

SPACE MARINE

OPERATIONS

Over the following pages you will find a ruleset that will allow you to play cooperative games with your friends, based on the Operations mode from the Warhammer 40,000: Space Marine 2 video game. Players will take control of three Space Marines chosen from a range of different classes and will fight to complete various mission objectives against hordes of oncoming enemies.



These rules are designed to work with the Boarding Actions Terrain Set along with miniatures to represent the forces on the battlefield. This mission represents the battle against the Tyranid forces, and more will be made available in future issues of *White Dwarf*.

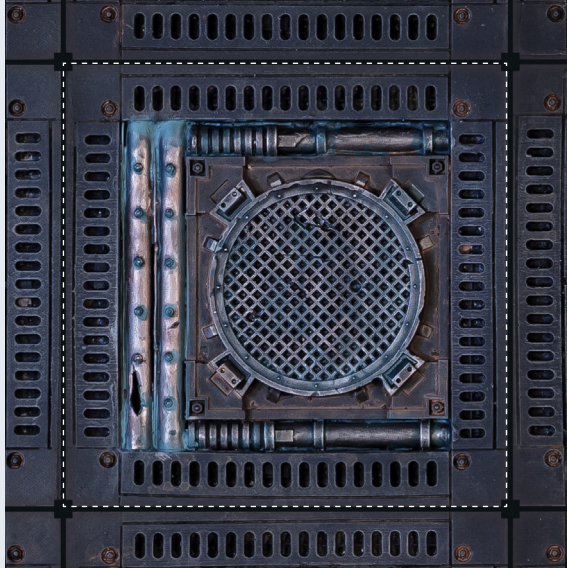


CORE CONCEPTS

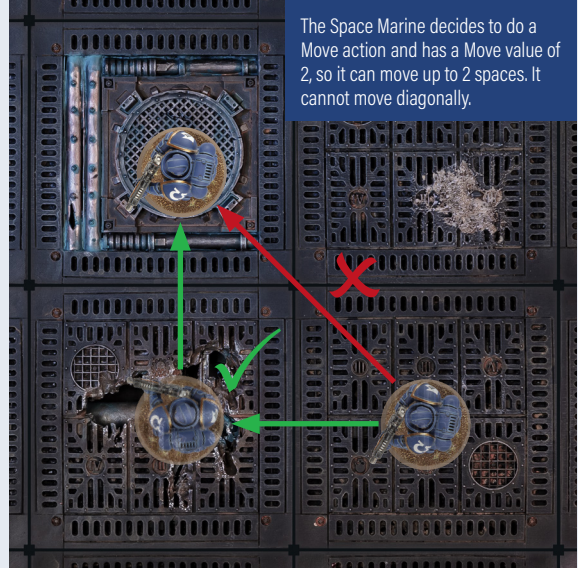
These rules are core to the Space Marine Operations game and will be used throughout the following pages.

MOVEMENT

Movement and distances use the square grid on the Boarding Actions game board. All models must be placed wholly within one square (if possible), the exact position of which does not matter.



Whenever one or more models move one space, they can move to any adjacent square. Squares that are diagonal to one another are not considered adjacent for movement (or for any other purpose).



The Space Marine decides to do a Move action and has a Move value of 2, so it can move up to 2 spaces. It cannot move diagonally.

DECISION MAKING

Sometimes there will be multiple options available when resolving a rule, such as the multiple potential squares an Enemy Group can end their move in. Where this is the case, the decision is left to the players to make the one that they prefer.

HATCHWAYS

Space Marines can open and shut doors along the edges of the square they are in before and after each time they move a square.

Tyranids Enemies will open any doors along the edges of the square they are in before and after each time they move a square.

ENEMY GROUPS

All of the Enemy models within a square are called an Enemy Group. All Enemies within an Enemy Group will activate and move as a single entity, at the same time. Enemy Groups cannot move through squares containing other Enemy Groups. *This means that Enemy Groups will never combine with one another.*

WALLS

If the edge between two squares contains a wall (excluding one with an open door), then those squares are not considered adjacent and, unless otherwise specified, models cannot directly move from one to the other.

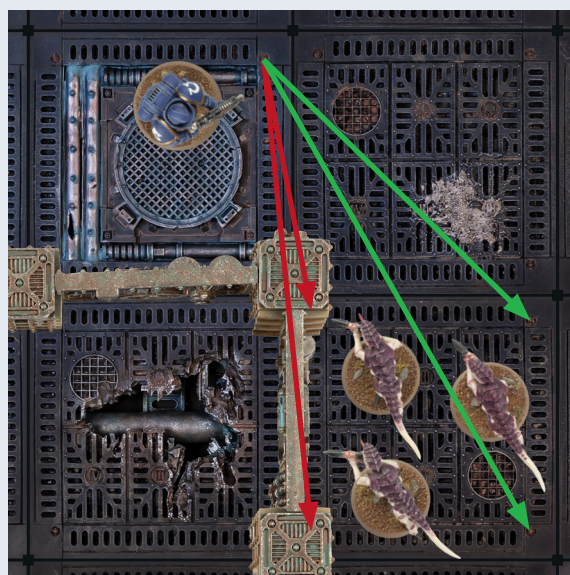
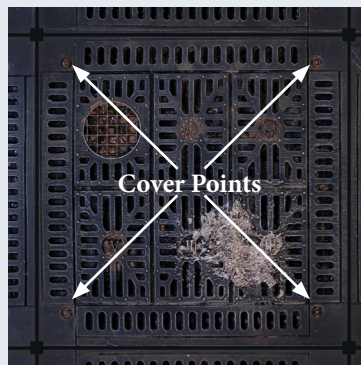


