

SPACE HULK

THE PURGING OF SKAURA III

Hive Gemn-Thios on Skaura III has erupted in rebellion. Reports are that the workers in the underhive have risen up against the Imperium. Inquisitor Sebastian Frost has seen this before; a Genestealer Cult uprising and the opening volley of a Tyranid invasion. Enlisting the help of the Deathwatch along with other Astartes Chapters in the area, Frost is in a race against time to purge the infestation before it is too late for the Hive and the planet...

Objectives:

Marine Players

The Marines have 10 turns to retake the base and stop the Genestealer Cult's Psychic Scream.

Disrupt the communication arrays - The Deathwatch squads on the upper levels can reach the two communication control rooms to disrupt the use of the Hive's communication array to strengthen the Psychic Scream. To disrupt the communications array, a Marine must enter the control room and spend **2 APs** standing in front of the control panel. Each communication system disrupted reduces the damage needed to disable the Cult Totem by 2.

Disable the Plasma Regulators - The four squads on the lower level can reach the rooms containing the Plasma Regulators which are being used to enhance the power of the Psychic Scream. To disable the Plasma Regulator, a Marine must cause **4 hits** of damage on it. Shooting attacks will damage the Regulator as a Purestrain Genestealer, Close Combat attacks on cause damage on **4+**. Each Regulator destroyed gives one additional turn before the Cult can initiate the Psychic Scream. ****CAUTION**** Plasma Regulator will explode on **5+** when it takes the final damage point. All models adjacent take a hit at **-4** save.

Stop the Psychic Scream - Destroy the Cult Totem by doing **10** damage to it. Shooting attacks will damage the totem as a Purestrain Stealer, Close Combat attacks cause damage on **4+**

Genestealer Cult Player

Prevent the marines from reaching the Patriarch and kill as many Marines as possible.

Special Rules:

Entry points

Marine player can seal entry points, except those marked as unsealable.

Bulkheads and Blast Doors

The bulkheads require 2 APs to open. The blast doors require 3 APs to open. Once open the bulkheads and blast doors cannot be shut again.

Marine Armor Saves

When a Marine is hit by a ranged attack they make an **armor save roll** to determine if the attack causes a wound. Base save for **Terminator Armor is 2+**, **Power Armor 3+**. This can be modified by the weapon or psychic attack type.

GENESTEALER CULT RULES

ACTION POINT TABLE

All Genestealer Hybrids, Aberrants, the Magus, and the Patriarch have 6 action points

Action	Patriarch	Magus	All other Hybrids
Move forward 1 square	1	1	1
Move backward 1 square	2	2	2
Move sideways 1 square	2	1	1
Turn 90 degrees	1	1	1
Turn 180 degrees	2	1	2
Fire Cult Rifle or Cult Pistol	-	-	2
Fire Special Weapon	-	-	2
Fire Heavy Weapon	-	-	3
Clear overload weapon	-	-	4
Close Assault	1	1	1
Open/close door	1	1	1
Psionic Blast	2	3	-
Telepathic Summons	4	6	-
Miasma	2	3	-
Hellfire	3	4	-
Lightning Arc	3	4	-
Telport	-	3	-

SHOOTING TABLE

Weapon	Range	Dice	Hit	Notes
Cult Pistol	6	1D6	6+	-
Cult Rifle	Unlimited	1D6	6+	-
Special Weapon	12	1D6	6+	-1 Save
Heavy Weapon	Unlimited	1D6	6+	-2 Save
Psionic Blast	12	1D6	5+	-2 Save
Hellfire	8	1D6	4+	-1 Save, Area Effect
Lightning Arc	8	1D6	5+	No LOS, 3 Targets

CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
Genestealer	3D6	-
Hybrid	2D6-1	-
Aberrant	2D6+1	-
Magus	1D6+2	-
Patriarch	3D6	Might Blow
Mighty Blow – add high and low dice to determine close assault value		

Special Rules

The Patriarch has **Hard to Kill** and **Mighty Blow** abilities

The Magus has **Hard to Kill** ability

Aberrants – **Tough** – may force Marines to re-roll highest die when targeted

Other Psychic Powers

Miasma – Range: 8/No LOS - Blocks LOS but not movement in a single space

Telepathic Summons – The Genestealer Cult player takes a reinforcement blip from the top of the stack, looks at it and places it outside an entry point, as though it were the Reinforcement phase. The blip cannot enter play this turn

