasgun: the laspistol and the powerful **lascannon.**

ASSAULT CANNON

The **assault cannon** is an automatic weapon with a chamber of several barrels, combining the penetrating power of the autocannon with a vastly increased rate of fire. It is carried by Terminator Space Marines.

BEAMER

The **conversion beam projector** or **beamer** projects an energy field which converts matter to energy. The more dense and massive the target, the greater the effect. As soon as a target is caught in the energy beam, its molecular structure begins to energise and break apart. After a few seconds the field reaches a critical level and the target explodes. Because the energy of the beamer takes a short time to reach critical levels the weapon is more effective against stationary or very slow targets. Small targets are not affected so quickly and mobile targets can avoid the beam if they are agile enough.

Special Rules
The beamer's chance of destroying a target is dependent upon the mass and speed of the target rather than the target's armour value - roll to hit against the following values:

Target	Roll needed to hit
Model	7 or more
Unmanoeuvrable model	5 or more
Door	4 or more
Objective marker	3 or more

For **example,** a **Genestealer** Hybrid with a **beamer** shoots at a **Space** Marine Scout. The **Hybrid has an** aimed fire to hit roll of 1D with a **beamer and needs to** roll 7 **or more to** kill the Scout. The roll is **9 and** the Scout is **removed** from the **board.** Next shot, the **Hybrid** aims at a Space Marine Terminator — a Terminator is **unmanoeuvrable,** so the Hybrid **only** needs **5 or** more **to** hit it. Unfortunately, the roll is 4 — a miss.

CLOSE COMBAT WEAPONS

Power weapons are surrounded by an energy field which disrupts any solid matter it touches. The power **glove** is a heavy gauntlet which can be used to punch through walls and armour, and to tear apart solid objects. The power sword can cut clean through most materials including armour and flesh.

The **chainsword** has a powered chainsaw edge studded with mono-molecular teeth. It is capable of slicing through most solid material including armour and flesh. **Lightning** claws are long steel claws worn in pairs, one on each hand. The claws are sheathed in deadly energy, and can easily hook into and rip open armour or slice through exposed flesh.

All Space Marines carry a **combat** knife to use as a last resort in hand-to-hand combat. These knives have mono-molecular edges which can cut through many types of metal and sever flesh and bone.

The **thunder hammer** is like a long-handled hammer, but it is a highly-advanced and very deadly weapon. When the thunder hammer hits its target, it releases a powerful energy blast easily capable of shattering most objects and opponents. The thunder hammer is carried in conjunction with the storm shield by some Space Marine Terminators.

The **storm shield** is not just an ordinary shield; its surface is sheathed within a power field of pure energy. This enables the storm shield to deflect an enemy's blow before it reaches the wearer's armour.

Thunder Hammer
In extreme circumstances, a Space Marine Terminator armed with a thunder hammer can set the power pack of the hammer to overload - this causes a devastating explosion, killing the Terminator and anyone nearby.

Obviously, this is only used as a last resort when the Terminator is doomed and decides to sell his life dearly - every Space Marine is conscious of his own supreme value as a defender of the Imperium and would never lightly sacrifice his life. The thunder hammer may be set to self-destruct instead of making a close combat attack. It explodes, instantly killing the Terminator that wields it and attacking every model within 2 squares of the Terminator with a hit roll of 1D+6 - models on the far side of a wall, or a closed door or objective marker that isn't destroyed by the attack are unaffected.

Storm Shield
A Terminator with thunder hammer also carries a storm shield to deflect attacks from the front. If an enemy model is shooting at the Terminator, add +1 to the Terminator's armour rating if the shooting model is within the Terminator's fire arc. This bonus isn't allowed if the Terminator is attacked by an area effect weapon. The Terminator can use the shield to parry in close combat.
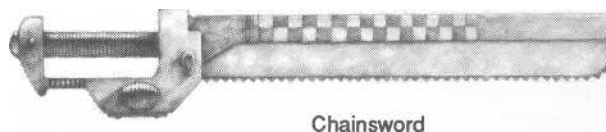
Chainsword

Space Marine Scout Combat Knife

Blind template

Grenade counter
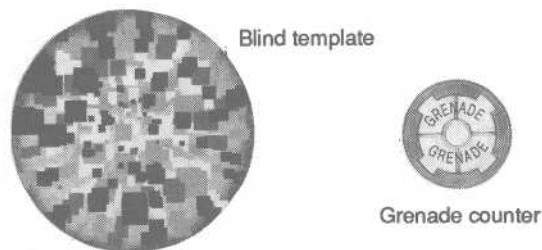
GRENADES

Grenades are small hand-thrown projectiles that explode with a number of effects, including high explosive, armour-piercing, anti-personnel and smoke variants. All of these grenades are very small - little larger than **a** coin - but their destructive power is none the less considerable. This means that a trooper can carry enough grenades of various types to last several battles. There are several different types of grenade, each with its own set of special rules. These rules apply equally to missiles of the same type.

Frag Grenades
Frag grenades explode with a powerful charge that spreads deadly fragments of shrapnel. They are area affect weapons but the force of their explosion is much greater in the square they land on. Any model or object on the same square as the grenade counter is attacked with a to hit roll of 1D+3. Any model or object in an adjacent square is attacked with a to hit roll of 1D+1.

Blind Grenades
Blind grenades don't cause damage but release a burst of smoke and broad-spectrum electro-magnetic interference. Work out where the grenade lands with bounce and scatter as normal but, instead of a grenade counter, place a blind **grenade template** centred on this square. The area covered by the template is hidden from view. A square covered by the template blocks line of sight drawn through that square. Models on the edge of the template can see out of the area but not through it. Similarly models outside can see into the edge squares of the template provided their line of sight doesn't pass through a blocked square. Models can always see an adjacent square to their front or side, even if both squares are within the template. See the diagram below.

Melta-Bombs
Melts-bombs are a special type of grenade, designed with a magnetic-adhesive surface that allows them to be fixed to their target. The shaped charge of the melta-bomb then explodes and channels all its energy against the target. They are designed for blowing holes through bulkheads and as demolition charges, but they can be used against living targets.

Melta-bombs can only be used against unmanoeuvrable models and objects such as doors, teleporter cysts and objective markers. The bomb is not thrown at the target but placed on it from an adjacent square so there's no bounce or scatter. To place **a** melta-bomb the target must be in the attacking model's front three squares. The bomb attacks with a to hit roll of 1D+8. Because of the shaped charge, a melta-bomb does not have an area effect and only affects the target square.

As part of the placement of the bomb, the attacking model has the option of diving prone - move the model up to one square and place it on its side to show it is prone. This allows a model, for example, to place **a** melts-bomb on a door and then dive out the way so that other models can shoot any enemy revealed as the door is destroyed. (Note that shooting a melta-
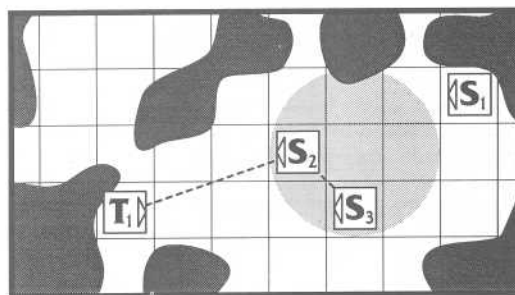
BLIND GRENADES
The diagram shows how line of sight works with blind templates. The Tyranid Warrior (T1) can't **see** the Space Marine Scout (S1) **on** the far **side of** the **template — and vice versa.** The Tyranid can see Scout 2 **because** the Scout is on the **edge** of the **template** and there's no blocking **squares between** the **two models —** equally the Scout can see the Tyranid. The Tyranid can't **see** Scout **3** (and **vice** versa) **even** though the Scout's on the **edge of** the template — there's a square **between** them that is **blocked by** the template.

Although they're inside the template, Scout 3 can see Scout 2 because they're in adjacent squares — Scout 2 can't **see** Scout **3** because line of sight doesn't extend to the squares behind a model.

MISSILE LAUNCHER

A missile launcher is a long, tubular weapon which is usually carried on the shoulder so that it can be aimed and fired like a bazooka. It can fire several different kinds of large self-propelled missiles, including both high explosive and armour-penetrating types.

Special Rules
Missile launchers are usually loaded with a number of different missile types which the firer can freely switch between. You can choose any type each time the model shoots and you must tell your opponent which type is being fired before rolling to hit.

If the missile launcher runs out of ammo, it runs out of all types of missiles - once the model has taken a reload action, you can again choose any type of missile. The effects of the different types of missiles are exactly the same as the equivalent grenade types - see the grenade descriptions for details. Note, however, that missiles don't bounce or scatter like grenades - you choose a target square within line of sight, fire arc and range and the missile lands on that square. For area effect missiles, place a missile counter on the square to remind you which models or objects are affected as you roll for attacks.