VISIBILITY

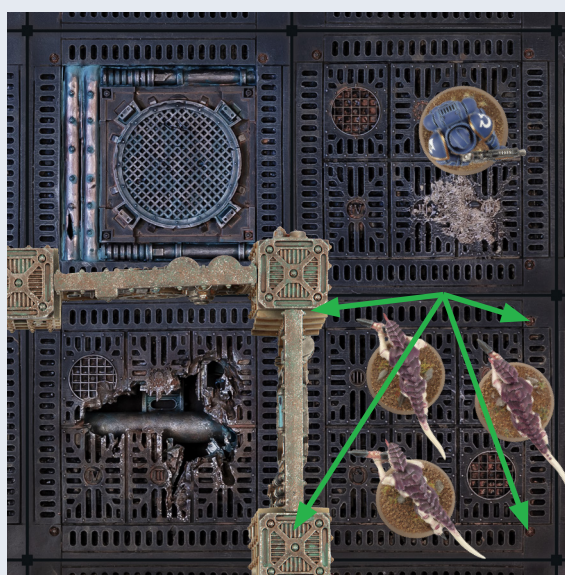
When determining if one square is visible to another, it is visible if it is possible to draw an imaginary line from any part of the viewing square to any part of the target square.

Cover: On each square are 4 cover points.

When determining if one square has the benefit of cover from another square (this is used during ranged attacks), the target square does so if it is not possible to draw an imaginary line from any part of the viewing square to at least 3 of the target square's cover points (or the relevant corner of any Pillars on top of them) without passing through scenery.



In this instance it is only possible to draw unobstructed imaginary lines to 2 of the cover points in the target square, due to the intervening wall. As a result, when the Space Marine makes a ranged attack that targets the Tyrannids, **they will have the benefit of cover.**



In this instance it is possible to draw unobstructed imaginary lines to all 4 of the cover points in the target square without passing through the wall. As a result, when the Space Marine makes a ranged attack that targets the Tyrannids, **they will not have the benefit of cover.**



PLAYING THE GAME

In order to play the game:

1. The players first pick the mission they wish to play.
2. Select three of the Space Marine classes to play. **No Space Marine class may be picked more than once.**
3. Set up each Space Marine model within one of the Space Marine starting squares shown on the mission map.

4. Initialise the number of Revive points based on the difficulty being played as shown below. These can be used during the game to return **downed** Space Marines to the battle.

DIFFICULTY	REVIVE POINTS
Minimal	4
Average	3
Substantial	2
Ruthless	1

5. Begin the first turn.

TURNS

Players will play one turn after the other until they win or lose the game. Each turn is broken down into three phases, as detailed below.

The turn is split into the following phases:



1. REFRESH PHASE

In this phase, the Space Marines will regroup and plan for the turn ahead, while the Enemies will be assigned to one of the three attack waves for later in the turn.

1. For each Space Marine that is not **downed**, that Space Marine regains 1 lost Armour Segment.
2. Each Space Marine gains a number of Action points equal to his Actions value.
3. Spawn any new Enemy Groups, as specified in the mission being played.
4. Assign each Enemy Group to an attack wave for this turn. To do so, for each square containing an Enemy Group, roll one D3: the result is that Enemy Group's attack wave. *We recommend leaving that dice in the square as a reminder, removing it once the Enemy Group activates later in the turn.*

SPAWNING ENEMIES

OCCUPIED SPAWN SQUARE

Each time you are instructed to spawn new Enemies into a square already containing an Enemy Group:

- If possible, that Enemy Group moves 1 square. When doing so they must move as close as possible to the nearest Space Marine. Those new Enemies are then spawned in that square as instructed.
- If that Enemy Group cannot move, determine a new spawn square to use instead. If this is not possible, those new Enemies do not spawn.

Maximum Enemy Count

The maximum number of Enemy models that can be on the game board is shown below. If instructed to spawn more Enemies than this, spawn up to this number but do not exceed it.

THREAT LEVEL	MAXIMUM COUNT
Minoris	30
Majoris	8
Extremis	6
Terminus	1

Lacking Enemy Models

If the mission instructs you to spawn a particular type of Enemy and you have no more models of that type, but do have others of that same threat level, substitute the ones you do have in place of those you do not.

For example, the mission says to spawn 4 Termagants, a Minoris threat level Enemy, but you only have Hormagaunts left (also Minoris threat level). In this instance, spawn 4 Hormagaunts as a substitute instead.

2. ACTIVATION PHASE

In this phase, the players will alternate activating the Space Marines and waves of Enemies. The Space Marines can choose from a range of actions, while the Enemy Groups will move and attack according to the behaviours on their Enemy cards and the mission being played.

1. One Space Marine that is not **downed** activates.
2. The Enemy Groups in attack wave 1 activate, in an order of the players' choosing.
3. One Space Marine that is not **downed** and has not activated this turn does so, if possible.
4. The Enemy Groups in attack wave 2 activate, in an order of the players' choosing.
5. One Space Marine that is not **downed** and has not activated this turn does so, if possible.
6. The Enemy Groups in attack wave 3 activate, in an order of the players' choosing.

3. END PHASE

In this phase, the players will check to see if they have won the mission.

1. If all of the Space Marines are **downed**, the players have lost the game, regardless of any mission rules.
2. Otherwise, if the players have achieved the mission goals, they have won the game.
3. If neither of the above apply:
 - Reduce the remaining Cooldown time on any inactive Cooldown abilities by 1.
 - The players can spend any number of Revive points they have. For each Revive point they spend, they can remove one **downed** Space Marine from the game board and set him back up in one of the starting squares. When doing so, that Space Marine is no longer **downed**, but remains **injured**, and regains all of his lost Armour Segments.



COOLDOWN ABILITIES

Some abilities have a Cooldown value. When such an ability is used, it becomes inactive and gains a Cooldown time equal to its Cooldown value. Use a dice to represent this. While such an ability is inactive, it cannot be used. A Cooldown ability stops being inactive once its Cooldown time reaches zero.

