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## Why did I write this guide and who the hell am I?

Well, I must admit that my main motivation was the astonishment I felt every time I read at *Boardgamegeek* comments like “It is nearly impossible to beat this game”. “So far, 23 defeats and 2 victories”, “Level Nightmare is the current rules”, and so on. From the very beginning, I have been able to beat this game most of the time. Yes, I know what you are thinking right now: I know and follow all the rules and I humbly present a ratio of wins of about 90% after about two hundred games played. I didn’t write this guide to show off, but to offer some basic, normal and advanced hints and advice about how to win in this game and to help many players enjoy it. The rants about “It’s pure luck, dice rolling, marines die so easily, etc.” will be also rebutted. As you’ll see, Death Angel is not about luck, it's about planning wisely to counter the bad luck. I could not beat it almost every time I play, if it depended just on pure luck. By reading this guide (if you have enough patience) I hope you will be converted, and learn to love the deep strategy involved in the game.

This guide has been uploaded previously to Boardgamegeek in Spanish language. Recently, a player wrote to me: *This guide is cool. The game has now become pure strategy, while it was a dice fest. Congratulations!* I felt proud of this guide, so I tried to translate it into English for everyone. Comments, objections on the contents or congratulations are most welcome.

Good hunting.

## PLAY LIKE A TEAM: (disclaimer)

It is simple. If you play Death Angel with more players, all of you should play for the common good of the formation: support marines other than yours, sacrifice your own marines in order to preserve others from death, shoot genestealers that are menacing other marines, rather than the genestealers you have in front of your own marines, act like one man, or lose the game. There is no other option. Playing with the purpose of keeping your own marines alive (even the vanilla ones) over the rest of the marines, or telling other players that you are going to use some orders and then finally using others just because you initially play the orders face down, will lead to the other marines being exterminated, which implies that your own marines will eventually be butchered too. You don't gain any profit by being selfish. On the contrary, you win the game by working as a team. If you play having in mind just your own team, not only will you not survive, but you're not playing Death Angel: you are playing "Endure the most you can before dying alone as a stubborn bastard". Hardly any advice I provide here will be of any use at all if the players don't act like a team and play in a coordinated and logical way, maximizing the possibilities of survival for all the entire formation.

**Second disclaimer:** Throughout this guide I’ll use the terms “Team Orders”, “Order cards”, or just “Orders”: they are equivalent to “Action Cards” or “Team Actions” (the cards you select for supporting, moving or attacking with your team); except the fact that “Team order” rocks and “Action card” has no thematic feeling at all!

## BACK TO BASICS:

I will list here some classic mistakes that players tend to make in their first Death Angel plays (or in all their plays, if they haven't carefully read the rulebook):

1. BOTH marines may move with the "move and activate" order, not just one. The order allows you to move, change facing and activate a terrain card, STEP BY STEP, but your marines may decide to skip any of these steps. Thus you could choose not to move, then change the facing of the marine and finally activate a terrain card, in this order. Or you could do nothing at all. Or you could move, not change the facing, then activate a terrain, for instance, etc. REMEMBER THAT TERRAIN CARDS CAN BE ACTIVATED JUST ONCE PER GAME ROUND. One marine may activate just one terrain in front of him, not several (clarified in the official F.A.Q.:

[http://fantasyflightgames.com/ffg\\_content/death-angel/minisite/support/Death\\_Angel%20FAQ.pdf](http://fantasyflightgames.com/ffg_content/death-angel/minisite/support/Death_Angel%20FAQ.pdf))

**BOTH** marines have to resolve their choices **step by step**, you **cannot** resolve “move, change facing and activate” with one marine, and then “move, change facing and activate” with the other marine: they both have to choose between moving or not (you choose which one moves first, if both move), and resolve moving; **then both** have to choose between changing facing or not, and resolve facing; then both have to choose if activating a terrain or not (you choose the order in which both activate), and resolve activating. That means **you cannot** activate a terrain with one marine, and then use the other marine from the same team to move and redeploy his partner.