Teleport – Range: Self – move up to 8 spaces ignoring doors, elevators, bulkheads and blast doors

Legend for Genestealer Cult Blips

All Number Blips (1,2,3,4,5,6) = # of Purestrain Genestealers

A = 3 Hybrids w/cult pistols

B = 4 Hybrids w/cult pistols

C = 5 Hybrids w/cult pistols

H = 2 Aberrants + 1 Hybrid w/cult pistol

J = 1 Hybrid w/Heavy Weapon + 2 Hybrids w/cult pistols

Genestealer Cult Random Psychic Forces

At the end of the Genestealer Cult turn Roll d6 for each board section. On a roll of a 6 a Psychic force has manifested. Roll on the table below. The effects stay in play until the end of the next Genestealer Cult turn.

- 1 – Miasma – Place a miasma marker anywhere on the section at least 1 space (not adjacent) away from a marine. Blocks LOS but not movement.
- 2 – Jinx – Place a Jinx marker anywhere on the section at least 1 space (not adjacent) away from a marine. On that square and all adjacent spaces (3x3 area) no weapons will function and doors are jammed.
- 3 – Switch – Open or Close d3 Doors in the section.
- 4 – Teleport – Move a Genestealer Cult blip or d3 models up to 6 spaces
- 5 – Control – Move any model 3AP
- 6 – Players choice

Special Reinforcements

Plasma Regulator Rooms – once a Marine model reaches within 2 squares outside the Plasma Regulator room – place a marker on the platform of the regulator. Once the marine enters the room reveal 2 Hybrids with special (or heavy) weapons. On the platform these Hybrids are Hard-to-Kill.

Core Room – Once squads have entered the Plasma Regulator or Communication Room, seeds the core room with 3 extra blips. The Magus' and Patriarch are now active!

Genestealer Cult Setup:

Starting Blip Pool (Turns 1 -5)

3 - 1S/2S/3S

2 each - A,B,C,H

1 each - J

Reinforcement Blips (Turns 6 -12)

Add to the pool before turn 6

6 - 3S

Start with six blips deployed on the map (2 for each half). They can be placed in any of the rooms.

Reinforcements

6 reinforcement blips per turn. 1 blip must be deployed against each squad.

Only one blip can be deployed at an entry point each turn.

If a marine squad is wiped out that side drops by 1 blips per turn reinforcement.

SQUAD I – BLOOD ANGELS

Captain w/Storm Bolter, Power Sword

Sergeant w/Storm Bolter and Power Fist

Marine w/Heavy Flamer and Power Fist

Marine w/Assault Cannon and Power Fist

Marine w/Storm Bolter and Power Fist



ACTION POINT TABLE

All Marines have 4 action points

Action	Terminator
Move forward 1 square	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter	1
Fire heavy flamer	2
Set overwatch/guard ¹	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1

* May fire a bolter, storm bolter or assault cannon as part of the same action, at no AP cost.

¹ Guard allows Marine to reroll close assault dice

CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
Captain w/Power Sword	1D6+2	Parry
Sergeant w/Power Fist	1D6+1	-
Marine w/Power Fist	1D6	-
Genestealer	3D6	-
Hybrid	2D6-1	-
Aberrant	2D6+1	-
Magus	1D6+2	-
Patriarch	3D6	Might Blow

Parry - May have opponent reroll one of their close assault dice

Mighty Blow – add the high and low dice to determine close assault value

Flamer Ammunition

1	2	3	4	5	6	7	8	9	10
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Assault Cannon Ammunition

1	2	3	4	5	6	7	8	9	10
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SHOOTING TABLE

WEAPON													
RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	ABERRANT	HYBRID	MAGUS	PATRIARCH	DOOR	
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	6†	4	4*	7*	6
Heavy Flamer	12	T	1	N	N	N	2	2	2†	2	2*	6*	---
Assault Cannon													
Burst	UL / 12	T	3	Y	Y	Y	1	5	5†	3	3	5*	5
Full Auto	UL	FA	3	N	N	N	2	4	4†	2	2	4*	4