SPECIAL

Auspex Scan: Use this when a Space Marine selects the Attack action. Select a visible square to this one. Until the end of the turn, each time a Space Marine attacks an Enemy Group on or adjacent to that square, add 1 to the Hit rolls.

Cooldown: 3

ENEMY GROUP SPAWNING TABLES

Each time the players are instructed to spawn a Tyranids Enemy Group of one of the types shown below, they roll one D6 and consult the relevant table to determine what models make up that Enemy Group.

TYRANIDS MINORIS THREAT GROUP

D6	ENEMY GROUP
1	3 Hormagaunts
2	4 Hormagaunts
3	3 Termagants
4	4 Termagants
5-6	2 Hormagaunts and 2 Termagants

TYRANIDS MAJORIS THREAT GROUP

D6	ENEMY GROUP
1	2 Hormagaunts and 1 Tyranid warrior with melee weapons
2	2 Hormagaunts and 1 Tyranid warrior with ranged weapons
3	2 Termagants and 1 Tyranid warrior with ranged weapons
4	2 Termagants and 1 Tyranid warrior with melee weapons
5	2 Tyranid warriors with melee weapons
6	2 Tyranid warriors with ranged weapons

ACTIONS

The Space Marines have a range of Actions available to them that they can use to complete the mission. Smart and careful planning of these will be key to achieving victory.

Each time a Space Marine activates, he will be able to perform one or more Actions. For each Action point he has, he can spend that Action point and select one of the following Actions to perform. Each Action can be performed any number of times as long as the Space Marine has enough Action points to do so. The Space Marine will select one Action at a time, performing that Action in its entirety, before being able to select a new Action to perform.

The six Actions available are as follows.

MOVE

The Space Marine can move a number of squares up to his Move value. Each time the Space Marine moves out of a square containing an Enemy Group, that Enemy Group will attack that Space Marine before he moves out of that square. If that Space Marine is **downed** by those attacks, he will become **downed** in the square he is moving into and his activation ends.

DODGE

The Space Marine can move one square.

Designer's Note: *If the Space Marine moves out of a square containing an Enemy Group when making a Dodge move, that Enemy Group will not attack like it would if the Space Marine made a Move action.*

ATTACK

The Space Marine selects one square visible to him:

- If that square is the same one the Space Marine is in, he will make his melee attack against the Enemy Group in that square.
- If that square is adjacent to the Space Marine, he can select either his melee attack or his ranged attack and make that attack against the Enemy Group in that square.
- Otherwise, he will make his ranged attack against the Enemy Group in that square.

EXAMPLE: ATTACK TYPES



Space Marine A can only make a ranged attack against these Tyranids, as he is not adjacent to them. Space Marine B can make either a ranged or melee attack, as he is adjacent. Space Marine C can only make a melee attack against them, as he is within the same square as them. *Note that Space Marine C could still make a ranged attack against a different Enemy Group in another square, if he so wished.*

DEFENSIVE STANCE

Until the Space Marine is **downed** or performs an Attack Action, he is **defending**. This will make him able to parry or dodge when attacked by Enemy Groups.

OBJECTIVE

The mission being played will specify when this can be performed and what the effect will be. ***This Action cannot be performed by a Space Marine if there is an Enemy Group in the same square as him.***

HEAL

A Space Marine can only perform this if the players have one or more Revive points remaining. When doing so, the players lose 1 Revive point.

If this Action is performed immediately after the Space Marine ended a Move or Dodge Action, it does not cost any Action points to perform.

The Space Marine selects one **downed** Space Marine in the same square as him. The selected Space Marine:

- Is no longer **downed** and will be able to activate later in this turn, if he has not already done so.
- Regains all of his lost Armour Segments but remains **injured**.
- Is **defending** until he is **downed** again or performs an Attack Action.

ENEMY BEHAVIOURS

When Enemy Groups activate, they will move and then, if able, attack.

Each time an Enemy Group activates:

1. **Surge Check:** If it contains an Enemy type with a Surge value, roll one D6: if the result is greater than or equal to that Surge value, the Enemy Group surges and gains the relevant effect until the end of the turn.
2. **Move:** Unless otherwise specified, the Enemy Group will move the shortest distance (up to its Move value) to get as close as possible to the nearest Move Target, moving into the Move Target's square if there is not an Enemy Group in it already. The Move Target will be specified in the mission being played.
3. **Attack:** The Enemy Group will attack, if able.



ATTACKING

The Space Marines can use their ranged and melee attacks to strike down their foes. Performing executions will be key to regaining Armour Segments and staying in the fight, so choose your targets well.

Players will always roll dice for the Space Marines whether they are attacking or being attacked. They will not roll dice for the Enemies, as their attacks are always assumed to have hit. When attacking, the players will roll dice to see if their attacks hit and overcome the enemy's Tough. When being attacked, the players will roll dice to see if they defend and if their armour holds out against the foe's attacks.