2. BOTH marines may attack with the "attack" order, not just one (unless any Event Card, like *Gun Jam* or *Evasion* modifies that).

3. Teams get only 1 support token with the "Support order”, not two. That support token may be placed on your own marines, or on any other marine in the formation.

4. The marines can only spend support tokens in order to reroll **attack** or **defense** rolls. That is all. That means any other kind of rolls, like the one used to determine if a marine dies due to the card "Psychic Assault", can't be rerolled, even if the marine had 12 support tokens on him. Refer carefully to the text in the Event Cards to find out if you are required to make a "dice roll" or an "attack": "Quick Instincts", for instance, would allow you to use support tokens, while "Cleansing flames" would not.

Here you have a list of Team orders, preceded by their resolution number and followed by either they can be rerolled or not with support tokens:

4. *Overwatch* (YES): the Red team can take up to 2 shots, one per marine, by using up one support token per marine. This attack roll may be subsequently rerolled using additional support tokens (until satisfied or out of support tokens), following the same rules as the normal attacks.

11. *Intimidation* (NO): the Blue team can't spend a support token in order to reroll the dice rolling that allows you to shuffle back X genestealers in to the smaller blip pile.

12. *Run and Gun* (YES): same as *Overwatch*; if the Green team has enough support tokens to spend, after using the first one in order to take the shots, you can use further tokens to reroll these attack rolls.

13. *Lead by Example* (YES): as any other attack. Just remember that, even if both marines hit their targets, you get ONLY ONE support token to place on any marine.

14. *Flamer Attack* (YES): Zael may, as any other marine, discard his support tokens to reroll his attack, no matter if the first one hit or missed.

15. *Psionic Attack* (YES): Calistarius may reroll his attack rolls too, providing he has support tokens, in order to get additional attacks. He doesn't have to spend tokens to get additional attacks, only to reroll the attacks he missed (the extra attack is a free bonus you get when hitting).

16. *Dead Aim* (YES): even to reroll successful attacks, if you are crazy enough and eager to risk looking for a 4.

17. *Full Auto* (YES): just remember that Leon attacks three times, so you should take in account which shots you are rerolling and which shots you are taking at each moment (1st one, 2nd one, or 3rd one).

18. *Heroic Charge* (NO): the text in the card is very explicit: "Instead of attacking"... Since it is not a standard attack, it is not a normal attack roll, ergo you can't reroll it. If the result is 0, brother Claudio will die, no matter how many tokens he has on him.

5. You can't discard support tokens in order to reroll defense rolls **against genestealers attacking from behind** (that is, *flanking*) the marine. Those genestealers make an attack, and if the defense roll misses, there is no rerolling: they automatically kill the marine.

6. A tie on a defense roll means the death of the marine. If you want to survive, you have to roll HIGHER THAN THE NUMBER OF ATTACKING GENESTEALERS.

7. Defensive, offensive, moving abilities (or from any other nature) related to the Team orders ARE NOT PERMANENT, they just last for the entire round in which said order was activated. For instance, Gideon will block any attack by rolling a skull only if the order *Block* was chosen for that round. If an attack or move order was selected, his defense roll is exactly the same as for other terminators. If *Block* was selected that turn, on the other side, Gideon will not benefit from the extra hit with the roll of 4: this will be consider a miss since he didn't choose *Dead Aim*. And so on with every team.

As a side note, applying special abilities is always **optional**: you choose if you want to use them, or not.

8. You **can't** play the same order with the same team twice in a row. The game would be too easy if every team was firing all day. Advice: mark which card was used (flipping it, placing a team marker above, tapping it...) in order to remember that next round it can't be selected again.

