TRAITOR TERMINATORS

Rules for Marine versus Marine Battles

The Genestealer horde is but one of the many threats from which the Space Marines must protect the Imperium. Another foe Imperial forces must often battle are the minions of Chaos. Among the deadliest of these are creatures equipped with their own Terminator Armour: the nearly immortal Traitor Terminators, survivors of the Horus Heresy who fled to the Eye of Terror after the fall of Horus. Terminator vs Terminator battles are, if anything, even more tactically challenging than sighting 'stealers, as now the Marines must face the fact that they too can come under fire.

The mission included uses *Space Hulk* floorplans and the new rooms and corridors in *Deathwing*.

Misson one: Contract Revoked
Rules for use in existing missions

Weapons

Blind Grenades

Many Terminators are equipped with grenade harnesses which can be used to fire a practically unlimited supply of blind grenades, which block LOS but have no other effect. These are very rarely used when fighting 'stealers, as blocking LOS only hampers the Marines. In games where both sides are armed, the blind grenade comes into its own as both an offensive and defensive weapon.

Firing a blind grenade costs 1 AP and cannot be combined with movement. Blind grenades can only be targeted at adjacent board sections. The harness' design prohibits grenades from being fires at the firing model's section.

A blind grenade has no effect other than to block LOS in exactly the same way and for the same duration as a flamer hit. Models on the edge of the section can both fire out of and be targeted from outside the section.

[Blind grenade markers for photocopying included.]

Flamers

When battling Genestealers it is rare, but not unheard of, for a Marine to be killed by a flamer hit. In fights between Marines, the number of times that Marines are fired upon by flamers is vastly increased. For this reason, the rules have been slightly changed.

A heavy flamer now requires a score of 3 or more to remove a Terminator model. This rule change applies to all *Space Hulk* games.

A Marine who survives a flamer hit can move freely within that section or can leave it and move into an unaffected section. The Marine cannot move into a different section if it, too, has taken a flamer hit.

LOS and Section Effect Weapons

The presence of a section effect marker - eg a flamer hit or blind grenade - on a board section means that LOS in or through that section is blocked, making it difficult for models to shoot each other.

It's not, however, completely blocked. LOS can be traced to the edges of the affected section, so that section can still be fired on by other section effect weapons. When a flamer shoots into a section already hit by a blind grenade or another flamer, the dice scores required to kill affected models are the same as normal.

Within an affected section, LOS isn't completely blocked. No matter how many section effect markers there are on a section, adjacent models can still shoot at each other and deliver close assault attacks.

Secion effects last until the marker is removed at the end of the next enemy turn. Because of this, it is important to signify which markers were placed by which side, so that they can be removed at the correct time. The easiest way of doing this is for one player to place all his section effect markers face-up, while the other player places his face-down.

The Timer

Both Imperial and Traitor Maines have time limits on their turns. The time limits in Marine versus Marine games are longer than in traditional *Space Hulk* games because Human opponents are slightly slower than 'stealers, giving commanders extra seconds of reaction time.

A player's time limit is based upon how many models he has remaining on the board at the end of his enemy's turn, and how many Sergeants and Captains are leading them. Use the table below to calculate the player's time limit. The thirty second penalty for a squad without a Sergeant applies regardless of how many Marines are left in that squad.

MARINE VS MARINE TIMER TABLE

Marines in Play	Time Allowed
5 or less	2.00
6-10	3.00
11-15	4.00
16-20	5.00

Each Captain present ... + 0.30
Each squad lacking a Sergeant ... - 0.30*
Absolute minimum time is 1.30

Stopwatch

To play Marine versus Marine games, you need a timer that can serve as a stopwatch. You must be able to set a variable time limit and stop and restart the clock during play. Most digital timers can do this, as can many locks and wristwatches.

Interruptimg Play

The enemy player can interrupt a player's turn whenever he wishes to fire from overwatch, spend command points, dispute LOS. This is explained in greater detail below. The important thing is that when a player's turn is interrupted, he has the option of immediately taking the clock from his opponent and stopping the timer. The moment the interruption is over, he restarts the clock and quickly hands it back.

Combat

Overwatch

The rules for overwatch remain virtually unchanged, although both sides can now place their models into this firing mode. Remember, a model can only take an overwatch shot immediately after the target model has taken an action in that model's LOS and arc of fire.

Strictly speaking, you should stop the clock whenever an enemy model fire from overwatch. However, if the players are willing to cop-operate and take their dice rolls quickly, there's no need to do so.

Also, models can never fire from overwatch in their own turn. If, during your turn, you spend CPs for a shot from a Marine you've already placed in overwatch, the overwatch is lost and the marker should be removed.

An important clarification to the *Space Hulk* overwatch rules is that overwatch does not actually take place until the beginning of the enemy player's turn. This means that if, after a Marine is placed in overwatch, but before the end of that player's turn, an enemy model spends CPs to perform an action in that Marine's LOS and arc of fire, that Marine does not get to fire at the enemy model.