SPACE MARINES ATTACKING

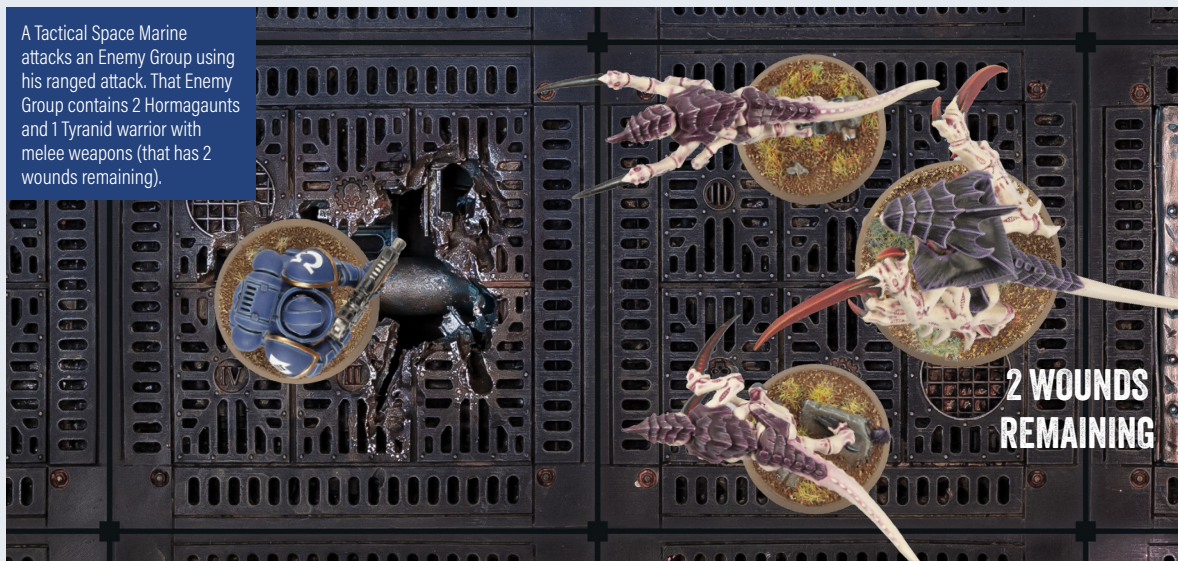
When a Space Marine attacks, for the attack type that he is making:

1. **Roll Dice:** The player rolls the number of dice [d6] shown. Note that some attacks will have one or more Execution dice [d6] that can be used to trigger executions.
2. **Remove Misses:** Any dice that do not meet the Hit value miss and are removed. An unmodified Hit roll of 1 is always considered to miss, regardless of any modifiers that are applied to it.
3. **Combine Attacks:** The player then splits the remaining dice into one or more Wounding Groups of their own choosing. *This allows lower value dice to be combined together to take out tougher Enemies, as described below.*
4. **Damage Enemies:** For each Wounding Group, the player selects one Enemy model in the square being attacked to try to damage:
 - The wound target for that enemy model is the Enemy model's Tough value reduced by the attack's Rend value.
 - If a ranged attack is being made and the square being attacked has cover, add 1 to the wound target.
 - If the combined total of the dice in that Wounding Group is then greater than or equal to the wound target, that enemy model is damaged and it loses 1 of its remaining wounds.
 - If that is the last of its remaining wounds, it is destroyed and removed from the game board. When this happens, if one or more of the dice in the Wounding Group was an Execution dice [d6], the attacking Space Marine performs an **execution** and regains 1 lost Armour Segment.

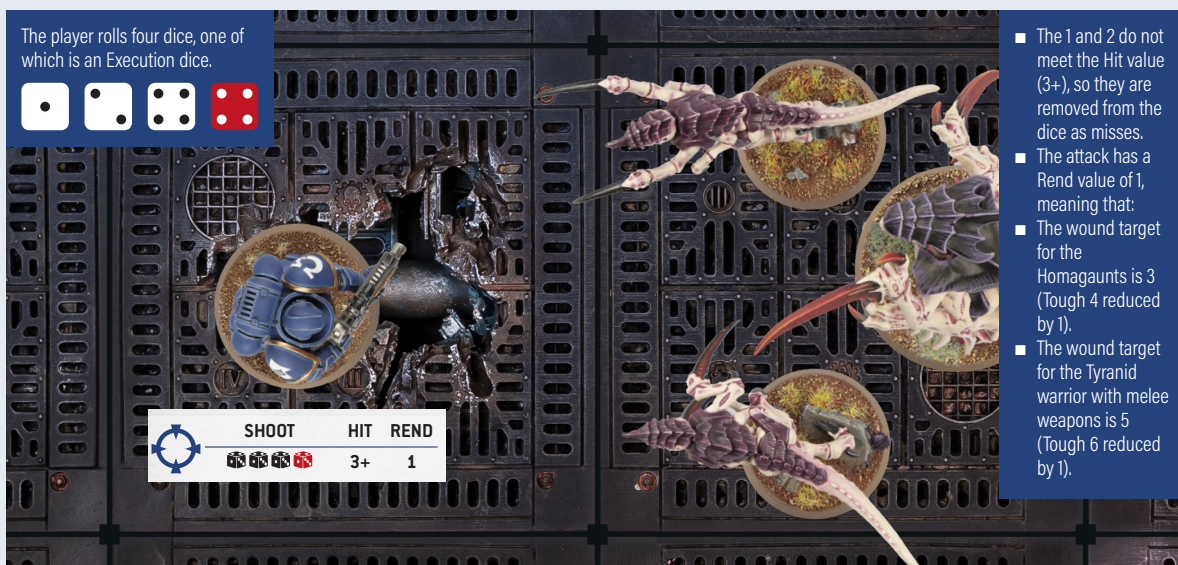


EXAMPLE: ATTACKING

A Tactical Space Marine attacks an Enemy Group using his ranged attack. That Enemy Group contains 2 Hormagaunts and 1 Tyranid warrior with melee weapons (that has 2 wounds remaining).



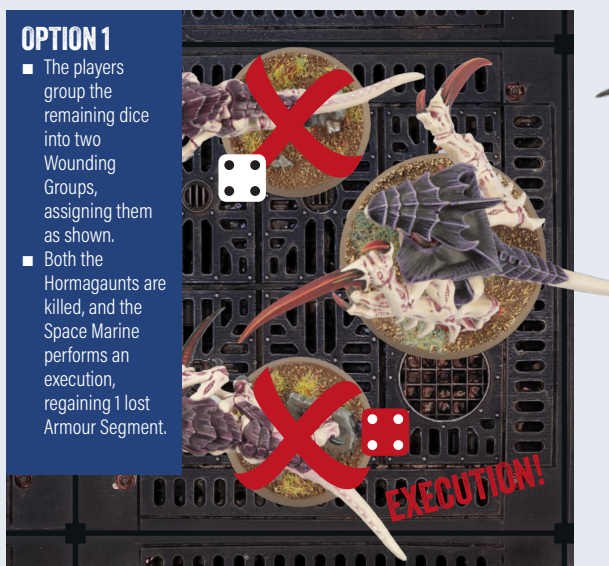
The player rolls four dice, one of which is an Execution dice.