9. A whole swarm of genestealers moves as soon as AT LEAST ONE OF THE GENESTEALERS INSIDE THE SWARM DISPLAYS THE RIGHT SYMBOL OF MOVEMENT (ACTIVATION). THE SWARM MOVES ENTIRELY, COMPLETELY, AS A WHOLE, NOT JUST THE GENESTEALER(S) WITH THE APPROPRIATE SYMBOL. Flanking works the same way. If one swarm has not more positions to move (top or bottom of the formation), it **flanks instead**. If one marine is already flanked, further flanking does nothing (the swarm does **not** “jump” to be in front of the marine: it remains behind him).

10. The formation travels as soon as at least **one** of the two blip piles is empty, not necessarily both. The order is as follows: blip pile empty, wait until the end of the actual **Phase** (not round): once the Phase ends, use the tokens on the doors (if any) to eliminate a matching number of genestealers. Then you reveal the new location card, place new terrains, discard all the old blip piles, refill them according to the new location, and activate the effect “upon entering” (if any) in the current location. Continue then with the next phase (and **maybe** round) in the play order.

11. ALL living genestealers after activating the Door effect will remain in their places and travel with the formation to the new location. None of them are discarded unless by the effect of the Door or any other Event card. **Travelling, by itself, doesn't discard genestealers in the formation**. Old door tokens that were not used disappear in the new location and are lost, even if the new location displays a door too.

12. As soon as one marine dies, the formation shifts: you move the weak segment toward the strongest (the side with less marines joins the side with the most marines). On a tie, the bottom segment moves upwards. A swarm **that has already attacked** and merges into another swarm due to shifting, won't attack with the new genestealers. Instead, you will attack only with the part of the swarm that was there before shifting. Once the Genestealer Attack Phase is over, the swarm is considered merged, and must be treated as a single swarm for all future purposes. If any two swarms that haven't attacked in this round merge into a larger one due to shifting, they will attack as a single swarm for all purposes: they will add their strength as soon as they have merged. Remember too that swarms attack in order: starting with the swarm closest to the top of the formation, and proceeding downward. If two swarms are in the same position, the swarm *on the left side of the formation* attacks first. This could lead to a marine with swarms on both sides dying from an attack from the left side, the formation shifting, and having a marine that already defended this turn, defending again against a swarm on the right side.

For further clarifications, refer to the excellent *What am I doing wrong? The list of possible mistakes*, which contains the answers to almost every possible doubt in this game and refers to common mistakes by novice players (and veterans alike):

<http://www.boardgamegeek.com/thread/577108/what-am-i-doing-wrong-the-list-of-possible-mistake>

## TRAINING ROOM (NOVICES ONLY):

Alright, maybe the first thing that caught your attention is the number of pages on this manual: you haven't played a lot and you're feeling overwhelmed right now. You just wanted a few, quick, basic tips in order to improve your gameplay and you don't want / have time to read the entire document.

So, if this is your case, I will provide here a short list of basic tips that you should never ignore, but have in mind that wishing for "a few, quick, basic tips in order to improve your gameplay" is just like wishing for "a few, quick, basic tips in order to improve playing the piano". Is not that easy: you need practice and have good, constant and extensive advice in order to do that. This game is deep and complex, despite what most people think: you are not going to improve significantly just by reading 4 basic tips.

1. Properly placing (and properly facing) your marines is the key to success and probably the most important lesson you may learn. Not understanding this is fatal.
2. You'll have to save orders for the moment they are needed. That means sometimes you'll have to play an order that is useless at the moment, in order to keep the one you'll need the next turn.
3. Every team is useful. Every marine is valuable. Don't waste marines taking unnecessary risks, or think the Green team is crap, the Gray team is the best, and throw your game away. Losing an entire team is a tragedy that should be avoided, if possible, 95% of the time.
4. Genestealers **always** move downward on the left side of the formation, and upward on the right side. That's very important because you'll have to take into account where genestealers are heading for, when planning and making instinct decisions. Picture the Genestealers moving counter-clockwise in order to remember they flank (if able) on the top or bottom positions of the formation.
5. By the way, every time you have to take a decision marked Instinct, don't just read the text on the card: check where genestealers are spawning from this round and how many.
6. Supporting your key marines is vital. Supporting less valuable marines when the team stars are not supported enough is a big mistake. In general, support as much as you can.
7. Consider every possibility when planning: the obvious choice is not always the best.
8. The order in which both marines from the same team take their shots could be very important. For instance: if both Calistarius and Scipio have the same swarm(s) in range, and especially if Calistarius is supported, you should always begin to fire with Scipio. Pay special attention to these two, Valencio and Leon, and Omnio and Zael.
9. Try to ignore the Heroic Charge and Power Field special abilities as much as you can.
10. Don't activate doors if it means a risk to the marine's life.