Missile Launcher
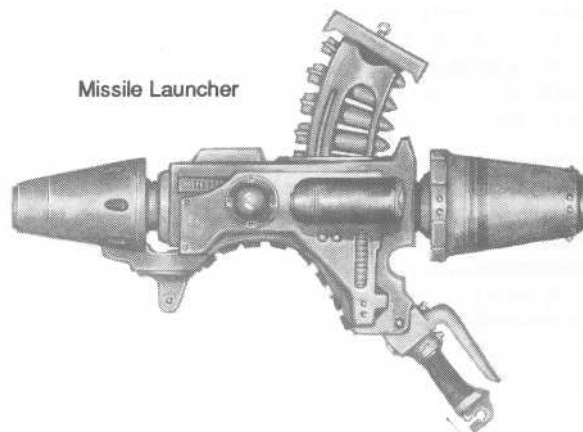
TYRANID WEAPONS

Like all their other bio-technological devices, Tyranid weapons are created by advanced genetic manipulation. Each weapon is made of a creature or group of parasitical creatures that have been bred specifically to act as weapons. There are many horrific Tyranid bio-weapons – the three listed here are amongst the most-commonly used by Tyranid Warriors and Hunter-Slayers.

DEATHSPITTER

The **Deathspitter** is an organic symbiote formed from three separate and quite different creatures. Deep inside the innards of the Deathspitter is an ammunition brood chamber where the living creatures which form the ammunition are nurtured. These tiny creatures have a hard chitinous shell and a fiery metabolism based upon what would be to other creatures a highly volatile and corrosive substance. Beside the ammunition brood chamber is the arming chamber, an oozing, spider-jawed creature which exists simply to prepare the ammunition creature, which it does by stripping away their chitinous exterior with a terrible grinding noise before dropping the fleshy morsel into the firing chamber itself.

The firing chamber creature reacts to the now explosively-volatile flesh of the ammunition creature with a powerful spasm which ejects the tiny morsel of living flesh out through the Deathspitter's nozzle. The tiny gobbet of flesh is still alive, but only just – it shrieks through the air (which is poisonous to it) until its body reaches the target. The corrosive flesh of the creature is spattered over the target. The force alone may be enough to slay an unarmoured target, but those that survive the initial hit may be poisoned by the vile thing, while armour is corroded away by the creature's powerful metabolic acids.

Special Rules
When a Tyranid Warrior prepares its Deathspitter to fire, the bio-weapon must first strip the outer skeleton from its organic ammunition with a terrible grinding, tearing noise. This means there is a brief delay before the weapon is ready to fire. If the Tyranid has taken **a** ready weapon action or is taking its first shot in overwatch, the weapon has already prepared its ammo – it can be shot just like any other weapon.

However, if the Tyranid snap fires with a Deathspitter, there is a slight time lag as the weapon loads its ammo. This gives the enemy **a** chance to move out of the way or shoot at the Tyranid before the weapon fires.

In the Tyranid turn, firing the Deathspitter costs the Tyranid Warrior 2 squares of movement. Any Space Marine model that can see the Tyranid or is in an adjacent square can try to react *before* the Tyranid shoots – roll for reaction as usual. The Tyranid then shoots the gun. After the weapon's effects have been dealt with, any surviving Space Marine models can try to react in the same way as usual for an enemy attack.

In the Space Marine turn, the Tyranid can snap fire the Deathspitter as a reaction if it makes its reaction roll. Before it fires, the Space Marine model it's reacting to can continue its action and move 1 square, take a shot, turn round, make a close combat attack etc – ie there's a short time lag between the Tyranid rolling to react and actually firing. If the Space Marine model has finished its action, the model obviously can't keep moving or fire etc unless the Space Marine player immediately gives it an extra action.

When the Deathspitter's bio-projectile strikes a target, the tough organs burst and spray the area with caustic bile and mucus. To represent this, the weapon makes three attacks. Take the three Deathspitter counters and place one on the target square – any model or object in that square is attacked with a to hit roll of 1D+5. The other two counters scatter from the target square to represent the spraying of caustic slime. For each counter, place the scatter template over the target square of the original attack and roll a D12 – the counter is placed in the square indicated by the dice roll. Each of these subsidiary attacks has a to hit roll of 1D.

Because of the delay, it's possible that the Tyranid Warrior's target will have moved out of sight before the Deathspitter fires. If so, the Tyranid is free to change its aim to any other enemy model with line of sight, fire arc and range. Alternatively, the Tyranid can shoot the Deathspitter at the visible square nearest to its original target – with a lucky roll for scatter, this might still catch the enemy model with the Deathspitter's area effect.
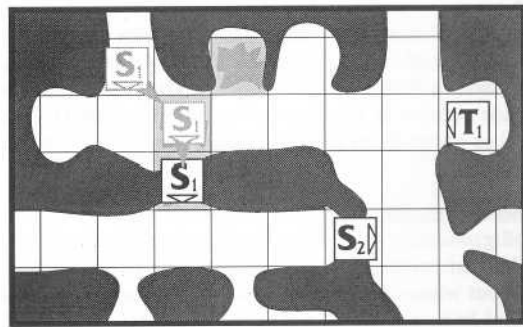
DEATHSPITTER
For example, in the first diagram it's the Space Marine turn. A Space Marine Scout (Si) is going to move in front of a Tyranid Warrior with a Deathspitter (T1). The Scout moves forward 1 square and the Tyranid reacts (the player makes a successful reaction roll). The Tyranid snap fires with the Deathspitter. Before it actually shoots, the Space Marine player moves Scout **1 another square, taking** it out of the Tyranid's line of sight. The Tyranid could now choose to shoot at the other Scout (S2) but decides to shoot at the square behind its original target. The main attack hits the target square but the Tyranid player is lucky with his scatter rolls and one of the extra blobs of caustic mucus hits the hidden Scout.
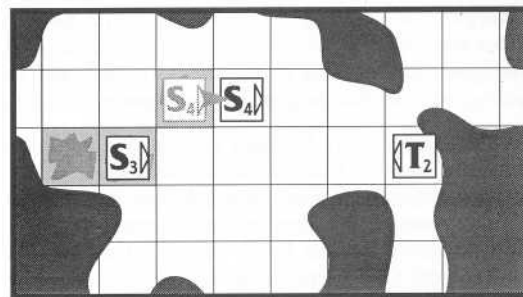
In the second diagram, it's the Tyranid turn. The Tyranid Warrior (T2) starts to fire his Deathspitter but before he can actually shoot, the two Space Marine Scouts (S3 and S4) attempt to react. They both succeed their reaction rolls. Scout 3 fires a snap shot at the Tyranid but misses; Scout 4 leaps forward 1 square — this means he's no longer adjacent to Scout 3 so there's no way they can both be hit by the Deathspitter's area effect. The Tyranid now shoots. The main attack hits and kills Scout 3; the two scattered shots fall on empty squares — one drops behind Scout 4 right onto the square he recently occupied!
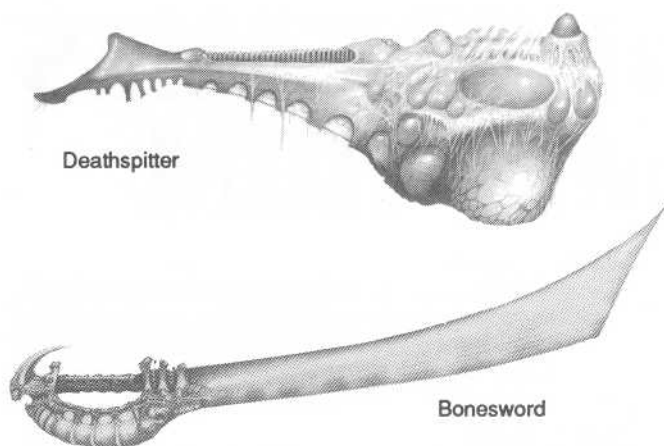
Deathspitter

Fleshborer

Bonesword

BONESWORD

The blade of **a Bonesword** is **a massively-enlarged** horn, sharply-serrated along both edges. The blades grow slowly but continually and are even able to repair themselves over time. The hilt is the hard, chitinous exo-skeleton of the bio- construct. Within the hilt is the creature's small brain, incapable of independent thought but able to generate a powerful surge of psychic energy when stimulated by the wielder. This flows along the nerve tendrils embedded within the blade, causing a field effect rather like a psyker's force weapon.

Special Rules

A Tyranid Warrior can wield its pair of Boneswords in a frenzied pattern that acts like a shield, deflecting enemy shots as they hit the energy fields surrounding the blades. If an enemy model shoots at a Tyranid Warrior armed with Boneswords from within the Tyranid's fire arc, add +1 to the Tyranid's armour rating.
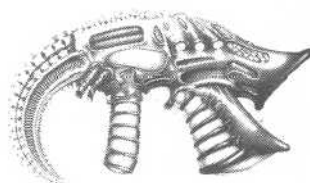
FLESHBORER

The **Fleshborer weapon** is a **compact** brood nest in which borer beetles lay eggs, hatch and mature, fed by nutrients exuded by the weapon itself. Mature beetles have long legs like coiled springs, **but** they do not move other than to shuffle their way **through** the **magazine chambers** of the weapon, until they lie in the firing chamber. When the weapon is fired, a massive electro-chemical shock surges through the beetle goading it into frenzied activity. Its spring-coil legs instantly unfurl, propelling it from the weapon with tremendous speed. Angered and tormented by the charge, the creature's circular whirring jaws begin to spin furiously.

