

WARHAMMER  
40,000

# SPACE MARINE

## OPERATIONS

Your assignment to purge the Tyranids from Kadaku continues with two unique cooperative missions inspired by the Operations mode from the Warhammer 40,000: Space Marine 2 video game. As the battle rages on, your trio of Space Marines must repel endless waves of Tyranid organisms and confront one of the greatest threats of all – a Hive Tyrant.



In this issue you will find two new missions based on those found in Space Marine 2. These feature new Extremis-level foes such as Zoanthropes and Raveners, and even a Terminus-level threat – the Hive Tyrant. We recommend playing through the Inferno mission in the previous issue before attempting these increased challenges. We also suggest picking your classes carefully when facing these new, tougher foes. You can expect more Terminus-level threats in future issues.

These missions use the Boarding Actions Terrain Set along with miniatures to represent the forces on the battlefield. These missions represent the ongoing battles against the Tyranid forces, and more will be made available in future issues of *White Dwarf*. The full rules for Space Marine Operations can be found in *White Dwarf* 515.

## TERMINUS ENEMIES

One of the missions in this issue introduces a new Enemy threat level: Terminus. These dangerous foes represent a serious threat to the Space Marines and, as such, their Enemy Cards work a little differently to others. Whenever a Terminus Enemy is spawned, it begins using the Stage 1 side of its card with the remaining number of wounds shown on that side of the card.

Once such an Enemy loses all of its remaining wounds, it will not take part in the game for the rest of the turn but does not count as destroyed and is not removed from the game board. At the start of the next turn, the players will flip the card to the Stage 2 side, and the Enemy's number of remaining wounds will reset to the number shown on that side. Once it has lost all of its remaining wounds while using the Stage 2 side, it will be destroyed. Yes, they really do take some killing!

## ENEMY GROUP SPAWNING TABLES

The missions in this issue use the following additional spawning table:

TYRANIDS EXTREMIS THREAT GROUP	
D6	ENEMY GROUP
1–2	2 Zoanthropes
3–4	2 Raveners
5–6	1 Lictor

### HIVE TYRANT STAGE 1 THREAT LEVEL: TERMINUS

**Predator Instincts:** Each time a Space Marine rolls any parry dice against attacks made by this model, this model loses 1 less wound than normal from those dice (to a minimum of 1).

**Heightened Senses:** While this Enemy Group is activating, any invisible Space Marines are not considered to be so.

**SURGE 4+**

This turn, when this Enemy Group attacks, it will first do its melee attack (if possible) and then do its ranged attack (targeting a different square to the one it is on as usual).

### HIVE TYRANT STAGE 2 THREAT LEVEL: TERMINUS

**Predator Instincts:** Each time a Space Marine rolls any parry dice against attacks made by this model, this model loses 1 less wound than normal from those dice (to a minimum of 1).

**Heightened Senses:** While this Enemy Group is activating, any invisible Space Marines are not considered to be so.

**SURGE 4+**

This turn, when this Enemy attacks, if it makes a melee attack, it will attack the square with the most Space Marines in. When doing so, it will attack that square once for each Space Marine in it.

**MOVE 4**

None

	SHOOT	REND
	2	2
	MELEE (PREFERENCE)	REND
	4	4

**TOUGH 8**    **WOUNDS 4**

When this Enemy loses the last of its remaining wounds while on this side, it is destroyed.

Note that the details of some abilities and attack values can vary between the two stages, so read the card carefully once it is flipped.



SPACE MARINE OPERATIONS MISSION

# DECAPITATION

A swarm of Tyranids threatens the astropathic relay on Avarax. Their path will take them across a bridge that can be rigged for detonation. Time the blast carefully to eliminate the Hive Tyrant leading the swarm.

## SPAWNING ENEMIES

**Incoming Waves:** When spawning Enemies, randomly determine 3 of the spawn squares. Then for each of them, roll one D6 and consult the table below to determine a type of Tyranids Enemy Group to spawn there:

D6	ENEMY GROUP TYPE
1-3	Minoris
4-5	Majoris
6	Extremis

## ENEMY MOVE TARGETS

**Endless Assault:** Each time an Enemy Group activates, its Move Target is the closest Space Marine (excluding **downed** ones).