- The 1 and 2 do not meet the Hit value (3+), so they are removed from the dice as misses.
- The attack has a Rend value of 1, meaning that:
- The wound target for the Hormagaunts is 3 (Tough 4 reduced by 1).
- The wound target for the Tyranid warrior with melee weapons is 5 (Tough 6 reduced by 1).

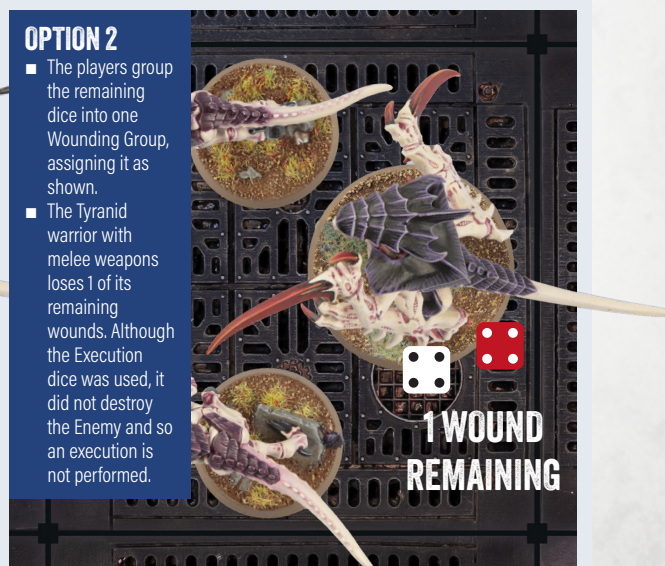
OPTION 1

- The players group the remaining dice into two Wounding Groups, assigning them as shown.
- Both the Hormagaunts are killed, and the Space Marine performs an execution, regaining 1 lost Armour Segment.



OPTION 2

- The players group the remaining dice into one Wounding Group, assigning it as shown.
- The Tyranid warrior with melee weapons loses 1 of its remaining wounds. Although the Execution dice was used, it did not destroy the Enemy and so an execution is not performed.



ENEMIES ATTACKING

When an Enemy Group attacks:

1. Select a square to attack:
 - If that Enemy Group is in the same square as any Space Marines, it attacks that square.
 - Otherwise, if that Enemy Group is adjacent to any squares with one or more Space Marines, it will attack one of those squares.
 - Otherwise, it will attack one of the visible squares (if any) containing one or more Space Marines.
2. The Enemy models in that Group are then separated into their individual types and, in an order of the players' choosing, each type is selected one by one to attack. When an Enemy type is selected to attack, all the models of that type will attack at the same time.

For example, a square contains 2 Hormagaunts and 2 Termagants. The two Enemy types are Hormagaunts and Termagants. The players select the Termagants to attack first, so they resolve the attacks from the 2 Termagant models. Once that is finished, they resolve the attacks from the 2 Hormagaunts.

When resolving attacks from an Enemy type:

1. **Determine Attack:** The players determine which type of attack will be made as follows:
 - If that Enemy Group is in the same square as the one being attacked, it will be a melee attack.
 - If that Enemy Group is in a square adjacent to the one being attacked, it will be either a melee or ranged attack depending on that Enemy type's preference, as shown on its Enemy card.
 - Otherwise, if that Enemy type has a ranged attack, it will be a ranged attack.
 - If none of the above apply, they will be unable to attack and players move on to the next Enemy type.
2. **Select Target:** Players select one of the Space Marines that is not **downed** in the square to be attacked. If that Space Marine has not activated yet this turn and is not **defending**, he can choose to do so. If he does:
 - That Space Marine loses 1 Action point.
 - Until the Space Marine is **downed** or performs an Attack Action, he is **defending**.
3. **Roll Dice:** roll the number of dice [d6] shown for each model of that type that is attacking.

4. **Parry and Dodge:** If the attack is a melee attack and the attacked Space Marine is **defending**, check for successful parries. If the attack is a ranged attack and the attacked Space Marine is **defending**, check for a successful dodge.
5. **Successful Saves:** The save target for a Space Marine is his Save value worsened by the attack's Rend value. If a ranged attack is being made and the square being attacked has cover, improve the save target by 1. For each dice equal to or higher than the save target, remove that dice.
6. **Damage Space Marine:** For each remaining dice, the Space Marine suffers 1 damage. When doing so, for each point of damage:
 - If that Space Marine has one or more Armour Segments, he loses one.
 - Otherwise, if that Space Marine is not **injured**, he becomes **injured**.
 - Otherwise, that Space Marine becomes **downed** and all remaining damage is ignored.

PARRYING

To check for successful parries, **for each dice** that is equal to or higher than the Space Marine's Parry value, he parries:

- One of the attacking Enemy models loses 1 of its remaining wounds. If that is the last of its remaining wounds, it is destroyed and removed from the game board. When this happens, the parrying Space Marine performs an **execution** and regains 1 lost Armour Segment.
- The dice is then removed.