As the borer beetle strikes, its long spring-coil legs lash round and fasten to the target whilst the jaws work feverishly boring through armour and flesh. So great is the stimulus to the borer beetle that it expends all of its remaining life energy in a couple of seconds. Armour does not stop the flesh borer, but in most situations the beetle with have insufficient energy to completely penetrate, leaving its corpse stuck half-buried in the armour plate. Should it penetrate the armour, however, the beetle will quickly work through the creature inside, burrowing a hole through flesh and bone more rapidly than a mechanical drill, ripping and shredding the creature's internal organs.

Tyranid Warriors showing examples of the markings imparted by the Great Tyranid Norn-Queens to the creatures they create. Each Norn-Queen has a unique set of markings which it imparts to every creature it produces from Tyranid Warriors down to the smallest bio-constructs.

ARMIES AND ENEMIES OF THE IMPERIUM

There are many different races in the galaxy, all of whom are threatened by the Tyranid invasion. In this section we describe the different fighting forces that may be encountered during an Imperial assault on a hive ship. Some of the forces can be used as troops in the actual assault – for example, Space Marine Terminators and Scouts.

Others may be released by the Space Marines from storage pods where **they have** been **held** in stasis ready for the Tyranids to consume or feed to the Great Norn-Queen – these can be encountered as strangers.

On the Tyranid side are the Tyranid Warriors themselves and the Tyranid bio-constructs such as Genestealers, Zoats and Grabber-Slashers. There are also the mind slaves – Tyranid captives that have become hosts to the parasitic Mind-Slaver – such as Orks, Gretchin and Chaos Space Marines. In other circumstances, these enslaved races might be found in battle with the hive fleet, defending their own planets from the Tyranids.

In future supplements and in White Dwarf magazine, we'll be dealing in greater detail with these other races, giving you rules for Orks, Eldar and the forces of Chaos fighting on the hive ships.

Characteristics

The characteristics for each troop type, such as speed, weapons carried, to hit rolls and so forth, are given on the force lists. It's a good idea to have these to hand as you're reading this section so you can see the strengths of the different troop types.

Special Rules

Some of the troops have special rules that apply to them. These are explained following the main description. There are notes to remind you of the special rules on the force lists – it's a good idea to make a brief note of them on your roster sheet so that they're instantly available during play.

SPACE MARINE HEROES

Amongst the ranks of the Space Marines are many heroic leaders whose bravery and qualities of leadership mark them out even from their exalted comrades. As well as officers in charge of squads of Space Marines, known as **Commanders,** there are also Space Marines with psychic powers called **Librarians -** their name is derived from the control centre of the chapter which is called the Librarium.

A further special kind of officer is the Space Marine **Chaplain.** The Chaplain instructs the Space Marines in the traditions of the chapter's cult - every chapter has its own traditions and its own festivals and special days when it honours the dead of past victories or celebrates important occasions in its history. The Chaplain exhorts the Space Marines to live up to the expectations of their forebears, inspiring them to new acts of heroism.

Two Actions

As the most experienced and highly-trained members of a Space Marine force, heroes automatically take two actions per turn. Their second action can be taken straight after the first or you can wait until some or all of your other models have taken actions. Heroes are limited to two actions per turn and you can't give them an extra action – even heroes aren't that fast!

Fate Points

All heroes have **fate points,** which can be used to change things that have just happened. This represents their greater skill and ability to predict enemy actions. You can use a fate point to change the value of a dice roll to any number you want. Fate points can only be used if the hero was directly affected by the dice roll – this includes any to hit roll made by or against the hero, any reaction roll made by the hero, any enemy reaction roll that was caused by the hero's movement, turning, shooting, etc, scatter rolls for grenades thrown by or at the hero and so forth. Fate points can only be spent immediately after the original dice roll was taken.

For example, a hero could use a fate point to convert a dice he rolled in close combat to a 12, or to convert an enemy to hit roll on his model to a 1. However, he could not use a fate point to convert an enemy to hit roll on another model to a 1.

Each hero begins an assault with a limited number of fate points: **a** Commander has 3 fate points; a Librarian and **a** Chaplain each have 1 fate point. Once **a** fate point has been used, it may not be used again for the remainder of the assault.

Librarians and Psi-Points

Space Marine Librarians are powerful psykers, able to channel psychic energy into their force weapons. At the start of an assault, a Librarian has 20 **psi points –** these are a numerical representation of his psychic strength. The Librarian can spend psi points to give him a bonus in close combat – the rules for this are explained in the *Force Sword* description in the *Weapons* section. During the game, keep a running total of the Librarian's expenditure of psi points in the notes section of your roster sheet. Once the Librarian has spent all of his psi points, he cannot spend any more during the assault.

SPACE MARINES

Space Marines wear power armour which completely covers their bodies in a protective shell made up from resilient plates. This armour contains servo motors which enable the suit to move as the Space Marine inside moves his own limbs, so the wearer can move about quite quickly despite the bulk and weight. Although all Space Marines other than Scouts and Terminators wear this armour, there are three different kinds of Space Marine squad. These differences reflect the weapons the Space Marines are armed with and the differing tactical roles they are expected to perform.

Tactical squads are the most numerous and the most tactically flexible: they are mostly armed with bolt guns which shoot powerful explosive missiles although the squad may also include a single heavy weapon to provide supporting fire for the others. Assault squads differ from tactical squads in that these Space Marines are equipped for hand-to-hand combat and are expected to fight at close quarters using pistols and chain swords. Devastator squads are equipped with a preponderance of heavy weapons enabling them to provide extra firepower exactly where it is needed in the line of attack.

SPACE MARINE SCOUTS

Space Marine Scouts are lightly-armoured Space Marines specialising in dangerous reconnaissance missions and fighting behind enemy lines. There's a full description of Scouts in the *Introduction.*

Recon

Scout squads are fast and mobile, making them the best units to use for recon. Only Scout squads are allowed to flip over another card in the same turn if the first one for that line of attack was a passage card.

Hellfire Shells

The heavy bolter carried by Space Marine Scouts has been specially designed to fire hellfire shells as well as bolter shells. These are a powerful terror weapon particularly suited to the Scouts' role of infiltrating and intimidating the enemy – they're explained in the *Weapons* section. Heavy bolters used by other Space Marines can't fire hellfire shells.

TERMINATOR SPACE MARINES

In every Space Marine chapter there is a small number of the most experienced and bravest Space Marines who belong to the Terminator Company. The troops of this company are specially equipped with the rare but very powerful Terminator armour. This is vastly superior to the power armour normally worn by Space Marines, with much thicker armour completely encasing the Space Marine.

Terminator Space Marines are only sent in where they are most needed, because every chapter has only a few of these elite troops and they are far too precious to waste. Because their armour is considerably bulkier than that of other Space Marine's, Terminators can only move relatively slowly, which makes it all the more important that they are committed in the right place at the right time.

Teleporting

Terminators may be teleported from the Space Marines' starship into battle. At the start of a battle, any Terminator squads that are in the reserves box may be teleported into the battlezone to support an attack – place the models on the Space Marine Entry Points.

Teleporting in this manner is risky – there's always a small chance of teleporter malfunction. Roll a D12 for each squad that teleports. On **a** roll of 1, one member of the squad has been killed, his body ripped apart by currents in the warp before it could rematerialise inside the hive ship. Decide randomly which model was killed.

At the end of a battle, place any Terminator squad counters in the assault squads box of the relevant line of attack. If there's already six counters in the box, move the Terminator squad counter(s) back to the reserves box.

Terminator Grenade Harness

Terminator armour is very bulky and prevents a Terminator from throwing a grenade in the usual fashion. However, Terminator armour **has a** built-in harness from which the Space Marine can fire grenades. Use the normal rules and range for grenades, including bounce and scatter.

IMPERIAL GUARD

The Imperial Guard is the Army of the Imperium consisting of millions upon millions of troops scattered across a thousand war zones throughout the galaxy. The Imperial Guard defends many of the space fortresses and colony worlds in the part of the galaxy taken over by the Tyranids. Although no-one really knows what is happening in the Tyranid-controlled zone it is certain that the Imperial Guard will be resisting the enemy to the last. More troops are being transported into threatened areas, but it will take many months, even years, for the giant transporter ships to reach outlying areas.

Guardsmen are not as well armed or equipped as Space Marines but they have a far larger amount of support machinery, such as tanks, aircraft, and armoured carriers. This is why the Imperial Guard is so much less mobile than the Space Marines, and why they are so difficult to move from one battle zone to another.

SQUATS

Squats are the descendants of human settlers from the worlds which lie at the core of the galaxy, known as the Home Worlds to the Squats but in fact lying between 30 and 40 thousand light years from Earth. Although their distant forebears were normal humans, the extreme gravitational and meteorological conditions on their planets has changed them physically and mentally, creating a race of short, broad-set, and very independently-minded creatures.