## PLACE YOUR MARINES PROPERLY:

Given the fact that support tokens are useless against attacks from behind and the fact the marines have many different attack ranges, learning how to place your marines in the formation **becomes a must in tactical terms**, a very much more important lesson than “being lucky” with the dice.

### 1. Red team:

- **Leon** (Assault Cannon) should be placed, if possible, around the middle of the formation, never at the extremes: this way you are maximizing his attack range so his assault cannon covers the maximum number of positions to fire at. He **never** should be intentionally placed at less than 3 positions away from the end (top or bottom) of the formation. Whenever possible, he should be in range of any terrain card and covering the back of several marines.

- **Valencio** is a very expendable marine, but, if possible, he should be placed near the doors, because his ability to activate them is a valuable one (as long as there is any Door terrain in play, of course). There is always one door in the Void Lock on the upper left area, and then the rest of the doors tend to be around the middle of the formation, but the specific configuration depends heavily on the number of marines playing. In case you want to properly cover Valencio when he’s going to activate any door, have in mind that:

- On locations 2 to 3 (no doors on location 4, obviously), three doors appear on the **left side** of the formation, while just one appears on the **right side**.
- 1 location 1C (for 8 marines) displays the only door also on the **left side**.
- 2 locations 1B (for 10 marines) have the door on the **right side**.
- 2 locations 1A (for 12 marines) have the door on the **right side**, and one location has it on the **left side**.

Don’t focus on just placing Valencio near Leon in order to maximize their firepower: due to Leon’s range, he will be often firing at positions Valencio is not able to reach, no matter how close he stands to him. If Valencio is working on the Doors, he is actually doing a more important task than joining the firefight at Leon’s side. If there are no Doors in play, it never hurts to add another shot to Leon’s, but you can place Valencio next to another terrain while Leon covers the key spots (more on this later).

|                        |   |                 |    |                             |
|------------------------|---|-----------------|----|-----------------------------|
| <b>Door (value 2)</b>  | ◀ | OMNIO           |    | No terrain card             |
| No terrain card        | ◀ | SCIPIO          |    | No terrain card             |
| <b>Dark corner (3)</b> | ◀ | ZAEL            | ⊕  | No terrain card             |
| No terrain card        |   | CALISTARIUS     | ▶⊕ | <b>Ventilation Duct (4)</b> |
| No terrain card        |   | <b>VALENCIO</b> | ▶⊕ | <b>Corridor (1)</b>         |
| No terrain card        |   | <b>LEON</b>     | ▶⊕ | No terrain card             |

**WRONG!**

Welcome to the [Void Lock](#) for 6 marines: in the example above, Leon reaches just 4 positions: in front of him, in front of Valencio, in front of Calistarius and behind Zael. Such a waste... Valencio is covering the same spots Leon may fire at (redundant), and stays far from the Door (useless).

|                 |     |             |     |                      |
|-----------------|-----|-------------|-----|----------------------|
| Door (value 2)  | ⊕ ◀ | OMNIO       | ⊕   | No terrain card      |
| No terrain card | ⊕ ◀ | VALENCIO    | ⊕   | No terrain card      |
| Dark corner (3) | ⊕ ◀ | ZAEL        | ⊕   | No terrain card      |
| No terrain card | ⊕   | LEON        | ▶ ⊕ | Ventilation Duct (4) |
| No terrain card |     | CALISTARIUS | ▶ ⊕ | Corridor (1)         |
| No terrain card |     | SCIPIO      | ▶ ⊕ | No terrain card      |

**RIGHT!**

In this example, Leon is covering **the entire formation** on its right side: Valencio covers 4 areas Leon is not covering (maximizing firing positions), and he's placed near the Door, ready to activate it.