DODGING

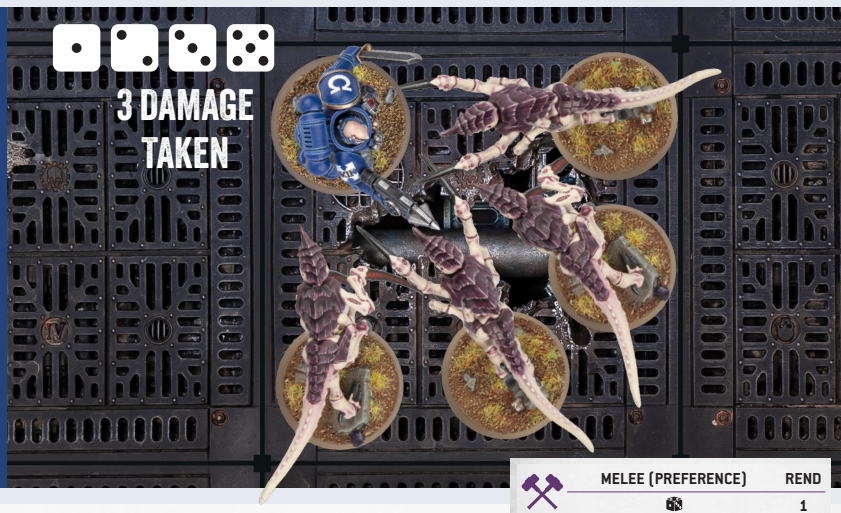
To check for a successful dodge, **if one or more dice** are equal to or higher than the Space Marine's Parry value, he performs a Dodge action (pg 5) and then a gunstrike:

- One of the attacking Enemy models loses 1 of its remaining wounds. If that is the last of its remaining wounds, it is destroyed and removed from the game board. When this happens, the gunstriking Space Marine performs an **execution** and regains 1 lost Armour Segment.
- The Space Marine can then move one square, and all such dice are then removed.

Designer's Note: When dodging, only one gunstrike is performed, regardless of how many dice achieve the Parry value. So unlike Parrying, where the amount of damage dealt is equal to the number of dice that do so, only 1 damage will be dealt to the enemies.

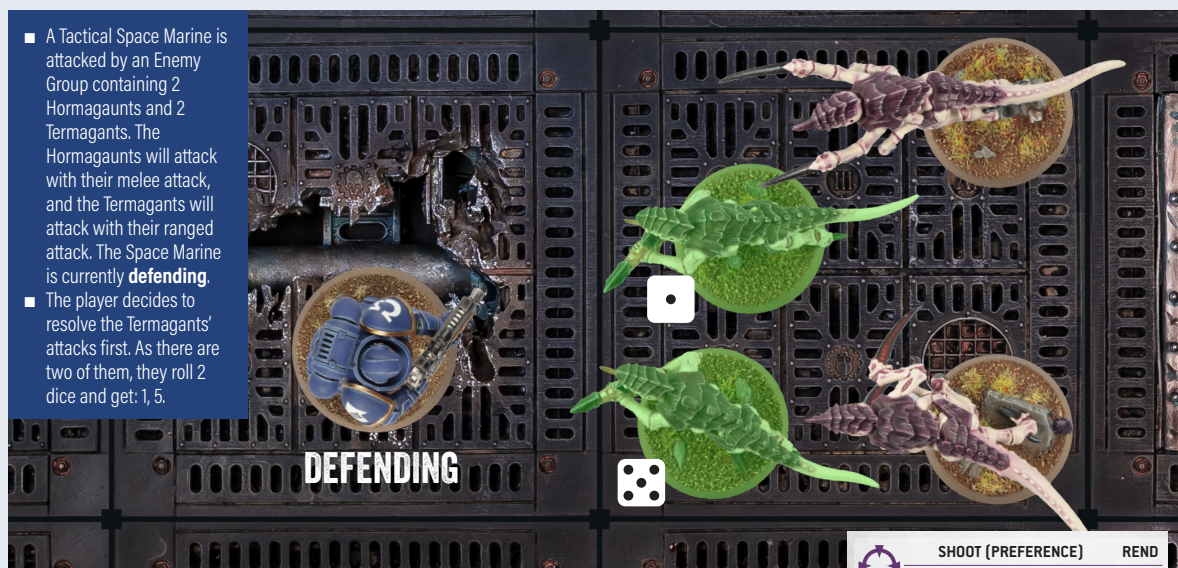
EXAMPLE: BEING ATTACKED

- A Vanguard Space Marine is attacked by an Enemy Group containing four Hormagaunts. The Hormagaunts will attack with their melee attack. The Space Marine is **not defending**.
- As there are four Hormagaunts, the players roll 4 dice and get: 1, 2, 3, 5.
- As the Space Marine is not defending, the player does not check to see if he parries.
- The Hormagaunts' melee attack has a Rend value of -1, meaning the Space Marine's save target is reduced from 3+ to a 4+.
- The 1, 2 and 3 are therefore not a successful save, meaning that the Space Marine suffers 3 damage.
- This will cause him to lose 2 Armour Segments and become injured.

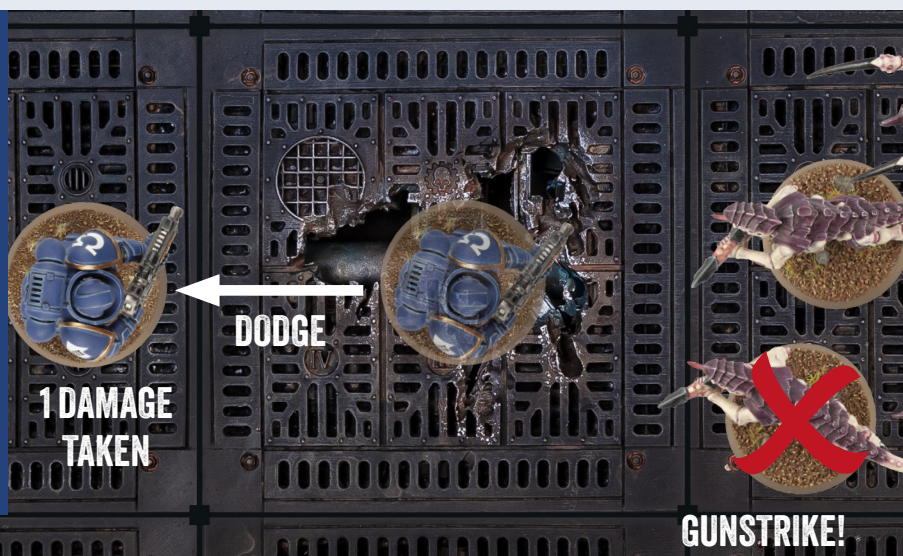


EXAMPLE: DODGING

- A Tactical Space Marine is attacked by an Enemy Group containing 2 Hormagaunts and 2 Termagants. The Hormagaunts will attack with their melee attack, and the Termagants will attack with their ranged attack. The Space Marine is currently **defending**.
- The player decides to resolve the Termagants' attacks first. As there are two of them, they roll 2 dice and get: 1, 5.