Squats are very proud of their unique culture and traditions, and always remain slightly aloof from ordinary humans who they regard as rather soft. During their early history their worlds were isolated and the Squats were forced to develop their own technology. As a result they are very adept with machinery of all kinds. The Squat Home Worlds are not part of the Imperium but are allies of the Emperor, providing troops for the Imperial Guard in return for the protection of the Imperium. As a result, Squats can be found all over the Imperium, fighting as members of the Imperial Guard or conducting their own business as private merchants, ship owners, mechanical experts and so on.
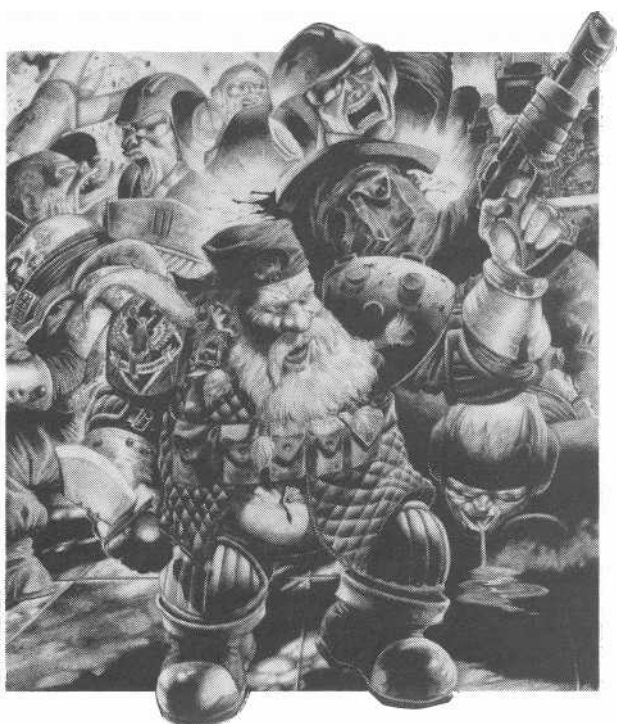
ELDAR

The galaxy is inhabited by many strange creatures other than humans. The Eldar look very much like tall, elegant humans, but they are a far older race from a long-since-destroyed world. They live in huge spacecraft called craftworlds which are the size of small planets, but they have many colonies on real worlds too. Unlike the Imperium, which is a single empire ruled from Earth, every Eldar Craftworld is independent and controls its own small domain consisting of several colony planets. The Eldar sometimes fight against the Imperium, especially if the Imperium has taken over a world which they claim as their own, but they also fight against Orks and other aliens.

Ever since the destruction of their homeworlds the Eldar have gradually declined in numbers, so that the remnants of their race represents only a small fraction of their ancient strength. Despite this they are very powerful, much of their technology is far more advanced than that of humans, and the craftworlds contain many ancient weapons and other artifacts which even the Eldar have now forgotten how to make. It is not known if any craftworlds have been destroyed by the advancing Tyranid hive fleet, but at least some Eldar colony worlds have been consumed by the Tyranids and it can only be a matter of time before a the hive fleet confronts a craftworld.

OGRYNS

The Ogryns are a race of large, burly humanoids who are loyal to the Emperor and the Imperium. In fact they are amongst the most loyal of all the Emperor's people, and are only too happy to perform the tasks asked of them, becoming tearfully sorry if they should fail in even the slightest degree. Unfortunately they are not too bright, but they are just about capable of fighting in the Imperial Guard, especially if they are subjected to a minor brain enhancing operation to increase their intelligence slightly. Once an Ogryn befriends a human his loyalty and dedication is absolute and he will defend his small comrade with his life.

TYRANIDS

Tyranids and their hive mind have already been described in the *Introduction.* This section covers some of their bio-constructs and mind slaves. We'll be publishing more details of other bio-constructs in future issues of White Dwarf magazine.

Tyranid and Bio-Construct Special Rules

Tyranids and their bio-constructs are the only creatures that can use the teleporter cysts to move around the hive ship. Mind slaves and Imperial forces are simply consumed by the Teleporter Worm if they move onto a teleporter cyst.

Tyranid blips are used to represent both Tyranid Warriors and bio-constructs. If the models a blip represents are killed, it is returned to the reinforcements pool. It can now be randomly drawn again as reinforcements, representing the Tyranids waking up from hibernation and joining the defence of their ship.
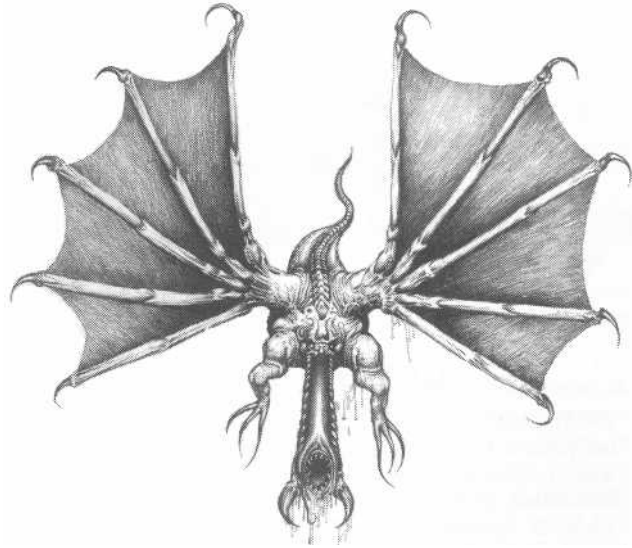
THE GREAT TYRANID
NORN-QUEENS

Within some of the spacecraft of the Tyranid hive fleet are huge chambers many hundreds of metres high. Within each chamber is a creature so vast that its great, pulsing bulk almost fills the immense structure. This is a Norn-Queen, also known as a Splicer-Beast, a creature whose function is to make other creatures. Every living creature in the Tyranid hive fleet owes its ultimate origins to the Norn-Queen, including the Tyranids themselves. Long ago the Tyranids gave up whatever primitive form of reproduction afflicted their kind, and adopted genetic cloning as their sole form of reproduction. A Norn-Queen is a huge biological machine, a factory whose only concern is to produce other creatures.

BIO-CONSTRUCTS

All the weird creatures that live in the hive fleet, including the Tyranids themselves, are created by means of the Norn-Queens. Genetic material in the form of captive creatures and corpse scavengers called Coffin-Crawlers is fed into the great maws located at the top of the Norn-Queen and synthesised by its genetic shredder organs. The dissembled DNA structures form a gene-bank which provides the raw material from which new creatures called bio-constructs are created. Once a type of bio-construct has been designed more identical creatures can be cloned by the Norn-Queens.
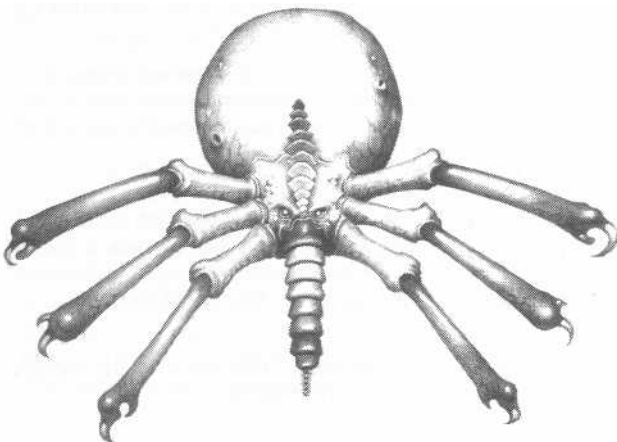
The many kinds of bio-construct emerge in different ways from different parts of the huge Splicer Beasts. Clusters of eggs spill from rows of ovipository orifices along its flanks, fluid filled depressions on its upper surface writhe with maggot-like larvae, foetal sacs hang like ripe fruit from umbilical branches, and huge larval Teleporter Worms burst from incubator pouches on the Norn-Queen's sides. Simpler bio-constructs may emerge already in their adult form to be gathered and directed by the horde of creatures which feed and serve the Norn-Queen. Most bio-constructs are born as tiny wriggling larvae or may begin life as eggs which must be nurtured further before they hatch and develop into adults.

The ships of the hive fleets swarm with thousands of different kinds of bio-constructed creatures. For example, tiny multi-armed creatures roam the innards sucking up detritus and processing it into a sickly nutrient which they store in their swollen bodies and then feed to other creatures. Coffin-Crawlers consume fresh corpses and grow in bulk until they are ready to return to the Norn-Queen, carrying their swollen bodies back to feed the Norn-Queen itself. Another kind of bio-construct is the globe-like creature which hangs from the upper surfaces of the ship's tunnels; these creatures synthesise a luminous chemical inside their own bodies proving a dim green light for others to see by.

These are just a few bio-constructs but there are many others which maintain the ship in good working order, provide food and guard vulnerable areas. The ship's various controls and facilities are themselves bio-constructs, although they are immobile and function much like biological versions of teleporters, air recycling systems and communications networks.