Actually, there are two configurations for the Red team:

**KILLING MACHINES** (most recommended playing solo, with overall poor offensive firepower): they are placed more or less together, around the middle of the formation and both facing the same direction, with support tokens on both marines. They target the red or the orange terrain (and two terrains better than one), they ignore the doors, play Full Auto and Overwatch on themselves. Other marines cover their backs (let's call the figure "**Red A**").

**PROTECTORS** (most recommended playing with 10 or 12 marines): Leon is focused on covering as much backs as he can, and maybe one yellow or green terrain. Valencio is focused on charging the doors, away from Leon and covering some backs too. They play Onward Brothers, support other teams, and Full Auto when needed to protect other marines (let's call the figure "**Red B**").

## 2. Green team:

- **Gideon** (Thunder Hammer and Storm Shield) should be, if possible, facing a red (or orange) terrain card (they have 4 levels of "alert", being usually the ventilation duct; or 3 levels of alert, being usually the dark corner). His defensive ability and his short attack range make him absolutely useless in positions where it is unlikely for genestealers to show up. Have in mind that in games with big major spawns, these swarms tend to move in one specific direction: the marine next to Gideon should be able to move in order to redeploy him to face again the xeno threat if the swarm moves.

- **Noctis** is one of the best "vanilla" marines: place him around Gideon, but **be careful when placing him next to Gideon**: it is very important that the marine next to Gideon (depending on either up or down,) will be free to move when Gideon won't. Why? Because very often (or just sometimes, depending on the number of marines playing) you will need Gideon to be moved up or down in order to have him blocking or attacking. If Noctis is on the wrong next position, you cannot redeploy Gideon and have him blocking (or attacking) at the same time. You may think of Noctis as a sniper too: barring Zael, he has the best base accuracy when shooting: he is very good when precise, sure shots are required (that is, covering backs or firing at huge swarms, for example).

The Green team is best used when both marines are near each other (careful, I repeat, if you place them next each other) and facing the same direction (this way you maximize their attack: Noctis and Gideon attacking the same swarm with some support tokens have a very good probability of killing at least 2 genestealers). You can also place

Noctis one or two positions away from Gideon in the same direction the swarms will move. If you place them apart, it is not a complete disaster, but then sometimes you'll have to attack when Noctis and Gideon don't have any targets, or are facing the wrong direction, so you'll be wasting a good Attack order.

In fact, there are two possible configurations when playing the Green team: focus on offense (let's call the figure "Green A") or focus on supporting the formation (let's call the figure "Green B").

Let's study them:

**FOCUS ON OFFENSE (Green A):**

This configuration is particularly recommended when playing with 6 or 8 marines, and you don't have a lot of firepower: Gideon must be placed in front of the Orange or Red terrain. Noctis is around or next to him, ready to target the swarms spawned on that terrain, even if they move. If the Green team has no support tokens, and no other team is going to supply them, it is better to wait. Block with Gideon and go on the offense on the next turn with support tokens.

Here you have some examples:

**Genestealers move upward:**

|           |   |           |
|-----------|---|-----------|
| NOCTIS    | ▶ | ▲         |
| GIDEON    | ▶ | ▲ Terrain |
| E. Ripley | ▶ | ▲         |

**WRONG!**

If the genestealers in front of the terrain move, there is no way Gideon may Block or attack them: even if the Green Attack is available, the swarm will be targeted just by Noctis (unless, of course, Zael comes to save the day using Strategize). **You are wasting both Gideon's Block and Dead Aim.**