- As the Space Marine is **defending**, the player checks to see if he dodges. The 5 is equal to or higher than the model's Parry value (5+) so the Space Marine performs a dodge and a gunstrike. This means that he destroys one of the Termagants, regains 1 lost Armour Segment and also moves 1 square.
- The 1 is not a successful Save (3+), so the Space Marine loses 1 Armour Segment.
- As the Space Marine is no longer adjacent to the Hormagaunts, they can no longer attack him with their melee attack. As such, the Enemy Group's attack ends.



SPACE MARINE OPERATIONS MISSION

INFERNO

Lieutenant Titus has proposed a plan to block the Tyranid advance long enough for a successful withdrawal: detonate a nearby promethium refinery and incinerate the xenos in a tide of burning pitch. Before that can happen, you must protect the generators as the bomb is being deployed into the crude promethium well.

SPAWNING ENEMIES

Initial Deployment: When spawning Enemies in the first turn, spawn one Tyranids Minoris threat level Enemy Group in each of the Prime spawn squares.

Generator Under Attack: At the start of the second turn, randomly determine one objective marker to be the mission target for the Enemies. That objective marker will remain the mission target for three turns (at which point it has been defended) or until it is destroyed by the Enemies, whichever occurs first. At that point, randomly determine one of the other two objective markers to become the Enemies' mission target and repeat the process. After another three turns, or that objective marker is destroyed, the final objective marker becomes their mission target in the same way. The game then ends after another three turns, or once that final objective marker is destroyed.

While an objective marker is a mission target, when spawning Enemies, spawn one Tyranids Majoris threat level Enemy Group in that objective marker's Prime spawn square and spawn one Tyranids Minoris threat level Enemy Group in each of its other spawn squares.



ENEMY MOVE TARGETS

Initial Wave: In the first turn, each time an Enemy Group activates, its Move Target is the closest Space Marine (excluding **downed** ones).

Swarm the Generators: From the second turn onwards, each time an Enemy Group activates:

- If it is on the mission target square, it will not move.
- Otherwise, if it is within 2 squares of one or more Space Marines, the closest Space Marine is its Move Target.
- Otherwise, the mission target objective marker is its Move Target.

MISSION RULES

Objective Destruction: At the end of the Activation phase, if one or more Enemy Groups are on the mission target square or on one adjacent to it, roll one D6:

- Adding 1 for each square containing an Enemy Group that is on or adjacent to the mission target square.
- Subtracting 1 for each square containing one or more Space Marines that is on or adjacent to the mission target square.
- On a 6+, that objective marker is destroyed.

Stimm Packs: Each time a mission target is defended, select one **injured** Space Marine. That Space Marine is no longer **injured**.

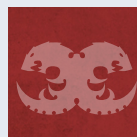
ENDING

Generator Protection: When the last objective marker is either defended or destroyed:

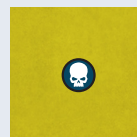
- If no objective markers were destroyed, the Space Marines achieve a major victory.
- If only 1 objective marker was destroyed, the Space Marines achieve a minor victory.
- Otherwise, the Space Marines lose.



Space Marine
Starting Square



Spawn Square



Objective Square



TERMAGANT

THREAT LEVEL: MINORIS

SURGE —

None

MOVE 4

Move as close as possible to the Move Target square, without entering it.



SHOOT (PREFERENCE)



REND

—



MELEE



REND

—

TOUGH

4

WOUNDS

1

TYRANID WARRIOR (RANGED)

THREAT LEVEL: MAJORIS

SURGE 4+

Until the end of the turn, each time this Enemy Group makes a ranged attack, the square being attacked does not have cover.

MOVE 4

Move as close as possible to the Move Target square, without entering it.



SHOOT (PREFERENCE)



REND

1



MELEE



REND

1

TOUGH

6

WOUNDS

3

BROTHER QUARTUS

BULWARK

ACTIONS 2

MOVE 2



SHOOT



HIT

4+

REND

—



MELEE



HIT

3+

REND

2

SAVE

3+

PARRY

5+

SPECIAL

Chapter Banner: Use this after an Enemy Group has attacked. Each Space Marine in this square and ones adjacent to it regains 1 lost Armour Segment.

PERK

Effective Formation: Each time an Enemy Group attacks this square, one dice can be re-rolled for one of the melee attacks made by that Enemy Group.

ARMOUR



BROTHER VESPAZIUS

ASSAULT

ACTIONS 2

MOVE 3



SHOOT



HIT

4+

REND

—



MELEE



HIT

3+

REND

1

SAVE

3+

PARRY

6+

SPECIAL

Jump Pack: Use this in this model's Activation. This model performs the Dodge action.

Cooldown: 2

PERK

Smiting Angel: Each time this model destroys an Enemy Group in its square, one Enemy in each adjacent square loses 1 of its remaining wounds.

ARMOUR



BROTHER VALIUS

TACTICAL

ACTIONS 2

MOVE 2



SHOOT



HIT

3+

REND

3+



MELEE



HIT

3+

REND

1

SAVE

3+

PARRY

5+

SPECIAL

Auspex Scan: Use this when a Space Marine selects the Attack action. Select a visible square to this one. Until the end of the turn, each time a Space Marine attacks an Enemy Group on or adjacent to that square, add 1 to the Hit rolls.