Small bio-constructs tend not to be very bright. They go about their genetically-determined tasks with a satisfyingly single-minded persistence, largely untroubled by the higher purposes of the hive mind. Far more dangerous to intruders are the larger bio-constructed races such as the Genestealers, Zoats and Grabber Slashers. There are many others too, some of which are relatively rare whilst others are very common. No matter how large or how intelligent they are, all bio-constructs form part of the hive mind and are an integral part of the hive fleet and Tyranid society.
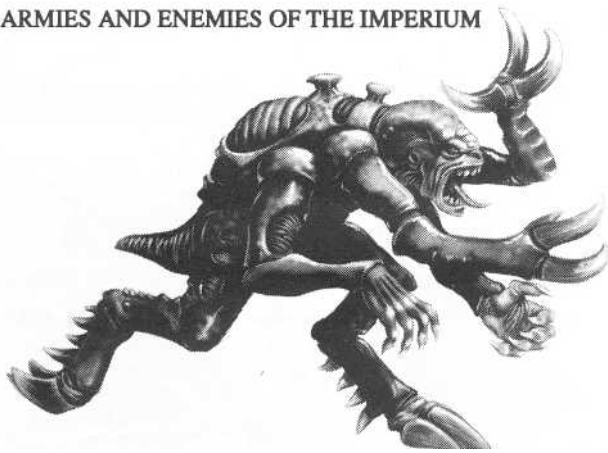
GENESTEALERS

The Genestealer is one of the most deadly of all the Tyranid bio-construct creatures. It is very likely that the Genestealer was created from the genetic structure of the Tyranids themselves, or if not then a very closely related species. Like Tyranids, Genestealers have six limbs, including ferocious, taloned mid-limbs which are used to tear enemies apart in hand-to-hand fighting. Genestealers are the shock and infiltration troops of the Tyranids. They are fast and deadly but they can also hide in alien societies for years, interbreeding with the native creatures and producing generations of Hybrid Genestealer creatures ready to join a full-scale invasion.

Although it seems unlikely that a creature so terrifying as a Genestealer could hide in human society, they achieve this by implanting their genetic structure inside unsuspecting humans. This genetic material is passed down to the offspring of the infected humans, creating a generation which includes monstrous Genestealer Hybrids as well as seemingly normal children. The Hybrids are genetic time bombs whose own descendants will eventually become fully-developed Purestrain Genestealers. The effect is quite horrifying – suddenly for no apparent reason monstrous Genestealers start to appear all over the world, destroying and enslaving humans in preparation for the arrival of the Tyranid hive fleet. Mature Genestealers, called Patriarchs act as psychic beacons which attract the Tyranid hive fleets, signalling that their world is ready for invasion. Genestealers are also ideal warrior-guardians, so the spacecraft of the hive fleet contain many of these creatures to defend against infiltrators and invaders.

Genestealer Hybrids

Like their Genestealer ancestors, Hybrids secrete the enzymes recognized by the Teleporter Worm and can therefore be teleported around the hive network and into or from battles.

There are only a limited number of Hybrids aboard a hive ship. Unlike other bio-constructs, Stealer Hybrid blips are not returned to the reinforcements pool if the models are killed.

ZOATS

Zoats are probably a very ancient strain of bio-construct because they share the same six-limbed structure as Tyranids and Genestealers. It is quite likely that this sextrupedal form is derived from the native creatures of the lost Tyranid homeworld in whatever remote galaxy they originally came from. Zoats are robust creatures with thick powerful limbs. Only theⁱr upper arms are used to hold or carry things; the lower two pairs are used for movement and have horny toes rather like a rhino.

Zoats have been specially developed so that they can communicate with alien creatures. Their minds are capable of tremendous leaps of logic and they are able to master new languages with astonishing speed. This enables Zoats to act as ambassadors to races taken over by the Tyranids and it also enables the Tyranids to find out about the races they have conquered. No matter how strange or mentally incompatible a race might be, the Zoats can learn how they think and act, and thereby access their true value to the Tyranids. Zoats are also tremendously strong and have thick horny skins. When they unleash their warrior skills they can destroy many times their own number of humans or other races, a feat which may serve to impress upon the defeated creatures just how superior the Tyranids are.

Positioning Zoats On The Board

Although a Zoat is a large creature and the model stands on a 25mm x 50mm base, you place it on the board so that it's centred on **a** single square. This square is the one used for movement, line of sight to and from the model, fire arcs, cover, determining whether the model's in an area of effect and so forth.

Charging Zoats

If a Zoat takes a charge action, it is allowed to finish the action if it's killed. The combination of a Zoat's sheer speed and mass with its tenacious refusal to be stopped in combat means that momentum carries it forward even when mortally wounded by an attack that would stop dead any lesser creature. Once it has been hit, it can only move forward into its front three squares and attack in close combat – it can't turn or shoot. At the end of its charge action, the Zoat finally drops dead and the model is removed. This rule only applies to charge actions – if it's hit when it's taken an advance, ready weapon or reload action it is killed as usual because it doesn't have the momentum to keep it going.

HUNTER-SLAYERS

Of all the Tyranid bio-constructs, the Hunter-Slayer most closely resembles the Tyranid Warriors. The most apparent different is only size, for the Hunter-Slayers are much smaller than a Tyranid at only two metres tall. Hunter-Slayers are incredibly fast and ferocious creatures so that although they don't have the strength or resilience of a Tyranid they're far more mobile.

Hunter-Slayers move quickly through the small arterial tubeways in the hive ships, exploiting theⁱr size and speed by wriggling through narrow ventricles and soft constricted passages. Their role is to protect the hive ships from intruders, moving swiftly from one part of the craft to another in search of their foes. When enemies are discovered, whole swarms of Hunter-Slayers burst from the narrow orifices and vents in the tunnel walls, dropping on their foes from above and wreaking havoc with their sharp talons and deadly bio-weapons.

Given the similarity between Hunter-Slayers and Tyranids, it is likely that the Hunter-Slayers are a very ancient kind of bio-construct developed from Tyranids genes, possibly as a sort of fast attack warrior.

Extra Actions

Hunter-Slayers are not as tactically minded as Tyranid Warriors and often look to the Warriors for direction in battle. A Hunter-Slayer may only be given an extra action if there's a Tyranid Warrior within 6 squares at the start of the action.

Diving Prone

Hunter-Slayers cannot dive prone - they can't lay flat enough on the hive ship floor to benefit from the cover.

GRABBER-SLASHERS

The Grabber-Slasher is a destructive warrior assassin which has certain biological traits in common with Orks, including blood containing symbiotic algae which enables the creature to digest its prey. Indeed, it is possible that the Grabber-Slasher has been created from Ork captives, in which case it heralds the birth of new bio-constructs based upon creatures from the human galaxy. The algae in the Grabber-Slasher's bloodstream synthesises the genetic material of its victims which is then absorbed into the Grabber-Slasher's body enabling it to gradually mutate its own form. However, the Grabber-Slasher can always revert to its basic Grabber-Slasher shape, although the change may take a day or so to complete.

Its powerful body is very muscular and it can propel itself along by its tail. A single flick of its tail sends it bounding through the air towards its chosen target. The target is then grabbed by the clawed hand-like organ on top, and immediately disemboweled by means of the razor-sharp protrusion underneath. Grabber-Slashers are very single-minded creatures: if instructed to assassinate a particular individual they will stop at nothing until the target is dead, ignoring all other threats to themselves entirely.

Leap Into Combat

The Grabber-Slasher has a special action, **leap into combat.** If you choose this action, the Grabber-Slasher moves up to one square and then launches itself at its target. This is treated as a ranged attack and the target must be within the Grabber-Slasher's line of sight and fire arc as usual. The range of the attack is 6 squares. Move the Grabber-Slasher onto the same square as the target model. The Grabber-Slasher then attacks the target in close combat with a to hit roll of 1D. If the Grabber-Slasher leapt into combat from outside the target's fire arc, the attack is a side attack – if the Grabber-Slasher was behind the target, it is a rear attack. If the close combat is a draw, the Grabber-Slasher immediately attacks again – keep rolling for close combat until one or other model is killed. If the target is killed, the Grabber-Slasher remains in the target model's square facing in the direction the Tyranid player chooses. It's impossible to parry a Grabber-Slasher's attack.

This is the only method of attack for the Grabber-Slasher. It can't make a normal close combat attack from a square adjacent to its target. However, if it is attacked in close combat, it rolls to defend as usual.

MIND SLAVES

The Tyranids have come to the human galaxy in search of fresh genetic material to feed their Norn-Queens and revitalise the hive fleet after its long journey through space. However, not all captives are fed to the Nom-Queen; some are useful simply as food for the Tyranid bio-constructs. And some are sacrificed to the breeding programs of other creatures; it is their grisly fate to become hosts for immature grubs or the larvae of a bio-construct.

If the Tyranids want to store a captive so that he can be eaten, genetically shredded or used as a breeder host at a later date, then a special bio-construct called a Shroud-Spinner weaves an **anaethetising** cocoon round the victim to keep him alive and fresh. This is the reason why troops assaulting a Tyranid ship sometimes find whole chambers of these cocooned victims.

