# SPACE HULB

#### 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. <u>Each communication system disrupted reduces the damage needed to disable the Cult Totem by 2.</u>

**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.

<u>Stop the Psychic Scream</u> - 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	Patriarch	Magus	All other Hybrids
Move forward 1 square	1	1	1
Nove 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 TA	ABLE			
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

Model	Assault Dice	Notes
Genestealer	3D6	-
Hybrid	2D6-1	-
Aberrant	2D6+1	-
Magus	1D6+2	
Patriarch	3D6	Might Blow
Mighty Blow – ad	dd high and low dice to d	letermine 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**

<u>Plasma Regulator Rooms</u> - 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.

<u>Core Room</u> - 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 turn6

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 <sup>1</sup>	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1
* May fire a bolter, storm bolter or assauthe same action, at no AP cost.	ult cannon as part
<sup>1</sup> Guard allows Marine to reroll close as	sault dice

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

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1	2	3	4	5	6	7	8	9	10				
Assault Cannon Ammunition													
1	2	3	4	5	6	7	8	9	10				
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SHOOTING TABLE  WEAPON	RANGE	EFFECT	OVERNA!	SUSTAME	MOVEAM	AP to'	GENESIC	ABERTA	HABIN	MAGO	PATRIN	DOON	A
Storm Bolter	UL / 12	Т	2	Y/j	Υ	Υ	1	6	6†	4	4*	7*	6
Heavy Flamer	12	Т	1	N	N	N	2	2	2†	2	2*	6*	
Assault Cannon													
Burst	UL/12	Т	3	Υ	Υ	Υ	1	5	5†	3	3	5*	5
Full Auto	UL	FA	3	N	N	N	2	4	4†	2	2	4*	4
TAKE TA	UL=Un	limited	T=Target	A=Area	a (3x3)	j=Jam *	=Hard to	o Kill †=	Tough	ACT A	1242		*

# 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

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Assault Cannon Ammunition									R.	Cyclo	ne Ami	muniti	on		3	
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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 or assault cannon	1
Fire missle launcher	1
Fire heavy flamer	2
Set overwatch/guard <sup>1</sup>	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1
* May fire a bolter, storm bolter or assaul the same action, at no AP cost.	t cannon as part of
<sup>1</sup> Guard allows Marine to reroll close assa	ault dice



CLOSE ASSAULT TABI	E	
Model	Assault Dice	Notes
DW Sgt. w/Power Sword	1D6+2	Parry
DW Marine w/Power Fist	1D6+1	- 3
Genestealer	3D6	-
Hybrid	2D6-1	-
Aberrant	2D6+1	-
Magus	1D6+2	- 8
Patriarch	3D6	Might Blow
Parry - May have opponent rer	oll one of their close	assault dice
Mighty Blow – add the high an	d low dice to determi	ne close assault value

SHOOTING TABLE WEAPON	RANGE	EFFECT	OVERWAS	SUSTAME	MONEAME	APTOT	GENESTE	ABERRY	Harr	MAG	PATRIAL	DOOM	
Storm Bolter	UL / 12	Т	2	Y/j	Υ	Υ	1	6	6†	4	4*	7*	6
Heavy Flamer	12	Т	1	N	N	N	2	2	2†	2	2*	6*	
Assault Cannon													
Burst	UL / 12	T	3	Υ	Υ	Υ	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	Т	2	N	N	N	1	3	3†	2	3*	5*	3
Frag	UL	Α	2	N	N	N	1	5	5†	3	5*		
	UL=Un	limited	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

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ACTION POINT TABLE		K
All Marines have 4 action points		
Action	Terminator	
Move forward 1 square	1*	B
Move backward 1 square	2*	90
Turn 90 degrees	1*	
Turn 180 degrees	2*	90
Fire storm bolter or assault cannon	1	Ž.
Fire missle launcher	1	3
Fire heavy flamer	2	
Set overwatch/guard <sup>1</sup>	2	
Clear jammed storm bolter	1	à
Close assault	1	
Open/close door	1	
* May fire a bolter, storm bolter or assault the same action, at no AP cost.	cannon as part of	
<sup>1</sup> Guard allows Marine to reroll close assa	ult 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

SHOOTING TABLE WEAPON	RANGE	EFFECT	OVERNA TO	SUSTAME	MOVEAM	AP to V	GENESTE.	ABERRA	HAH	MAG	PATRIA	DOO!	
Storm Bolter	UL / 12	Т	2	Y/j	Υ	Υ	1	6	6†	4	4*	7*	6
Heavy Flamer	12	Т	1	N	N	N	2	2	2†	2	2*	6*	
Assault Cannon													6
Burst	UL / 12	Т	3	Υ	Υ	Υ	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	Т	2	N	N	N	1	3	3†	2	3*	5*	3
Frag	UL	Α	2	N	N	N	1	5	5†	3	5*	-	- 1
	UL=Un	limited	T=Target	A=Area	a (3x3)	j=Jam *	=Hard t	o Kill †=	Tough		7. O. A.		