For example, the Imperial player places one of his models into overwatch. The Traitor player then uses some of his CPs to move one of his Marines into the Imperial Marine's LOS and arc of fire. The Imperial model does not get an overwatch shot at the Traitor. He has the option of spending his own CPs to fire at the enemy model, but if he does so he loses his overwatch.

Move and Fire

Some weapons are allowed move and fire actions, as indicated on the reference sheet. These actions are far more important in Imperial versus Traitor situations than in fighting 'stealers. Move and fire actions allow a Marine to move from behind a corner and fire at an enemy in overwatch *before* he gets to fire back.

Command Points

Both players are given 1-6 command points, and the presence of a Captain adds +2 to the score, as usual. This will, of course, require an extra set of command chits. If you don't have another set, you can achieve the same effect by rolling a die. An upturned cup or cardboard screen can be used to conceal the command point score from the other player.

All the rules for using command points against Genestealers in *Space Hulk* apply to battles between Imperial and Traitor Marines as well. The only difference is that a player who interrupts his opponent's turn to spend CPs must stop the clock the moment he does so.

This means that a player dithering about how to spend his command points will essentially be giving his opponent more time to plan his actions for the rest of the turn. Quick decisions in this situation are vital if you are to maintain the pressure upon your opponent. With both sides being armed, players will find that command points are most often useful being spent on blocking LOS or moving out of the way of enemy fire.

Marine Entry Points

Marine entry points are similar to 'stealer entry areas - places where Marines can move into play.

Marines using a particular entry point should be lined up offboard next to that entry point, in the order they are going to enter play. The Marine player can break up and rearrange his squads in whichever way he sees fit.

Moving onto the board costs 1 AP. Marines don't have to move into play if they don't want to. They can 'lurk'

offboard for as long as they wish, just like Genestealers. Marines, however, are never forced to lurk.

Enemy models aren't allowed to stand on a square next to an entry point. Also, when offboard Marines move into play, they are allowed a move and fire action.

Turn Sequence

The game proceeds in alternate turns, just like in a standard *Space Hulk* game. Now, however, the two turns are identical. Flip a coin to see which player begins the game. The turn sequence is:

1. Command Phase
   See *Space Hulk*.
2. Marine Actions Phase
   As in *Space Hulk*. Once you have finished with your move or time has run out, start the endphase. From this point on, you are giving your opponent time to plan is move, so try to complete the next two phases as quickly as you can.
3. Endphase
   Remove any enemy section effect markers. These will have been placed in the enemy's last turn.
4. Timing Phase
   Quickly calculate the time limit for your opponent's turn. Set and start the timer.

TRAITOR TERMINATORS

Contract Revoked

Background

Contract Revoked is set in a top-secret Inquisition Librarium situated in a small, self-sufficient space station hidden well within an asteroid belt circling a remote, unpopulated star. Its ancient library contains some of the Inquisition's most valuable and dangerous volumes on the workings of Chaos. The information they contain is so powerful that only one copy of each is kept.

Over the millennia, the hand-written volumes have been replaced by new copies meticulously drawn by the Librarium's scribes. Decades ago one such scribe, Brother Jacques, turned toward the seductive power of Chaos and began to study the ancient works for their own evil sake. He was soon discovered by his superiors, but managed to avoid capture by hastily making a pact with the Great Unclean One Maggotgurgle Pukeslime.

Jacques pledged the Daemon his soul in exchange for escape and subsequent power. A written copy of the contract itself was hidden away in the Librarium, encoded deep within one of the thousands of books. Jacques' plan worked. Once away, he fled into the Eye of Terror and the eager arms of his Nuglesque overlord.

The game begins with Jacques' return to the Librarium where his fall from honour began. Pukeslime, by way of a sinister joke, has given the ex-scribe an opportunity to win back the right to his soul. All he has to do is recover the book within which the original contract lies, destroy the Librarium's other volumes and escape the outpost alive. To aid Jacques in his mission, the Great Unclean One has provided him with a suit of Terminator Armour and two full squads of Traitor Terminators.

With such a powerful force at is disposal, Jacques is expecting to encounter little or no resistance. After all, the few aged scribes that were residing there when he left could provide no match for fifteen Death Guard Terminators. But unknown to the traitor, the Inquisition has guessed that he would return.

Since Jacques' disappearance, a special Honour Guard composed of the best Terminators from each of four different Space Marine Chapters has been posted at the station. Pukeslime, of course, knew this when he challenged the ex-scribe to free himself from his obligation.

Brother Jacques didn't discover the Marines' presence until he and his Traitor Terminators arrived at the Librarium. He now faces a desperate battle against some of the finest warriors the Imperium has to offer. And if he fails, he forfeits all.

Objectives

The terms of Jacques' deal with Pukeslime are very specific. To revoke his contract, he must find it, torch the library, and then escape. To locate the book containing the contract, Jacques himself must search the Librarium. Once he's found the book, the Librarium's other volumes must be thoroughly burned. Of course, all of this means nothing to him unless he manages to get away.

Forces

Imperial:

The Honour Guard consists of four squads, although only Squad Amael is in play at the start of the game.

Squad Amael of the Blood Angels

1 Sergeant with storm bolter and power glove.
4 Marines with storm bolters and power gloves.

The remaining squads enter play as outlined below in *Deployment*. These squads are:

Squad Benedict of the Ultramarines

1 Sergeant with storm bolter and power glove.
1 Marine with assault cannon and power glove.
3 Marines with storm bolters and power gloves.

Squad Hezekiah of the Dark Angel's Deathwing

1 Sergeant with storm bolter and power glove.
1 Marine with lightning claws.
1 Marine with thunder hammer and storm shield.
2 Marines with storm bolter and power glove.

Squad Dante of the Salamanders

1 Captain with storm bolter, power sword and power glove with grenade launcher.
1 Marine with assault cannon and power glove. 1 Marine with flamer and power glove.
2 Marines with storm bolters and power gloves.

Each marine in all four squads is equipped with a grenade harness firing blind grenades.

Traitor:

The entire Traitor force begins the game in play. It comprises fifteen Death Guard Terminators.

Brother Jacques

1 Marine with storm bolter and power glove.

Squad Pestilato

1 Captain with storm bolter, power sword and power glove with grenade launcher.
2 Marines with assault cannon and power gloves.
1 Marine with flamer and power gloves.
3 Marines with storm bolters and power gloves.

Squad Bubonicus

1 Sergeant with storm bolter and power glove.
1 Marine with assault cannon and power glove.
1 Marine with flamer and power glove.
4 Marines with storm bolters and power gloves.

Each of the Traitors is equipped with a grenade harness firing blind grenades.

Deployment

Imperial: Squad Amael should be deployed anywhere in the concourse, with any facing the Imperial player wishes. These Marines may start the game in overwatch at no points cost.

The three remaining Marine squads arrive later in the game via the Marine entry points. There are a total of six points arranged in clusters on three different sides of the map. The Imperial player must assign one squad to each cluster before the game starts.

Before the beginning of the game, determine when the Imperial reinforcement squads arrive. The Traitor player rolls a D6 for each of the three squads and refers to the table below.

IMPERIAL SQUAD ENTRY TURN TABLE	
Score	Squad enters play on Imperial Turn
1-2	5
3-4	6
5-6	7

Traitor: The Traitor player must set up his forces on the four marked entry corridors shown on the map. He can break up his squads and arrange them in any order he desires.

Victory

If Jacques manages to fulfil all three conditions of Pukeslime's challenge - recovering his hidden contract, burning the Librarium and escaping - the Traitor player wins. To escape, Jacques must leave the board via one of the corridors through which his forces entered play. The game ends immediately thereafter, as the fate of the remaining Traitor Terminators is immaterial. Any other result is an Imperial victory.

Special Rules

Doors

The doors have security locks, and only the Imperial Marines can open or close them, at the usual cost of 1 AP. Traitor Marines have to shoot the doors down if they wish to pass through them.

The Book

To search for the volume containing the encoded contract, Jacques must be in a square next to a wall in the Librarium, although he need not be facing the wall. Searching costs 4 APs. Jacques may search the room as many times each turn as he likes, provided the Traitor player has enough APs or CPs to pay for each attempt.

Each time Jacques searches the room, the Traitor player rolls a die. The score required to find the book on the first attempt is a six. On the second, he needs a five. On the third try, he needs a four, and so on, down to automatic success on the fifth attempt.

Once Jacques has found the book, he stuffs it into a durable, fireproof bag slung around his shoulder. This action costs him no APs, and carrying the bag - full or not - has no effect upon his movement, shooting or close assault. The bag cannot be dropped, damaged or taken from Jacques in any way.

The Librarium

Any flamer shooting into, out of, or through the Librarium section automatically ignites a fire. The same thing will happen if a plasma grenade from a Captain's grenade launcher is fired into the room.

Should this happen, place a spare flamer hit marker in the room. This fire blazes for the rest of the game. It blocks LOS, but is nowhere near hot enough to harm the Terminators. The room can still be moved through normally after the standard effects of the igniting weapon charge wear off.

The Imperial player is not allowed to torch the Librarium, and so cannot take a shot which would result in that happening. If he accidentally attempts to do so, the Marine given the order to fire refuses to shoot and the APs are wasted.

Setting fire to the Librarium is part of Jacques' victory conditions. However, if the Traitor player accidentally torches the Librarium before recovering the contract, the game ends immediately as the Imperial player has won.

Once Jacques has the book, the Traitors need to set the Librarium ablaze, as outlined above. If the traitor player has no suitably armed models, or if those models have run out of the necessary ammunition, he automatically loses the game.

Starting the Game

1. Lay out the board and assemble the forces.
2. Deploy Traitor forces.
3. Deploy the first Imperial squad and place any overwatch counters.
4. Deploy the remaining Imperial squads and dice for when they each arrive.