One particular creature which feeds upon a captive during its larval stage is the parasitic Mind-Slaver. The mature Mind-Slaver is a crab-like bio-device which is used by the Tyranids to gain temporary control over another bio-machine which has malfunctioned or been damaged. As such, the Mind-Slaver takes over the individual mind of the bio-machine and allows the hive mind to control its mechanical functions.

The larval form of the creature is about the size of a pea or small pebble. When the egg laid by the Norn-Queen hatches, the creature is introduced to a living captive. It burrows into the captive's skull and searches out the brain stem. Here it clasps in place with its legs and attaches itself to the base of the medulla.

At first the immature creature is not powerful enough to influence its host but, as it feeds from the host's blood stream, it becomes stronger, allowing the hive mind to seep into the host's brain and eventually take over and direct all of the creatures higher brain functions. These victims are known as mind slaves. Although they're captives, their actions and thoughts are completely controlled by the Tyranid hive mind.

Eventually the Mind-Slaver outgrows and destroys its host but, until it does so, the mind slave moves about the ship and performs tasks under the direction of the hive mind.

If the ship is attacked, the mind slaves will be amongst the first to move to its defence, especially if they belong to an armed warrior race whose fighting skills may be usefully employed by the Tyranids. As the Space Marines move through the spacecraft they may meet mind slaves controlled by the Tyranid hive mind and will recognise many of the creatures of the Warhammer 40,000 galaxy including Chaos Space Marines, Imperial Guard, Orks and Eldar.

The ultimate fate of a mind slave is to be sacrificed to the next part of the life cycle of a mind slaver. When it is quite large and almost fills the cranial cavity of its host, the Mind-Slaver exudes a chemical which encysts the host, dissolves him from the inside and turns his body into nutritious soup. The Mind-Slaver feeds off this soup and grows into its adult form

Mind Slave Special Rules

Mind slaves cannot use the teleporter cysts to move around the Hive Network, or to teleport into or out of battles.

Mind slave blips are used to represent squads of Ork, Gretchin and Chaos Space Marine mind slaves. When the models are killed in battle, the blip is discarded. Mind slaves do not hibernate in the hive ship and don't form part of the Tyranid's reinforcement pool.

59

ORKS

Humans share the galaxy with many alien creatures, some of which are peaceful and cooperative but most of which are implacable enemies who would like to see the Imperium destroyed and humanity robbed of its power. The Orks are amongst the most powerful of these enemies. Orks are large, green-skinned humanoid creatures with powerful limbs and heavy-jawed heads. Although they might look a little brutal and stupid, in fact they are highly evolved and a very successful race.

All Orks are fighters and the whole race is dedicated to war and fighting. In fact Orks enjoy fighting a great deal; they have an easy-going attitude about warfare and death, and would far rather die fighting than miss a good scrap. Unlike the Imperium, the Ork-controlled parts of the galaxy are not very organised or coordinated. There are countless different tribes of Orks, and they all fight amongst each other as well as against humans and other alien races.

Many Ork-controlled worlds have already been taken over by the advancing Tyranid hive fleet. Of course, the Orks have fought back, destroying many Tyranids and Tyranid ships thanks to their reckless bravery. Some Orks are still at large amongst the Tyranid ships, hunting the tube-like corridors and organic chambers for Tyranids and their bio-construct creatures. Others have become mind slaves of the Tyranids.

GRETCHIN

Gretchin are the small servant race of the Orks. *They* look very much like Orks except that they are shorter and thinner and much less strong — they're probably a bit smarter too! Wherever Orks go, there will also be Gretchin accompanying their Ork Bosses into battle, proudly cheering on their own particular Boss and leaping forward valiantly to defend him if the fighting gets particularly fierce.

Extra Actions
Gretchin aren't as aggressive and sure of themselves in battle as their larger cousins, the Orks. For this reason, Gretchin cannot take extra actions — they're limited to a single action per turn.

CHAOS SPACE MARINES

During the dark days of the Horus Heresy many previously loyal Space Marine chapters rebelled against the Imperium. The rebel forces led by Warmaster Horus attacked Earth and only the personal intervention of the Emperor himself saved the planet from destruction. Although a mighty warrior and a valiant hero, Horus had been taken over by the daemonic forces of Chaos. Horus believed he was acting of his own volition, but in fact he had become a tool of the Powers of Chaos which live in warpspace. Before anyone realised what had happened, Chaos had taken over half the Space Marine chapters. These Chaos Space Marines were driven away after the Emperor slew Horus in single combat, and many fled into remote parts of the Galaxy.

However, even today there are scattered remnants of these forces, some wandering through the warp in their spacecraft, others ruling remote planets away from the influence of the Imperium. The Tyranids have encountered and destroyed several Chaos Space Marine spacecraft, but remnants of Chaos Space Marine forces are still fighting inside some of the Tyranid ships. Others have become Tyranid mind slaves.

Chaos Space Marine Commander
Because a Mind-Slaver parasite has taken over control of the Commander's body, the Commander loses his exceptional abilities and is treated just like any other Chaos Space Marine. The Commander doesn't give the Tyranid player any bonus to his extra action roll and doesn't have any fate points.

ADVANCED SPACE CRUSADE QUICK REFERENCE SHEET

TYRANID WARRIORS

Name	Movement Speed	Movement Man.	Reaction	Armour Exposed	Armour In Cover	Weapons	Ammo	Target	Snap Fire Range	Snap Fire To Hit	Aimed Fire Range	Aimed Fire To Hit	Close Combat To Hit	Close Combat Parry
Tyranid Warrior	6	U	7	11	11	Deathspitter	U	A[1]	8	1D+5[1]	24	1D+5[1]	2D+6	
Tyranid Warrior	6	U	7	11[2]	11[2]	2 Boneswords	–	–	–	–	–	–	3D+6	P

Notes: 1) Deathspitter attacks target square with to hit roll of 1D+5 – 2 blobs of caustic protoplasm scatter randomly to adjacent squares and attack with to hit rolls of 1D.
2) Tyranid Warrior with Boneswords adds +1 to its armour vs shots from within its fire arc to give armour rating of 12.

SPACE MARINE SCOUTS

Name	Movement Speed	Movement Man.	Reaction	Armour Exposed	Armour In Cover	Weapons	Ammo	Target	Snap Fire Range	Snap Fire To Hit	Aimed Fire Range	Aimed Fire To Hit	Close Combat To Hit	Close Combat Parry
Space Marine Sergeant[1]	5	–	10	8	10	Bolt Pistol & Chainsword	1	–	8	1D+1	16	1D+3	2D+3	P
Space Marine Scout	5	–	8	7	10	Bolt Pistol & Combat Knife	1	–	8	1D+1	16	1D+2	2D+2	–
Space Marine Scout	4	U	8	7	10	Heavy Bolter	3	–	20	2D+2	40	2D+3	1D+2	–
						– firing hellfire shell	S[2]	A	–	–	20	1D+6[2]		

Notes: Space Marine Scouts are equipped with frag, blind and melta-bomb grenades.
1) Sergeant adds +2 to Space Marine player's roll for extra actions.
2) Hellfire shell attacks unarmoured targets with 1D+6 – armoured targets are attacked with 1D – single shot weapon with separate ammo from normal heavy bolter shells – can run out of ammo separately and need separate reload actions.

TAKING ACTIONS

A model can perform one **action** each turn, chosen from the list below. Complete each model's action before you go on to the next.

Charge: move the model up to a number of squares equal to its speed plus two. The model cannot shoot but can make close combat attacks. Each attack costs one square of movement.

Advance: move the model up to a number of squares equal to its speed. You can snap fire and make close combat attacks – each attack costs one square of movement.

Ready Weapon: move the model up to 1 square – the model may then do one of the following:

1) Make an aimed fire attack.   3) Throw a grenade.
2) Enter overwatch.   4) Place a melta-bomb.

The model can't snap fire or make a close combat attack.

Reload: this action can be taken by a model that has run out of ammo. The model reloads it weapon – remove the out of ammo counter. You can then move the model up to 1 square (regardless of its speed). The model can't make any attacks.

EXTRA ACTIONS

Roll a D12 for the number of extra actions you get. No model can take more than two actions in a turn. The choice of extra actions is the same as for normal actions.

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

Space Marine bonus: +3 for Commander, +3 for Chaplain, +2 for Sergeant.

Tyranid bonus: +2 if fighting Hive Mind Synapse encounter; if Hive Mind Synapse is captured or destroyed, -2 from then on.

WHEN A MODEL CAN REACT

A model can attempt to react in the following circumstances:

1) If an enemy model does anything in the model's line of sight – eg moves a square, turns, shoots, attacks in close combat, opens a door

2) If it is attacked, regardless of whether or not it can see its attacker.

3) If an enemy model moves into an adjacent square.

4) If a friendly model within 6 squares is attacked.

5) If an enemy model throws a grenade, provided part of the grenade's flight path is in the model's line of sight.

Reactions take place after the enemy model has moved a square, turned, shot, attacked or whatever. The only exception is grenades: the reaction is made after the grenade is thrown but before it explodes.