## MISSION RULES

**Dangerous Foe:** At the start of the battle, each Space Marine must be set up in a different starting square from all of the others. A Hive Tyrant Enemy is then spawned in the remaining unused starting square.

**Stimm Packs:** At the start of each turn, roll one D6 and consult the table below to determine the Priority Wave Target for the turn:

D6	PRIORITY WAVE TARGET
1-3	Minoris
4-5	Majoris
6	Extremis

Each time an Enemy Group with a threat level matching that of the turn's Priority Wave Target is destroyed, select one **injured** Space Marine. That Space Marine is no longer **injured**.

## ENDING

**Threat Takedown:** When the Hive Tyrant Enemy is destroyed:

- If no Space Marines are **downed** or **injured**, the Space Marines achieve a major victory.
- Otherwise, the Space Marines achieve a minor victory.

**Out of Time:** At the end of the 8th turn, if the Space Marines have not achieved a victory, they lose.

**Designer's Note:** *In future issues, rules for other Terminus Enemies will be presented. If the players wish, they can substitute the Hive Tyrant in this mission for one of these other Terminus Enemies.*



Space Marine Starting Square

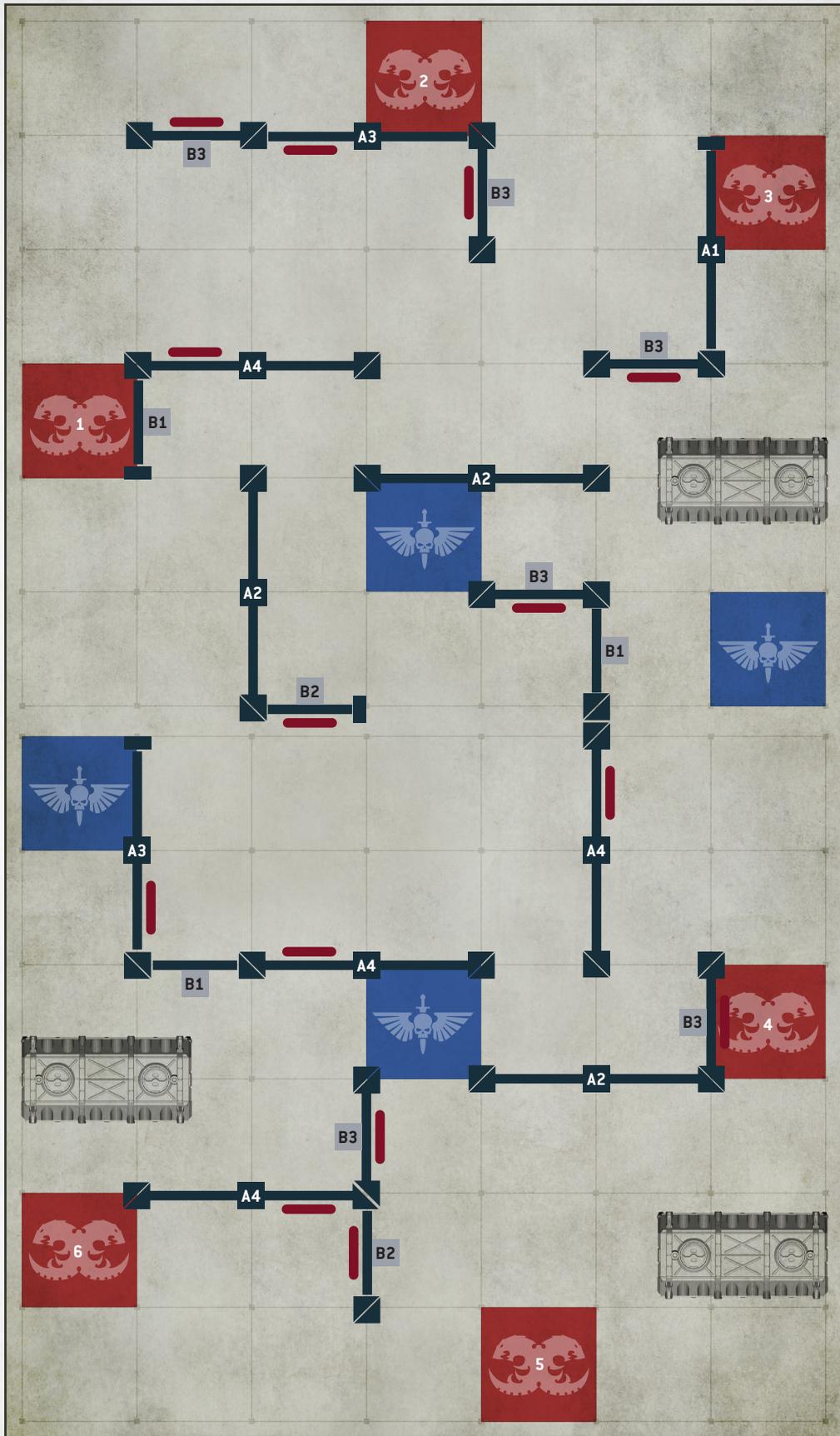


Spawn Square



Objective Square





SPACE MARINE OPERATIONS MISSION