Cooldown: 3

PERK

Vital Data: Once per turn, when this model kills an Enemy (excluding Minoris enemies), reduce the remaining Cooldown time on inactive Cooldown abilities of Space Marines within 2 squares of this model.

ARMOUR



BROTHER SCIPIUS

SNIPER

ACTIONS 2

MOVE 2



SHOOT



HIT

3+

REND

2



MELEE



HIT

4+

REND

—

SAVE

3+

PARRY

4+

SPECIAL

Camo Cloak: Use this when an Enemy Group activates or in this model's Activation. Until this model performs an Attack, Move, or Objective action, it is invisible. While invisible, this model cannot be an Enemy Group's Move Target and cannot be selected to be attacked by Enemy Groups.

Cooldown: 2

PERK

Medic Adept: It does not cost this model any Action points to perform the Heal action. When doing so, it can select one downed Space Marine within an adjacent square of it, instead of one in the same square.

ARMOUR



BROTHER DECIMUS

VANGUARD

ACTIONS 2

MOVE 2



SHOOT



HIT

4+

REND

—



MELEE



HIT

3+

REND

1

SAVE

3+

PARRY

4+

SPECIAL

Grapple Launcher: Use this in this model's Activation. Move this model up to 3 squares to a visible square containing an Enemy Group. This model then performs the Attack action, targeting that square. While doing so, improve the attacks' Rend value by 1.

Cooldown: 3

PERK

Honed Reactions: Once per turn, after this model destroys an Enemy with a melee attack, until the end of the turn, the next time an Enemy Group attacks this model, it automatically Parries or Dodges the first attack.

ARMOUR



BROTHER VALIUS

INJURED

ACTIONS 2
MOVE 2

SHOOT	HIT	REND	SAVE
	3+	1	3+
MELEE	HIT	REND	PARRY
	3+	1	5+

SPECIAL

Auspex Scan: Use this when a Space Marine selects the Attack action. Select a visible square to this one. Until the end of the turn, each time a Space Marine attacks an Enemy Group on or adjacent to that square, add 1 to the Hit rolls.

Cooldown: 3

PERK

Vital Data: Once per turn, when this model kills an Enemy (excluding Minors enemies), reduce the remaining Cooldown time on inactive Cooldown abilities of Space Marines within 2 squares of this model.

ARMOUR ▶

BROTHER VESPASIUS

INJURED

ACTIONS 2
MOVE 3

SHOOT	HIT	REND	SAVE
	4+	–	3+
MELEE	HIT	REND	PARRY
	3+	1	6+

SPECIAL

Jump Pack: Use this in this model's Activation. This model performs the Dodge action.

Cooldown: 2

PERK

Smiting Angel: Each time this model destroys an Enemy Group in its square, one Enemy in each adjacent square loses 1 of its remaining wounds.

ARMOUR ▶

BROTHER QUARTUS

INJURED

ACTIONS 2
MOVE 2

SHOOT	HIT	REND	SAVE
	4+	–	3+
MELEE	HIT	REND	PARRY
	3+	2	5+

SPECIAL

Chapter Banner: Use this after an Enemy Group has attacked. Each Space Marine in this square and ones adjacent to it regains 1 lost Armour Segment.

Cooldown: 3

PERK

Effective Formation: Each time an Enemy Group attacks this square, one dice can be re-rolled for one of the melee attacks made by that Enemy Group.

ARMOUR ▶

HORMAGAUNT

THREAT LEVEL: MINORIS

SURGE –

None

MOVE 4

None

MELEE (PREFERENCE) **REND** 1

TOUGH 4 **WOUNDS** 1

BROTHER DECIMUS

INJURED

ACTIONS 2
MOVE 2

SHOOT	HIT	REND	SAVE
	4+	–	3+
MELEE	HIT	REND	PARRY
	3+	1	4+

SPECIAL

Grapnel Launcher: Use this in this model's Activation. Move this model up to 3 squares to a visible square containing an Enemy Group. This model then performs the Attack action, targeting that square. While doing so, improve the attacks Rend value by 1.

Cooldown: 3

PERK

Honed Reactions: Once per turn, after this model destroys an Enemy with a melee attack, until the end of the turn, the next time an Enemy Group attacks this model, it automatically Parries or Dodges the first attack.

ARMOUR ▶

BROTHER STRABAN

INJURED

ACTIONS 2
MOVE 2

SHOOT	HIT	REND	SAVE
	4+	–	2+
MELEE	HIT	REND	PARRY
	3+	–	5+

SPECIAL

Iron Halo: Use this when an Enemy Group attacks this square. Until the end of the turn, each time an Enemy Group attacks this square, one dice can be re-rolled for one of the ranged attacks made by that Enemy Group.

Cooldown: 3

PERK

Overwhelming Firepower: Each time a Space Marine in this square or one adjacent to it makes a ranged attack, one die result of 1 can be re-rolled.

ARMOUR ▶

BROTHER SCIPIUS

INJURED

ACTIONS 2
MOVE 2

SHOOT	HIT	REND	SAVE
	3+	2	3+
MELEE	HIT	REND	PARRY
	4+	–	4+

SPECIAL

Camo Cloak: Use this when an Enemy Group activates or in this model's Activation. Until this model performs an Attack, Move, or Objective action, it is invisible. While invisible, this model cannot be an Enemy Group's Move Target and cannot be selected to be attacked by Enemy Groups.

Cooldown: 2

PERK

Medicane Adept: It does not cost this model any Action points to perform the Heal action. When doing so, it can select one downed Space Marine within an adjacent square of it, instead of one in the same square.

ARMOUR ▶

TYRANID WARRIOR (MELEE)

THREAT LEVEL: MAJORIS

SURGE 4+

Until the end of the turn, add 2 to the Move value of Enemies in this Group.

MOVE 4

None

MELEE **REND** 2

TOUGH 6 **WOUNDS** 3