REACTIONS

Reaction roll: roll a D12 – if the roll is less than or equal to the model's reaction characteristic it can react – choose one of the following reactions.

Snap Fire: shoot at the model which triggered the reaction – target must be within the model's line of sight, fire arc and weapon range.

Close Combat Attack: make a close combat attack against the model that triggered the reaction – the model must be within your model's front squares.

Leap Forward: move the model one square into any of its front three squares – it can't turn and so retains the same facing.

Turn to Face: the model remains on its current square but you can turn it to face any direction – if it's unmanoeuvrable, you can only turn it left or right.

Duck Back: only models in cover – move the model to one of the two squares it's standing between without changing its facing.

Dive Prone: move the model up to one square in any direction and place it on its side – this is the only reaction you can make to a thrown grenade.

OBJECT ARMOUR RATINGS

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

FIRING THROUGH PORTALS

1) Portals count as clear squares for drawing line of sight.

2) Roll a D12 for each portal. On a score of 5 or more, the shot passes through. On a score of 1-4, it hits the wall. The wall absorbs the impact of the weapon and no roll to hit is made against the target. Area effect weapons go off in the portal square – grenades scatter from the portal square.

3) Don't roll if either attacker or target are in a portal square, or if attacker is adjacent to a portal square.

GRENADES AND MISSILES

Frag Grenades: attack target square with to hit roll of 1D+4
attack adjacent square with to hit roll of 1D+2

Blind Grenades: any square under template blocks line of sight except to and from adjacent squares – can see into edge square but not through square.

Melta Bomb: attack target square with to hit roll of 1D+8 – no area effect

SIDE, REAR AND PRONE CLOSE COMBAT ATTACKS

You can make a close combat attack to your front squares. You always roll to defend yourself, even if the enemy model attacks from your rear or while you're prone.

1) If attacking a model from one of its rear squares, add +2 to each of your dice.

2) If attacking a prone model, add +4 to each of your dice – this replaces any other bonuses for facing.

3) If defending against an attack from the side, the maximum number of dice you can roll is 2. You keep your normal modifier for these dice.

4) If defending against an attack from the rear, the maximum number of dice you can roll is 1. You keep your normal modifier for this dice.

REINFORCEMENTS TABLE

D12 Roll	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

If the Hive Mind Synapse has been captured or destroyed subtract -2 from D12 roll. Place reinforcement blips placed in the hive box – they can't be moved until next turn.

VICTORY POINTS

Capturing or destroying primary objective	30 points
Capturing or destroying secondary objective	10 points
Each stranger rescued	1 point
Each Space Marine killed if Space Marines are wiped out or withdraw	-1 point
Each stranger killed	-1 point

SPACE MARINE FORCE LIST

SPACE MARINE SCOUT SQUAD
100 POINTS FOR 1 SPACE MARINE VETERAN SERGEANT, 3 SPACE MARINE SCOUTS WITH BOLT PISTOL AND 1 SPACE MARINE SCOUT WITH HEAVY BOLTER

Name	Movement Speed	Man.	Reaction	Armour Exposed	In Cover	Weapons	Ammo	Target	Snap Fire Range	To Hit	Aimed Fire Range	To Hit	Close Combat To Hit	Parry
Space Marine Sergeant[1]	5	–	10	8	10	Bolt Pistol & Chainsword	1	–	8	1D+1	16	1D+3	2D+3	P
Space Marine Scout	5	–	8	7	10	Bolt Pistol & Combat Knife	1	–	8	1D+1	16	1D+2	2D+2	–
Space Marine Scout	4	U	8	7	10	Heavy Bolter	3	–	20	2D+2	40	2D+3	1D+2	–
						– firing hellfire shell	S[2]	A	–	–	–	–	20	1D+6[2]	

Notes: Space Marine Scouts are equipped with frag, blind and melta-bomb grenades.
1) Sergeant adds +2 to Space Marine player's roll for extra actions.
2) Hellfire shell attacks unarmoured targets with 1D+6 – armoured targets are attacked with 1D – single shot weapon with separate ammo from normal heavy bolter shells – can run out of ammo separately and need separate reload actions.

SPACE MARINE HEROES
50 POINTS EACH

Name	Movement Speed	Man.	Reaction	Armour Exposed	In Cover	Weapons	Ammo	Target	Snap Fire Range	To Hit	Aimed Fire Range	To Hit	Close Combat To Hit	Parry
Space Marine Commander[1]	4	U	11	13	13	Storm Bolter & Power Sword	1	–	12	2D+1	24	2D+3	1D+8	P
Space Marine Chaplain[2]	4	–	10	9	10	Bolt Pistol & Chainsword	1	–	8	1D+3	16	2D+4	P
Space Marine Librarian[3]	4	–	10	9	10	Bolter & Force Sword	1	–	12	1D+1	24	1D+3	1D+4[3]	P

Notes:
1) Commander wears Terminator armour – has 3 fate points – adds +3 to Space Marine's roll for extra actions.
2) Chaplain has 1 fate point - adds +3 to Space Marine's roll for extra actions.
3) Librarian has 1 fate point and 20 psi points – psi points can be used in close combat to increase the to close combat dice modifier +1 per point.

SPACE MARINE TERMINATOR SQUAD
300 POINTS FOR 1 TERMINATOR SERGEANT, 3 TERMINATORS WITH either STORM BOLTER & POWER FIST or LIGHTNING CLAWS or THUNDER HAMMER & STORM SHIELD, AND 1 TERMINATOR WITH either ASSAULT CANNON or HEAVY FLAMER

Name	Movement Speed	Man.	Reaction	Armour Exposed	In Cover	Weapons	Ammo	Target	Snap Fire Range	To Hit	Aimed Fire Range	To Hit	Close Combat To Hit	Parry
Terminator Sergeant[1]	4	U	10	13	13	Storm Bolter & Power Fist	1	–	12	2D+1	24	2D+3	1D+8	–
Terminator	4	U	10	13	13	Storm Bolter & Power Fist	1	–	12	2D+1	24	2D+2	1D+7	–
Terminator	4	U	10	13	13	Lightning Claws	–	–	–	–	–	–	2D+8	–
Terminator[3]	4	U	10	13	13	Thunder Hammer & Storm Shield	–	–	–	–	–	–	1D+8	P
Terminator	4	U	10	13	13	Assault Cannon	3	–	12	2D+4	32	2D+5	1D+7	–
Terminator	4	U	10	13	13	Heavy Flamer	3	A	–	–	18	1D+6[2]	1D+7	–

Notes: All Terminator Space Marines are equipped with frag and blind grenades.
1) Terminator Sergeant adds +2 to Space Marine player's roll for extra actions.
2) All heavy flamer attacks are made against exposed armour rating.
3) May choose to overload powerpack and self-destruct thunder hammer: kills Terminator – 1D+6 damage on every model within 2 squares – may self-destruct as reaction. Storm shield adds +1 to give armour rating of 14 vs shots from within fire

SPACE MARINE TACTICAL SQUAD
150 POINTS FOR 1 SPACE MARINE SERGEANT, 3 SPACE MARINES WITH BOLTER AND 1 SPACE MARINE WITH either MISSILE LAUNCHER or HEAVY PLASMA GUN

Name	Movement Speed	Man.	Reaction	Armour Exposed	In Cover	Weapons	Ammo	Target	Snap Fire Range	To Hit	Aimed Fire Range	To Hit	Close Combat To Hit	Parry
Space Marine Sergeant[1]	4	–	10	9	10	Bolter	1	–	12	1D+1	24	1D+3	1D+4	–
Space Marine	4	–	9	9	10	Bolter	1	–	12	1D+1	24	1D+3	1D+3	–
Space Marine	4	U	9	9	10	Missile Launcher	3	A[2]	–	–	U	*[2]	1D+2	–
Space Marine	4	–	9	9	10	Plasma Gun	S	A[3]	–	–	8[3]	1D+4	1D+2	–

Notes: Space Marines are equipped with frag, blind and melta-bomb grenades.
1) Sergeant adds +2 to Space Marine player's roll for extra actions.
2) Area effect and roll to hit depend on missile: fires frag, blind or melta missile.
3) Use plasma bolt template – place template pointing from model's square and within its fire arc – any square half or more under the template is attacked.

SPACE MARINE ASSAULT SQUAD
150 POINTS FOR 1 SPACE MARINE SERGEANT, 3 SPACE MARINES WITH 2 BOLT PISTOLS EACH AND 1 SPACE MARINE WITH BOLT PISTOL AND either PLASMA PISTOL or HAND FLAMER

Name	Movement Speed	Man.	Reaction	Armour Exposed	In Cover	Weapons	Ammo	Target	Snap Fire Range	To Hit	Aimed Fire Range	To Hit	Close Combat To Hit	Parry
Space Marine Sergeant[1]	4	–	10	9	10	Bolt Pistol & Chainsword	1	–	8	1D+1	16	1D+3	2D+4	P
Space Marine	4	–	9	9	10	2 Bolt Pistols	1	–	8	2D+1	–	–	2D+3	–
Space Marine[4]	4	–	9	9	10	Bolt Pistol & Plasma Pistol	1 / S	– / A[2]	8 / 8[2]	1D+1 / 1D+1	–	–	1D+3	–
Space Marine[4]	4	–	9	9	10	Bolt Pistol & Hand Flamer	1 / 2	–	8 / 4	1D+1 / 1D+2[3]	–	–	1D+3	–

Notes: Space Marines are equipped with frag, blind and melta-bomb grenades.
1) Sergeant adds +2 to Space Marine player's roll for extra actions.
2) Use plasma bolt template – place template pointing from model's square and within its fire arc – any square half or more under the template is attacked.
3) Roll to hit against exposed armour rating, even if target is in cover or prone.
4) Space Marines armed with a bolt pistol and either a plasma pistol or a hand flamer roll for only one attack with every shot – the Space Marine player chooses which weapon is used for the shot and tells the Tyranid player before any dice are rolled – the Space Marine model can change which weapon is fired with each shot, provided the other player is told in advance.