# BALLISTIC ENGINE

Xenos enemies have invaded a hive city on Avarax. A well-targeted strike would weaken the Tyranids while minimising damage to the surrounding area. The nearby Astra Militarum depot and maglev tracks offer an opportunity.

## SPAWNING ENEMIES

**Initial Wave:** To spawn Enemies in the first turn:

- Randomly determine 1 spawn square and spawn one Tyranids Majoris threat level Group in it.
- Then, randomly determine 3 more spawn squares and spawn one Tyranids Minoris threat level Group in each of them.

**Increasing Threat:** From the start of the second turn, for each of the threat level Groups listed for that turn in the table below, randomly determining 1 spawn square and spawn that Enemy Group there:

TURN	TYRANIDS ENEMY GROUP TYPES
2	1 Minoris and 1 Majoris
3-4	2 Minoris and 1 Majoris
5-6	1 Minoris and 2 Majoris
7+	1 Minoris, 1 Majoris and 1 Extremis

## ENEMY MOVE TARGETS

**Endless Assault:** Each time an Enemy Group activates, its Move Target is the closest Space Marine (excluding **downed** ones).

## MISSION RULES

**Activate Terminal:** At the start of the first turn, randomly select one objective marker to be the active terminal. While a Space Marine is in an active terminal square, he can perform the Objective action (see issue 515). When he does, at the end of that turn, the active terminal objective marker is removed from the game board and one of the remaining objective markers is randomly selected to be the active terminal.

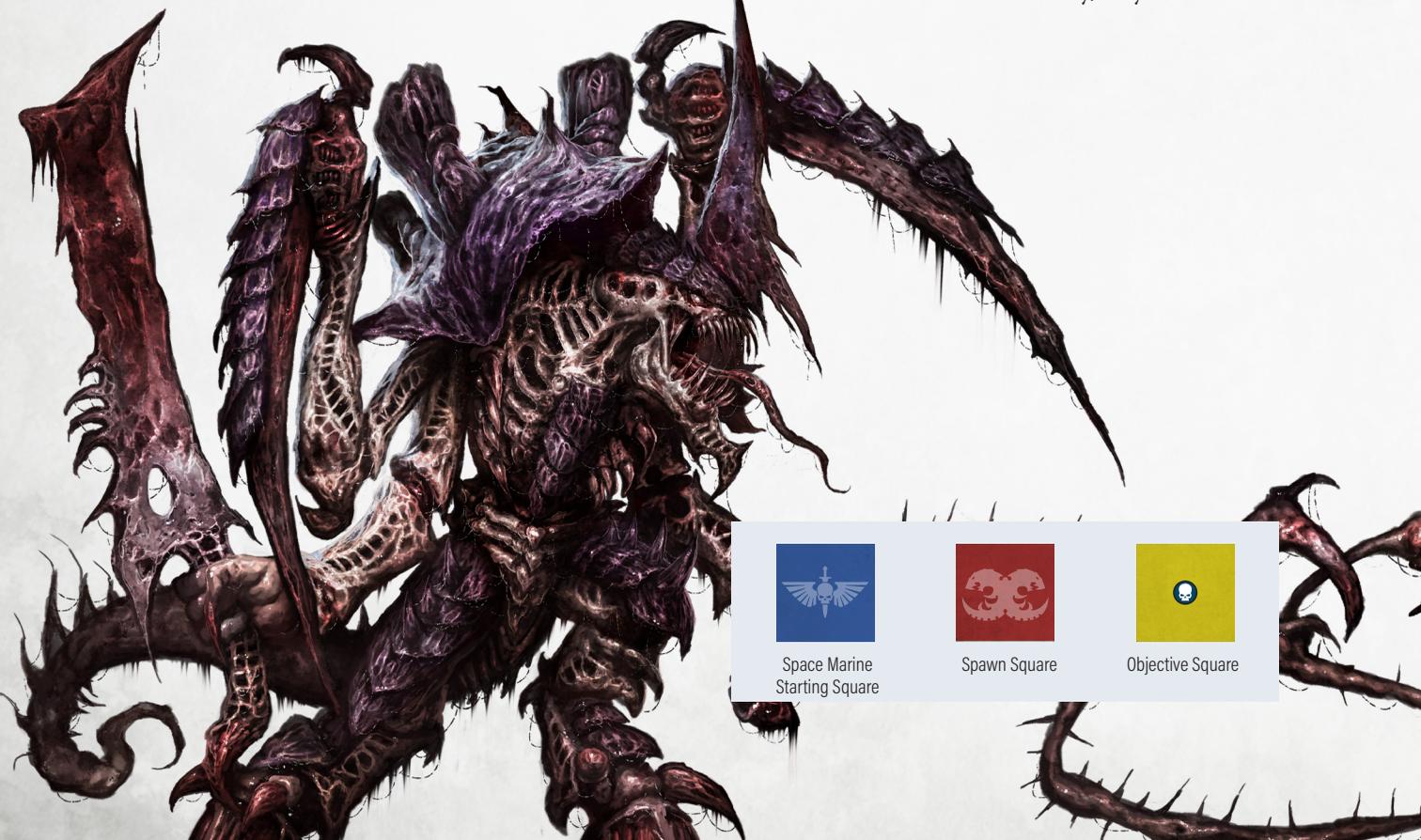
**Stimm Packs:** Each time an active terminal objective marker is removed from the board, select one **injured** Space Marine. That Space Marine is no longer **injured**.

## ENDING

**Sequence Completed:** Once three active terminal objective markers are removed from the game board:

- If no Space Marines are **downed** or **injured**, the Space Marines achieve a major victory.
- Otherwise, the Space Marines achieve a minor victory.

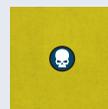
**Out Of Time:** At the end of the 10th turn, if the Space Marines have not achieved a victory, they lose.



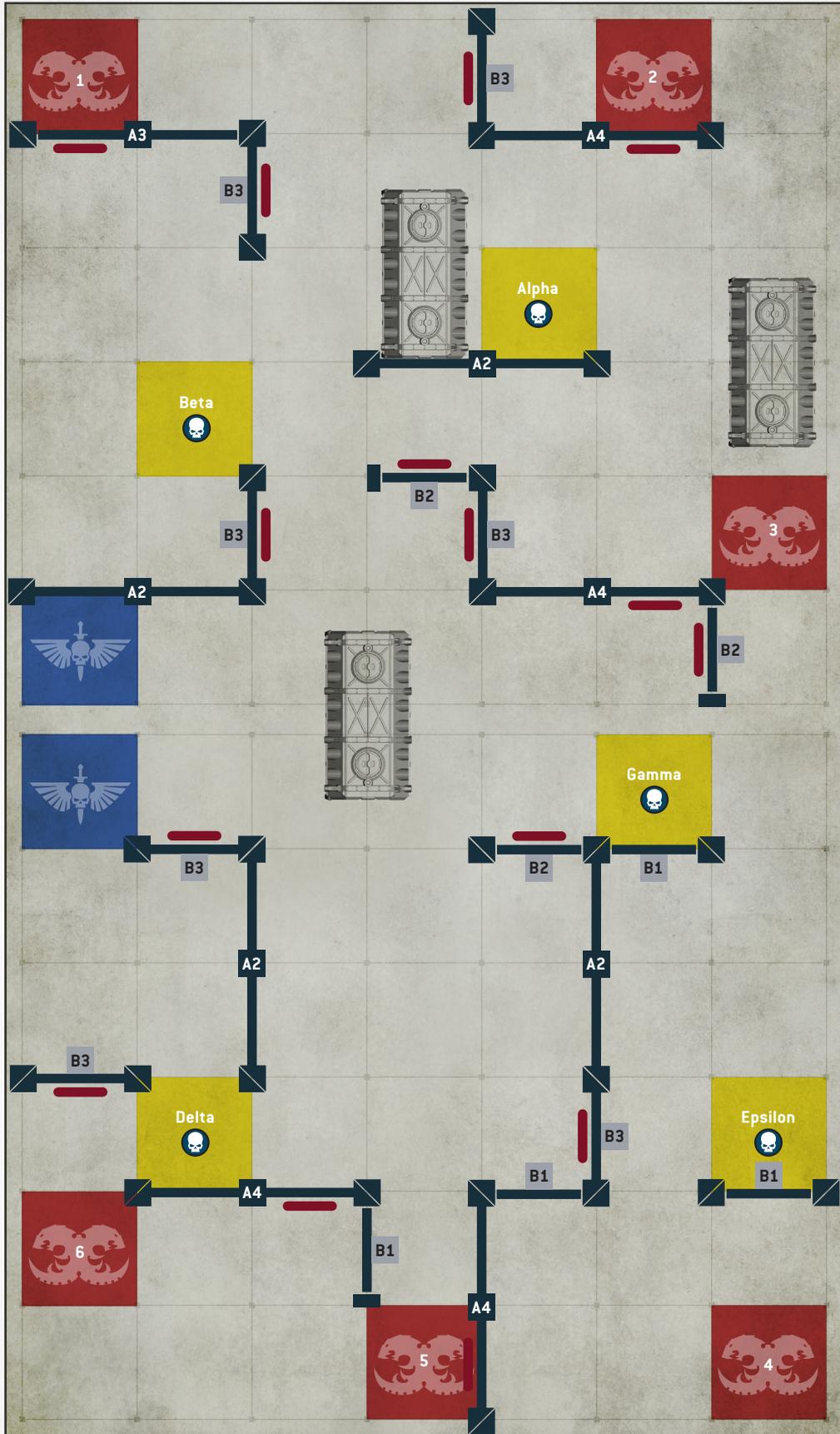
Space Marine Starting Square



Spawn Square



Objective Square



## LICTOR

THREAT LEVEL: EXTREMIS

**SURGE** 4+

Until the end of the turn, this Enemy Group can make its melee attacks against a square that is 2 squares away and will target and attack the Space Marine with the least Armour Segments remaining.

**MOVE** 5

None



**MELEE**

**REND** 3

**TOUGH** 7

**WOUNDS** 5

## ZOANTHROPE

THREAT LEVEL: EXTREMIS

**SURGE** 4+

Until the end of the turn, add 1 to the Tough value of Enemies in this Group and each time it moves, if it is in the same square as any Space Marines, it will move 1 square away from them.

**MOVE** 3

If possible, move the shortest distance to get to a square that is visible to one containing one or more Space Marines. Otherwise, move as close as possible to the Move Target square.



**SHOOT (PREFERENCE)** **REND** 2



**MELEE** **REND** -

**TOUGH** 6

**WOUNDS** 4

## ENEMY GROUP SPAWNING TABLES

### 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

## HIVE TYRANT STAGE 1

THREAT LEVEL: TERMINUS

**Predator Instincts:** Each time a Space Marine rolls any parry dice against attacks made by this model, this model loses 1 less wound than normal from those dice (to a minimum of 1).

**Heightened Senses:** While this Enemy Group is activating, any invisible Space Marines are not considered to be so.

**SURGE** 4+

This turn, when this Enemy Group attacks, it will first do its melee attack (if possible) and then do its ranged attack (targeting a different square to the one it is on as usual).

**MOVE** 4

None



**SHOOT**

**REND** 1



**MELEE (PREFERENCE)**

**REND** 3

**TOUGH** 9

**WOUNDS** 5

When this Enemy loses the last of its remaining wounds while on this side, until the end of the turn, it cannot activate and cannot be attacked. At the start of the next turn, flip this card and it starts with the number of remaining wounds shown on that side.

## HIVE TYRANT STAGE 2

THREAT LEVEL: TERMINUS

**Predator Instincts:** Each time a Space Marine rolls any parity dice against attacks made by this model, this model loses 1 less wound than normal from those dice (to a minimum of 1).

**Heightened Senses:** While this Enemy Group is activating, any invisible Space Marines are not considered to be so.

**SURGE** 4+

This turn, when this Enemy attacks, if it makes a melee attack, it will attack the square with the most Space Marines in. When doing so, it will attack that square once for each Space Marine in it.

**MOVE** 4

None

	SHOOT	REND
	MELEE (PREFERENCE)	REND

**TOUGH** 8      **WOUNDS** 4

When this Enemy loses the last of its remaining wounds while on this side, it is destroyed.



### ENEMY GROUP SPAWNING TABLES

TYRANT'S EXTREMIS THREAT GROUP	
D6	ENEMY GROUP
1-2	2 Zoanthropes
3-4	2 Ravens
5-6	1 Lictor



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# SPACE MARINE

## OPERATIONS

Your mission on Kadaku has escalated to Lethal classification, with more Terminus Threat level foes identified than ever before! Inspired by the Operations mode from the Warhammer 40,000: Space Marine 2 video game, your trio of Space Marines must repel endless waves of Tyranid organisms, including a number of the Hive Mind's deadlier biocreations.



**N**ow that you have had the chance to fight through all of the Tyranids missions from the Operations mode of Space Marine 2, it's time to unlock the Lethal difficulty level. This can be used when playing any of the missions and provides a range of extra challenges, from reducing the power of **injured** Space Marines, to spawning new, powerful threats onto the board.

### LETHAL DIFFICULTY

Any mission can be played on Lethal difficulty, if the players wish. When doing so, the following conditions apply:

- The number of Revive points is 1.
- The maximum model count for Terminus threat level Enemies is 3.
- While a Space Marine is **injured**, it cannot use its Special ability.
- At the start of the first turn, and then at the start of every fourth turn, before spawning Enemies normally, spawn 1 random Terminus threat level Enemy in one random spawn square). That Terminus Enemy starts with its card on the Stage 2 side.

### TYRANIDS TERMINUS THREAT GROUP

D6	ENEMY GROUP
1-2	1 Hive Tyrant
3-4	1 Neurothrope
5-6	1 Carnifex

#### NEUROTHROPE STAGE 1

THREAT LEVEL: TERMINUS

**Warp Field:** Each time a Space Marine attacks this Enemy Group, that attack's Rend value is reduced to 0.

**Spirit Leech:** Each time this Enemy attacks, it will always make a ranged attack against a Space Marine on another square if possible, even if it is on the same square as one or more Space Marines.

**Heightened Senses:** While this Enemy Group is activating, any invisible Space Marines are not considered to be so.

#### NEUROTHROPE STAGE 2

THREAT LEVEL: TERMINUS

**Psychic Scream:** The first time this Enemy activates in this Stage, every Space Marine on or adjacent to this square suffers 2 damage.

**Warp Field:** Each time a Space Marine attacks this Enemy Group, that attack's Rend value is reduced to 0.

**Spirit Leech:** Each time this Enemy attacks, it will always make a ranged attack against a Space Marine on another square if possible, even if it is on the same square as one or more Space Marines.

#### CARNIFEX STAGE 1

THREAT LEVEL: TERMINUS

**Berzerk Rampage:** Each time a Space Marines moves out of this or an adjacent square (regardless of how), roll one D6: on a 1-4, that Space Marine suffers 1 damage.

**Heightened Senses:** While this Enemy Group is activating, any invisible Space Marines are not considered to be so.

**SURGE** 5+

For this square and each adjacent square, one Space Marine on that square

#### CARNIFEX STAGE 2

THREAT LEVEL: TERMINUS

**Weakened Rampage:** Each time a Space Marines moves out of this or an adjacent square (regardless of how), roll one D6: on a 1-3, that Space Marine suffers 1 damage.

**Heightened Senses:** While this Enemy Group is activating, any invisible Space Marines are not considered to be so.

**SURGE** 4+

For this square and each adjacent square, one Space Marine on that square suffers 1 damage.

**MOVE** 4

	MELEE	REND
		2

**TOUGH** 8 **WOUNDS** 5

When this Enemy loses the last of its remaining wounds while on this side, it is destroyed.

*Note that the details of some abilities and attack values can vary between the two stages, so read the card carefully once it is flipped.*



SPACE  
MARINE  
OPERATIONS

# DESIGNER'S NOTES

With the first wave of rules complete for Space Marine Operations, we caught up with the games designers who worked on it to find out how they brought the game to life.



**DUNCAN**

Duncan can normally be found writing rules for Warhammer 40,000 but, in his spare time, he... well... he can still be found writing rules. He just never stops! Along with our editor, Lyle, he's one of the masterminds behind Space Marine Operations.



**SOPHIE**

Since leaving the *White Dwarf* team a little while back to join the *Combat Patrol* magazine team, Sophie has been dabbling in playtesting. Not only did she help Duncan playtest the game, she even made the preliminary designs for the character cards!

**Duncan:** Space Marine Operations has been designed to be a highly reactive, dynamic co-operative game, just like the video game that inspired it. It's a feel-good, have-a-laugh game that you can play quickly and easily, but one that changes every time you play based on who's playing (and how they like to play), what class of fighters you and your teammates use and how the enemies appear in-game.

**Sophie:** One of the most rewarding aspects of the game is discovering which combinations of the six classes work best for your gaming style and the mission you're playing. It might be that what worked well last time won't work so well in the next mission. For me, finding these combinations is one of the most enjoyable parts of this game (other than purging the xenos, of course).

**Duncan:** One of the key things for us was recreating the immersive, real-time feel of the computer game, but in a turn-based board game! Having the two forces alternate activations creates a feeling of

immediacy, while having the Space Marines react during enemy activations shows off their superlative combat skills. Jumping into a defensive stance to provide reactive damage during the enemy's activation adds to that feeling of speed and reciprocal action, while leaping out of the way of an enemy attack to heal a downed fighter leans into the mechanics of the video game.

All of this – combined with the way each turn the enemies are assigned to different waves, changing their activation order – helps keep the excitement ramped up and ensures that every turn offers a new problem to solve. Sometimes the tension in the room can get quite high when determining what waves the Extremis and Terminus enemies will activate in!

**Sophie:** I'm a firm believer in playing games on their hardest setting and 'toughing it out', so I highly recommend setting the difficulty level to Ruthless (*are you mad?* – Ed) and taking on the new Terminus Threats found in this issue. Do you have the skill to take them down?

**Sophie:** My favourite class to play as is the Sniper. I love to see how far I can push the Sniper by dipping in and out of visibility before firing on an unsuspecting Tyranid with his 2 Execution dice and 2+ Rend. He's also pretty good at creeping towards objectives unseen, or assisting other Space Marines, especially with his Medicae Adept perk, which he can use to heal battle-brothers in adjacent squares.

A good Space Marine to pair up with the Sniper is the Assault Marine, as you can play 'tag' and lure the swarm across the map, while the Sniper slips past them (with the occasional supporting fire) to grab the objective. The Assault Marine's Move of 3, plus a free Dodge from his jump pack (with a low Cooldown cost of 2) make him ideal for swiftly running in and out of the fray.



**Duncan:** I'm a big fan of the Vanguard class. As Sophie says, manipulation of the enemies' movements is crucial, and his ability to slingshot his way across the board, deal a chunk of damage and then be ready to parry his way out of trouble while being a focal point for enemy groups is incredibly useful. It can be a high-risk strategy, but in the right moments it's very effective.