# 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 2
Fire missle launcher	1
Fire heavy flamer	2
Set overwatch/guard <sup>1</sup>	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1
<ul> <li>May fire a bolter, storm bolter or assault the same action, at no AP cost.</li> </ul>	cannon as part of
Guard allows Marine to reroll close assa	ult dice

CLOSE ASSAULT TABLE		A STATE OF
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 th	eir close assault dice	
Mighty Blow – add the high and low dice to	determine close assau	lt value
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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         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	SHOOTING TABLE WEAPON	RANGE	EFFECT	OVERNAL	SUSTAME	MOVEANE	No to THRE	GENESTE	ABERRA	HBH	MAG	PATRIA	DOON	
Assault Cannon         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	Storm Bolter	UL / 12	Т	2	Y/j	Υ	Υ	1	6	6†	4	4*	7*	6
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	Heavy Flamer	12	Т	1	N	N	N	2	2	2†	2	2*	6*	
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	Assault Cannon													
Cyclone Missile Launcher         Krak         UL         T         2         N         N         N         1         3         3†         2         3*         5*         3	Burst	UL / 12	Т	3	Υ	Υ	Υ	1	5	5†	3	3*	5*	5
Krak UL T 2 N N N 1 3 3† 2 3* 5* 3	Full Auto	UL	LOS	3	N	N	N	2	4	4†	2	2*	4*	4
11.00	Cyclone Missile Launcher													
From III A 2 N N N 1 5 5† 2 5*	Krak	UL	Т	2	N	N	N	1	3	3†	2	3*	5*	3
Frag	Frag	UL	Α	2	N	N	N	1	5	5†	3	5*		
UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill †=Tough		UL=Un	limited	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	The second second	
Model	Assault Dice	Notes
Chaplain w/Crozius Arcanum	2D6+2	-
Sgt. Marine w/Power Fist	1D6+1	
Marine w/Power Fist	1D6	-
Genestealer	3D6	-
<mark>Hybrid</mark>	2D6-1	-
Aberrant	2D6+1	-
Magus Magus	1D6+2	-
Patriarch	3D6	Might Blow
Mighty Blow – add the high and lo	w dice to determine	close assault value

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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 or assault cannon	1
Fire missle launcher	1
Fire heavy flamer	2
Set overwatch/guard <sup>1</sup>	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1
* May fire a bolter, storm bolter or assaul	t cannon as part of
the same action, at no AP cost.	
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Flame	Flamer Ammunition														
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Assault Cannon Ammunition															
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WEAPON	RANGE	EFFECT	DICE	~ \	张	张		30					4
Storm Bolter	UL / 12	Т	2	Y/j	Υ	Υ	1	6	6†	4	4*	7*	6
Heavy Flamer	12	Т	1	N	N	N	2	2	2†	2	2*	6*	
Assault Cannon													
Burst	UL / 12	T	3	Υ	Y	Υ	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	Т	2	N	N	N	1	3	3†	2	3*	5*	3
Frag	UL	Α	2	N	N	N	1	5	5†	3	5*	-	-
	UL=Un	limited 1	T=Target	A=Area	a (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

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1	2	3	4	5	6

<b>ACTION POINT TABLE</b>		
All Marines have 4 action po	ints	
Action	Terminator	Power
Move forward 1 square	1*	<b>1</b> <sup>⊤*</sup>
Move backward 1 square	2*	2 <sup>T*</sup>
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 <sup>1</sup>	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 same action, at no AP cost.	or assault cannon a	as part of the
<sup>™</sup> May turn 90º as part of the sar	me action, at no AP c	ost.
<sup>1</sup> 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 clo	se assault dice	
Mighty Blow – add the high and low dice to detern	nine close assault	value



SHOOTING TABLE		\	OVERWY	SUSTAINE	MOVEAN	PA FOL	GENESTE	ABERRA	HABA	MAGO	PATRIA	DOOR	
WEAPON	RANGE	EFFECT	DICL					_					
Bolter	UL / 12	T	1	Υ	Υ	Υ	1	6	6†	4	-	-	6
Storm Bolter	UL / 12	T	2	Y/j	Υ	Υ	1	6	6†	4	4*	7*	6
Heavy Flamer	12	Т	1	N	N	N	2	2	2†	2	2*	6*	
Melta Gun	3	Т	1	N	N	Υ	1	2	3†	2	4**	5**	2
Grenade Launcher - Plasma	8	Α	1	N	N	Υ	1	4	4†	2	4**	6**	5
Digital Weapon		Т	1					5		3	3		
Grenades													
Krak	2-3	Т	1	N	N	N	2	3	3†	2	4	6**	3
Frag	2-3	Α	1	N	N	N	2	5	5†	3	5	_	_

# 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 <sup>1</sup>	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1
* May fire a bolter, storm bolter or assauthe same action, at no AP cost.	ult cannon as part of
<sup>1</sup> Guard allows Marine to reroll close as	sault dice

7			5 5 9 9 6
į	CLOSE ASSAULT TABLE		
4	Model	Assault Dice	Notes
Š	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
į	Genestealer	3D6	-
K.	Hybrid	2D6-1	-
	Aberrant	2D6+1	-
	Magus	1D6+2	- 8
	Patriarch	3D6	Might Blow
	Parry - May have opponent reroll one of their clos	e assault dice	
	Mighty Blow – add the high and low dice to determ	nine close assau	lt value
	Storm Shield - annonent rolls 1 less die		

SHOOTING TABLE						A. F. SUNN		40000	1000000				
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			FE	N/Z	K P	NO FLOOR	ES	ABERRY	HABA	MAG	PATRIC	000	
			1 5	2/5	5 \ 3	5 1	CH 7	2 3	2 3		\$\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	8 / S	P
WEAPON	RANGE	EFFECT	DICE	SUSTAINCH	MOVEAR	THE	4.	EB	~ /	_ \		I	
Storm Bolter	UL / 12	Т	2	Y/j	Υ	Υ	1	6	6†	4	4*	7*	6
Heavy Flamer	12	Т	1	N	N	N	2	2	2†	2	2*	6*	
Assault Cannon													
	UL / 12	Т	3	Υ	Υ	Υ	1	5	5†	3	3	5*	5
Burst										_	_		
Burst Full Auto	UL	FA	3	N	N	N	2	4	4†	2	2	4*	4