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill †=Tough

SQUAD II – DEATHWATCH TERMINATORS

Sergeant w/Storm Bolter and Power Sword

Marine w/Assault Cannon and Power Fist

Marine w/Cyclone Missile Launcher, Storm Bolter and Power Fist

Marine w/Storm Bolter and Power Fist

Marine w/Storm Bolter and Power Fist

Assault Cannon Ammunition

1	2	3	4	5	6	7	8	9	10
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Cyclone Ammunition

1	2	3	4	5	6
---	---	---	---	---	---

ACTION POINT TABLE

All Marines have 4 action points

Action	Terminator
Move forward 1 square	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter or assault cannon	1
Fire missile launcher	1
Fire heavy flamer	2
Set overwatch/guard ¹	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1

* May fire a bolter, storm bolter or assault cannon as part of the same action, at no AP cost.

¹ Guard allows Marine to reroll close assault dice



CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
DW Sgt. w/Power Sword	1D6+2	Parry
DW Marine w/Power Fist	1D6+1	-
Genestealer	3D6	-
Hybrid	2D6-1	-
Aberrant	2D6+1	-
Magus	1D6+2	-
Patriarch	3D6	Might Blow

Parry - May have opponent reroll one of their close assault dice

Mighty Blow – add the high and low dice to determine close assault value

SHOOTING TABLE

WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	ABERRANT	HYBRID	MAGUS	PATRIARCH	DOOR
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	6†	4	4*	7*	6
Heavy Flamer	12	T	1	N	N	N	2	2	2†	2	2*	6*	---
Assault Cannon													
Burst	UL / 12	T	3	Y	Y	Y	1	5	5†	3	3*	5*	5
Full Auto	UL	LOS	3	N	N	N	2	4	4†	2	2*	4*	4
Cyclone Missile Launcher													
Krak	UL	T	2	N	N	N	1	3	3†	2	3*	5*	3
Frag	UL	A	2	N	N	N	1	5	5†	3	5*	-	-

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill †=Tough

SQUAD III – DARK ANGELS DEATHWING

Captain w/Storm Bolter and Power Sword

Sergeant w/Storm Bolter and Power Fist

Marine w/Heavy Flamer and Power Fist

Marine w/Cyclone Missile Launcher, Storm Bolter and Power Fist

Marine w/Storm Bolter and Power Fist

Flamer Ammunition

1	2	3	4	5	6	7	8	9	10
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Cyclone Ammunition

1	2	3	4	5	6
---	---	---	---	---	---

ACTION POINT TABLE

All Marines have 4 action points

Action	Terminator
Move forward 1 square	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter or assault cannon	1
Fire missile launcher	1
Fire heavy flamer	2
Set overwatch/guard ¹	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1

* May fire a bolter, storm bolter or assault cannon as part of the same action, at no AP cost.

¹ Guard allows Marine to reroll close assault dice

CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
Captain w/Power Sword	1D6+2	Parry
Sergeant w/Power Fist	1D6+1	-
Marine w/Power Fist	1D6	-
Genestealer	3D6	-
Hybrid	2D6-1	-
Aberrant	2D6+1	-
Magus	1D6+2	-
Patriarch	3D6	Might Blow

Parry - May have opponent reroll one of their close assault dice

Mighty Blow – add the high and low dice to determine close assault value

SHOOTING TABLE

WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	ABERRANT	HYBRID	MAGUS	PATRIARCH	DOOR
Storm Bolter	UL / 12	T	2	Y/J	Y	Y	1	6	6†	4	4*	7*	6
Heavy Flamer	12	T	1	N	N	N	2	2	2†	2	2*	6*	---
Assault Cannon													
Burst	UL / 12	T	3	Y	Y	Y	1	5	5†	3	3*	5*	5
Full Auto	UL	LOS	3	N	N	N	2	4	4†	2	2*	4*	4
Cyclone Missile Launcher													
Krak	UL	T	2	N	N	N	1	3	3†	2	3*	5*	3
Frag	UL	A	2	N	N	N	1	5	5†	3	5*	-	-

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill †=Tough

SQUAD IIIA – DARK ANGEL DEATHWING

Captain w/Storm Bolter and Power Sword
 Sergeant w/Storm Bolter and Power Fist
 Marine w/Heavy Flamer and Power Fist
 Marine w/Assault Cannon and Power Fist
 Marine w/Storm Bolter and Power Fist



ACTION POINT TABLE

All Marines have 4 action points

Action	Terminator
Move forward 1 square	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter or assault cannon	1
Fire missile launcher	1
Fire heavy flamer	2
Set overwatch/guard ¹	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1

* May fire a bolter, storm bolter or assault cannon as part of the same action, at no AP cost.