SPACE MARINE DEVASTATOR SQUAD
200 POINTS FOR 1 SPACE MARINE SERGEANT, 2 SPACE MARINES WITH BOLTER, 1 SPACE MARINE WITH HEAVY BOLTER AND 1 SPACE MARINE WITH MISSILE LAUNCHER

Name	Movement Speed	Man.	Reaction	Armour Exposed	In Cover	Weapons	Ammo	Target	Snap Fire Range	To Hit	Aimed Fire Range	To Hit	Close Combat To Hit	Parry
Space Marine Sergeant[1]	4	–	10	9	10	Bolter	1	–	12	1D+1	24	1D+3	1D+4	–
Space Marine	4	–	9	9	10	Bolter	1	–	12	1D+1	24	1D+3	1D+3	–
Space Marine	4	U	9	9	10	Heavy Bolter	3	–	20	2D+2	40	2D+3	1D+2	–
Space Marine	4	U	9	9	10	Missile Launcher	3	A[2]	–	–	U	*[2]	1D+2	–

Notes: Space Marines are equipped with frag, blind and melta-bomb grenades.
1) Sergeant adds +2 to Space Marine player's roll for extra actions.
2) Area effect and roll to hit depend on missile type: can fire frag, blind or melta missile.

TYRANID FORCE LIST

TYRANIDS AND TYRANID BIO-CONSTRUCTS
40 POINTS PER BLIP

No.	Name	Movement Speed	Man.	Reaction	Armour Exposed	In Cover	Weapons	Ammo	Target	Snap Fire Range	To Hit	Aimed Fire Range	To Hit	Close Combat To Hit	Parry
1	Tyranid Warrior	6	U	7	11	11	Deathspitter	U	A¹	8	1D+5¹	24	1D+5¹	2D+6	
1	Tyranid Warrior	6	U	7	11²	11²	2 Boneswords	–	–	–	–	–	–	3D+6	P
2	Purestrain Genestealer	6	–	10	10	11	Claws	–	–	–	–	–	–	3D+5	–
1	Zoat	5	U	7	12	12	Fleshborer	U	–	12	1D+1	24	1D+2	1D+7	–
2	Grabber-Slasher	4	–	9	6	8	Disembowelling Spine	–	–	–	–	–	–	2D+4	–
2	Hunter-Slayer	5	–	7	7	8	Fleshborer	U	–	12	1D+1	24	1D+2	1D	–

Notes: The No column shows how many models each blip represents at a cost of 40 points per blip.

Tyranid: 1) Deathspitter attacks target square with to hit roll of 1D+5 – 2 blobs of caustic protoplasm scatter randomly to adjacent squares and attack with to hit rolls of 1D.
2) Tyranid Warrior with Boneswords adds +1 to its armour vs shots from within its fire arc to give armour rating of 12.

Zoats: Zoats only occupy 1 square – centre base on square model occupies – all movement, lines of sight, fire arcs, ranges etc drawn to and from that square.
If it took charge action, Zoat finishes action if killed – can only move into front three squares or attack in close combat – remove model when action ends.
2) Deathspitter attacks target square plus 2 random adjacent squares (roll for scatter) – target square roll to hit 1D+5 – adjacent squares roll to hit 1D.
3) Roll to hit against exposed armour rating of all targets, even if in cover or prone – start of next turn roll to hit again with 1D – runs out of ammo after 3 shots.

Grabber-Slashers: Leap into combat action vs target in line of sight, fire arc and 6 square range – move onto same square – make close combat attacks until one model dead – surviving model remains in square – attack from out of enemy fire arc is side attack, from behind is rear attack – can't parry against Grabber-Slasher attack.

Hunter-Slayers: Hunter-Slayers may only be given an extra action if there's a Tyranid Warrior within 6 squares at the start of the action.

GENESTEALER HYBRIDS
50 POINTS FOR 3 GENESTEALER HYBRIDS – CHOOSE WEAPONS OR ROLL D12 FOR EACH HYBRID'S ARMAMENT

D12	Name	Movement Speed	Man.	Reaction	Armour Exposed	In Cover	Weapons	Ammo	Target	Snap Fire Range	To Hit	Aimed Fire Range	To Hit	Close Combat To Hit	Parry
1	Genestealer Hybrid	4	U	7	6	8	Autocannon	3	–	–	–	U	1D+5	1D-1	–
2	Genestealer Hybrid	4	U	7	6	8	Beamer	4	–	–	–	U	1D¹	1D-1	–
3	Genestealer Hybrid	4	–	7	6	8	Bolt Pistol	1	–	8	1D+1	16	1D+2	1D+0	–
4	Genestealer Hybrid	4	–	7	6	8	Bolter	1	–	12	1D+1	24	1D+3	1D-1	–
5	Genestealer Hybrid	4	–	7	6	8	Chainsword	–	–	–	–	–	–	1D+0	P
6-7	Genestealer Hybrid	4	–	7	6	8	Lasgun	U	–	12	1D	24	1D+2	1D-1	–
8	Genestealer Hybrid	4	–	7	6	8	Laspistol	U	–	8	1D	16	1D+1	1D+0	–
9	Genestealer Hybrid	4	U	7	6	8	Missile Launcher	3	A²	–	–	U	*²	1D-1	–
10	Genestealer Hybrid	4	–	7	6	8	Plasma Gun	S	A³	–	–	8³	1D+4	1D-1	–
11	Genestealer Hybrid	4	–	7	6	8	Plasma Pistol	S	A³	8³	1D+1	8³	1D+1	1D-1	–
12	Genestealer Hybrid	4	–	7	6	8	Power Sword	–	–	–	–	–	–	1D+1	P

Notes: When you buy a Hybrid blip, choose the Hybrids' weapons or roll a D12 separately for each of the three Hybrids to see what they're armed with.
1) Beamer rolls to hit vs target type not armour: model 7+, unmanoeuvrable model 5+, door 4+ and objective marker 3+.
2) Area effect and roll to hit depend on missile type: can fire frag or melta-missiles.
3) Use plasma bolt template – place the template pointing from the model's square and within its fire arc – any square half or more under the template is attacked.

TYRANID MIND SLAVES

ORK SQUAD
100 POINTS FOR 5 ORKS

Name	Movement Speed	Man.	Reaction	Armour Exposed	In Cover	Weapons	Ammo	Target	Snap Fire Range	To Hit	Aimed Fire Range	To Hit	Close Combat To Hit	Parry
Ork	4	–	7	8	9	Bolter & Close Combat Weapon	1	–	12	1D+1	24	1D+1	1D+1	–

Notes: Orks carry frag grenades.

GRETCHIN SQUAD
50 POINTS FOR 5 GRETCHIN

Name	Movement Speed	Man.	Reaction	Armour Exposed	In Cover	Weapons	Ammo	Target	Snap Fire Range	To Hit	Aimed Fire Range	To Hit	Close Combat To Hit	Parry
Gretchin	4	–	5	5	7	Flintlock Rifle	S	–	6	1D-1	18	1D-1	1D-2	–

Notes: Gretchin may never be given an extra action.

CHAOS SPACE MARINE SQUAD
150 POINTS FOR 1 CHAOS COMMANDER, 3 CHAOS SPACE MARINES AND 1 CHAOS SPACE MARINE WITH MISSILE LAUNCHER

Name	Movement Speed	Man.	Reaction	Armour Exposed	In Cover	Weapons	Ammo	Target	Snap Fire Range	To Hit	Aimed Fire Range	To Hit	Close Combat To Hit	Parry
Chaos Marine Commander	4	–	11	9	10	Bolter	U	–	12	1D+1	24	1D+1	1D+4	–
Chaos Space Marine	4	–	10	9	10	Bolter	U	–	12	1D+1	24	1D+2	1D+3	–
Chaos Space Marine	4	U	10	9	10	Missile Launcher	3	A¹	–	–	U	*¹	1D+3	–

Notes: 1) Area effect and roll to hit depend on missile type: can fire frag, blind or melta-missiles.

FORCE ROSTER

SPACE MARINE VICTORY POINTS:		TO WIN	ASSAULT SIZE:	Skirmish	Raid	All Out Assault

Squad/ Blip	Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat		Notes
		Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry	