



- A. Psyker with Autocannon
- B. Psyker with Conversion Beamer
- C. Psyker with Missile Launcher
- D. Non-Psyker with Autocannon
- E. Non-Psyker with Conversion Beamer
- F. Non-Psyker with Missile Launcher
- G. Psyker with basic or close-combat weapon
- H. Psyker with basic or close-combat weapon
- I. Psyker with basic or close-combat weapon
- J. Psyker with basic or close-combat weapon

## **Special Rules**

Both players use psychic cards.

The Marine player can secure areas, and the stealer player can use ambush counters if he wish.