¹ Guard allows Marine to reroll close assault dice

CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
Captain w/Power Sword	1D6+2	Parry
Sergeant w/Power Fist	1D6+1	-
Marine w/Power Fist	1D6	-
Genestealer	3D6	-
Hybrid	2D6-1	-
Aberrant	2D6+1	-
Magus	1D6+2	-
Patriarch	3D6	Might Blow

Parry - May have opponent reroll one of their close assault dice

Mighty Blow - add the high and low dice to determine close assault value

Flamer Ammunition

1	2	3	4	5	6	7	8	9	10
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Assault Cannon Ammunition

1	2	3	4	5	6	7	8	9	10
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SHOOTING TABLE

WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	ABERRANT	HYBRID	MAGUS	PATRIARCH	DOOR
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	6†	4	4*	7*	6
Heavy Flamer	12	T	1	N	N	N	2	2	2†	2	2*	6*	---
Assault Cannon													
Burst	UL / 12	T	3	Y	Y	Y	1	5	5†	3	3*	5*	5
Full Auto	UL	LOS	3	N	N	N	2	4	4†	2	2*	4*	4
Cyclone Missile Launcher													
Krak	UL	T	2	N	N	N	1	3	3†	2	3*	5*	3
Frag	UL	A	2	N	N	N	1	5	5†	3	5*	-	-

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill †=Tough

SQUAD IV – ULTRAMARINE CHAPLAIN

Chaplain w/Storm Bolter, Crozius Arcanum, Inspiration and Feel No Pain

Inspiration: +1 close combat to other marines within 3 squares

Feel No Pain: ignores wound on 4+

Marine w/Heavy Flamer and Power Fist

Marine w/Assault Cannon and Power Fist

Marine w/Storm Bolter and Power Fist

Marine w/Storm Bolter and Power Fist

CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
Chaplain w/Crozius Arcanum	2D6+2	-
Sgt. Marine w/Power Fist	1D6+1	-
Marine w/Power Fist	1D6	-
Genestealer	3D6	-
Hybrid	2D6-1	-
Aberrant	2D6+1	-
Magus	1D6+2	-
Patriarch	3D6	Might Blow
Mighty Blow – add the high and low dice to determine close assault value		

ACTION POINT TABLE

All Marines have 4 action points

Action	Terminator
Move forward 1 square	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter or assault cannon	1
Fire missile launcher	1
Fire heavy flamer	2
Set overwatch/guard ¹	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1

* May fire a bolter, storm bolter or assault cannon as part of the same action, at no AP cost.

¹ Guard allows Marine to reroll close assault dice

Flamer Ammunition

1	2	3	4	5	6	7	8	9	10
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Assault Cannon Ammunition

1	2	3	4	5	6	7	8	9	10
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SHOOTING TABLE

WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	ABERRANT	HYBRID	MAGUS	PATRIARCH	DOOR
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	6†	4	4*	7*	6
Heavy Flamer	12	T	1	N	N	N	2	2	2†	2	2*	6*	---
Assault Cannon													
Burst	UL / 12	T	3	Y	Y	Y	1	5	5†	3	3*	5*	5
Full Auto	UL	LOS	3	N	N	N	2	4	4†	2	2*	4*	4
Cyclone Missile Launcher													
Krak	UL	T	2	N	N	N	1	3	3†	2	3*	5*	3
Frag	UL	A	2	N	N	N	1	5	5†	3	5*	-	-
UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill †=Tough													

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill †=Tough

SQUAD V – INQUISITOR AND DEATHWATCH

Inquisitor w/Storm Bolter, Digital Weapon, Power Sword, Grenade Launcher and “Look Out Sir!”

Digital Weapon: allows one las shot before CC

“Look Out Sir!”: apply wound to adjacent model instead of Frost and swap locations

Terminator Marine w/Heavy Flamer, Melta Gun and Power Fist

Power Armor Marine w/Bolter, Frag and Krak Grenades and Power Fist

Power Armor Marine w/Bolter, Frag and Krak Grenades and Lightning Claw

Power Armor Marine w/Bolter Frag and Krak Grenades and Power Swords

Power Armor Marine w/Bolter Frag and Krak Grenades and Power Axe

Flamer Ammunition

1	2	3	4	5	6	7	8	9	10
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Grenade Launcher Ammunition

1	2	3	4	5	6
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ACTION POINT TABLE

All Marines have 4 action points

Action	Terminator	Power
Move forward 1 square	1*	1**
Move backward 1 square	2*	2**
Turn 90 degrees	2*	1*
Turn 180 degrees	2	1
Fire bolter	1	1
Fire melta gun	1	1
Fire heavy flamer	2	-
Set overwatch/guard ¹	2	2
Clear jammed storm bolter	1	-
Throw grenade	-	2
Close assault	1	1
Open/close door	1	1

* May fire a bolter, storm bolter or assault cannon as part of the same action, at no AP cost.

^T May turn 90° as part of the same action, at no AP cost.

¹ Guard allows Marine to reroll close assault dice

CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
Inquisitor Frost	1D6+2	Parry, Digital Weapon
DW Terminator w/ Power Fist	1D6+1	-
Deathwatch w/ Power Fist	1D6+1	-
Deathwatch w/ Lightning Claw	1D6+1	-
Deathwatch w/ Power Axe	1D6+1	-
Deathwatch w/ Sword x2	1D6+1	Parry x2
Genestealer	3D6	-
Hybrid	2D6-1	-
Aberrant	2D6+1	-
Magus	1D6+2	-
Patriarch	3D6	Might Blow

Parry - May have opponent reroll one of their close assault dice

Mighty Blow – add the high and low dice to determine close assault value



SHOOTING TABLE

WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	ABERRANT	HYBRID	MAGUS	PATRIARCH	DOOR
Bolter	UL / 12	T	1	Y	Y	Y	1	6	6†	4	-	-	6
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	6†	4	4*	7*	6
Heavy Flamer	12	T	1	N	N	N	2	2	2†	2	2*	6*	---
Melta Gun	3	T	1	N	N	Y	1	2	3†	2	4**	5**	2
Grenade Launcher - Plasma	8	A	1	N	N	Y	1	4	4†	2	4**	6**	5
Digital Weapon	-	T	1	-	-	-	-	5	--	3	3	---	--
Grenades													
Krak	2-3	T	1	N	N	N	2	3	3†	2	4	6**	3
Frag	2-3	A	1	N	N	N	2	5	5†	3	5	-	-

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill **=ignores HtK †=Tough

SQUAD VI – BLACK TEMPLAR

Captain w/Storm Bolter and Two Power Swords
 Sergeant w/Storm Bolter, Power Sword and Storm Shield
 Marine w/Heavy Flamer
 Marine w/Storm Bolter, Power Fist and Storm Shield
 Marine w/Storm Bolter, Power Fist and Storm Shield



Flamer Ammunition

1	2	3	4	5	6	7	8	9	10
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ACTION POINT TABLE

All Marines have 4 action points

Action	Terminator
Move forward 1 square	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter	1
Fire heavy flamer	2
Set overwatch/guard ¹	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1

* May fire a bolter, storm bolter or assault cannon as part of the same action, at no AP cost.

¹ Guard allows Marine to reroll close assault dice

CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
Captain w/Power Sword x2	1D6+2	Parry x2
Sgt. Marine w/Power Sword & Storm Shield	1D6+1	Parry, SS
Marine w/Power Fist & Storm Shield	1D6	S. Shield
Genestealer	3D6	-
Hybrid	2D6-1	-
Aberrant	2D6+1	-
Magus	1D6+2	-
Patriarch	3D6	Might Blow

Parry - May have opponent reroll one of their close assault dice

Mighty Blow – add the high and low dice to determine close assault value

Storm Shield - opponent rolls 1 less die

SHOOTING TABLE

WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	ABERRANT	HYBRID	MAGUS	PATRIARCH	DOOR
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	6+	4	4*	7*	6
Heavy Flamer	12	T	1	N	N	N	2	2	2+	2	2*	6*	---
Assault Cannon													
Burst	UL / 12	T	3	Y	Y	Y	1	5	5+	3	3	5*	5
Full Auto	UL	FA	3	N	N	N	2	4	4+	2	2	4*	4

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill +=Tough