His grapnel launcher ability does have a Cooldown cost of 3 though, so I sometimes like to pair him with the Tactical class as, with the correct positioning, he can reduce the Cooldown values of other Space Marines. This can let you pull the Vanguard out of the hot zone into another, more survivable combat once he has accomplished his mission. Tag-teaming is definitely a good tactic to employ.



## CARNIFEX STAGE 1

THREAT LEVEL: TERMINUS

**Berzerk Rampage:** Each time a Space Marines moves out of this or an adjacent square (regardless of how), roll one D6: on a 1-4, that Space Marine suffers 1 damage.

**Heightened Senses:** While this Enemy Group is activating, any invisible Space Marines are not considered to be so.

**SURGE** 5+

For this square and each adjacent square, one Space Marine on that square suffers 1 damage.

**MOVE** 4



<b>SHOOT</b>	<b>REND</b>
	—
<b>MELEE (PREFERENCE)</b>	<b>REND</b>
	2

**TOUGH**

8

**WOUNDS**

4

When this Enemy loses the last of its remaining wounds while on this side, until the end of the turn, it cannot activate and cannot be attacked. At the start of the next turn, flip this card and it starts with the number of remaining wounds shown on that side.

## NEUROTHROPE STAGE 1

THREAT LEVEL: TERMINUS

**Warp Field:** Each time a Space Marine attacks this Enemy Group, that attack's Rend value is reduced to 0.

**Spirit Leech:** Each time this Enemy attacks, it will always make a ranged attack against a Space Marine on another square if possible, even if it is on the same square as one or more Space Marines.

**Heightened Senses:** While this Enemy Group is activating, any invisible Space Marines are not considered to be so.

**SURGE** 4+

Until the end of the turn, add 1 to the Move value of other Enemies.

**MOVE** 4

If possible, move the shortest distance to get to a square that is visible to one containing one or more Space Marines. Otherwise, move as close as possible to the Move Target square.



<b>SHOOT (PREFERENCE)</b>	<b>REND</b>
	4
<b>MELEE</b>	<b>REND</b>
	1

**TOUGH**

7

**WOUNDS**

4

When this Enemy loses the last of its remaining wounds while on this side, until the end of the turn, it cannot activate and cannot be attacked. At the start of the next turn, flip this card and it starts with the number of remaining wounds shown on that side.

## NEUROTHROPE STAGE 2

### THREAT LEVEL: TERMINUS

**Psychic Scream:** The first time this Enemy activates in this Stage, every Space Marine on or adjacent to this square suffers 2 damage.

**Warp Field:** Each time a Space Marine attacks this Enemy Group, that attack's Rend value is reduced to 0.

**Spirit Leech:** Each time this Enemy attacks, it will always make a ranged attack against a Space Marine on another square if possible, even if it is on the same square as one or more Space Marines.

**Heightened Senses:** While this Enemy Group is activating, any invisible Space Marines are not considered to be so.

**SURGE** 3+

Until the end of the turn, add 1 to the Move value of other Enemies.

**MOVE** 4

If possible, move the shortest distance to get to a square that is visible to one containing Space Marines. Otherwise, move normally.

	<b>SHOOT (PREFERENCE)</b>		<b>REND</b>	3
	<b>MELEE</b>		<b>REND</b>	1

**TOUGH** 7

**WOUNDS** 4

When this Enemy loses the last of its remaining wounds while on this side, it is destroyed.

## CARNIFEX STAGE 2

### THREAT LEVEL: TERMINUS

**Weakened Rampage:** Each time a Space Marine moves out of this or an adjacent square (regardless of how), roll one D6: on a 1-3, that Space Marine suffers 1 damage.

**Heightened Senses:** While this Enemy Group is activating, any invisible Space Marines are not considered to be so.

**SURGE** 4+

For this square and each adjacent square, one Space Marine on that square suffers 1 damage.

**MOVE** 4

	<b>MELEE</b>		<b>REND</b>	2
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**TOUGH** 8

**WOUNDS** 5

When this Enemy loses the last of its remaining wounds while on this side, it is destroyed.