**Genestealers move upward:**

|         |   |           |
|---------|---|-----------|
| Lorenzo | ▶ | ▲         |
| GIDEON  | ▶ | ▲ Terrain |
| NOCTIS  | ▶ | ▲         |

**RIGHT!**

If the genestealers in front of the terrain move and we don't want Lorenzo to use his Counter Attack (or it isn't available), Lorenzo shall move down: Gideon may Block them now: or if the Attack is available, they will be targeted by both Gideon and Noctis. Next turn Gideon may move down and have Lorenzo Counter Attack, or Gideon may Block / Attack together with Noctis. Of course, it also works with no matter which other marine, it doesn't have to be Lorenzo.

**Genestealers move upward:**

|               |   |           |
|---------------|---|-----------|
| <b>NOCTIS</b> | ▶ | ▲         |
| Whoever 1     | ▶ | ▲         |
| <b>GIDEON</b> | ▶ | ▲ Terrain |
| Whoever 2     |   | ▲         |

**SO-SO**

Whether the genestealers move or not, they can be Blocked by Gideon (as in the example above), and be targeted by Noctis. But **beware**: problems may arise later on, once “Whoever” has moved down, because then you’ll once again be in the first example situation (the “Wrong!” one).

**Genestealers move upward:**

|               |   |           |
|---------------|---|-----------|
| Whoever       | ▶ | ▲         |
| Whoever 1     | ▶ | ▲         |
| <b>GIDEON</b> | ▶ | ▲ Terrain |
| Whoever 2     | ▶ | ▲         |
| <b>NOCTIS</b> | ▶ | ▲         |

**SO-SO**

Again, although Noctis is able to target genestealers on the terrain (for the moment), one movement from the swarm on the terrain, and it will be out of range for the Green Team. Of course Gideon may be moved upward (thanks to “Whoever 1” movement) and use his Block, but when it comes to firing (maybe later on), you shall move down with Whoever 2 or you will waste Noctis’ attack, and that’s as bad as wasting Gideon’s. But note how it requires moving with 2 different marines that maybe don’t belong to the same team; and if not, they have to be able to move on the same round: you are playing against the odds. Better redeploy Noctis up as soon as you can: don’t wait for the problems to arise: **prevent them**.

**FOCUS ON SUPPORTING THE FORMATION (Green B):**

This configuration is particularly recommended when playing with 10 or 12 marines, and you do have a lot of firepower, specially next to Gideon.

|                             |   |               |   |                          |
|-----------------------------|---|---------------|---|--------------------------|
| No terrain card             | ◀ | CLAUDIO       |   | No terrain card          |
| <b>Ventilation Duct (4)</b> | ◀ | <b>GIDEON</b> |   | No terrain card          |
| No terrain card             | ◀ | ZAEL          |   | No terrain card          |
| <b>Dark corner (3)</b>      | ◀ | LORENZO       |   | No terrain card          |
| No terrain card             | ◀ | OMNIO         |   | No terrain card          |
| No terrain card             |   | LEON          | ▶ | No terrain card          |
| No terrain card             |   | CALISTARIUS   | ▶ | No terrain card          |
| No terrain card             | ◀ | <b>NOCTIS</b> |   | No terrain card          |
| No terrain card             |   | DEINO         | ▶ | <b>Control Panel (2)</b> |
| No terrain card             |   | GORIEL        | ▶ | No terrain card          |
| No terrain card             | ◀ | VALENCIO      |   | No terrain card          |
| No terrain card             |   | SCIPIO        | ▶ | <b>Corridor (1)</b>      |

**RIGHT!**

Welcome to the [Teleportarium](#) with 12 marines playing. This time we play with the Green Team supporting the others, not focusing on killing: Gideon is well placed in

front of the Red terrain, and should support in order to Block any swarm at this position, but he will not be charged with the killing: Zael, Claudio (Heroic Charge if needed) and Lorenzo will do the dirty work for him. The turn he can't Block (or is not required to because there are no enemies on his terrains), Gideon will play move and stay still, in order to save the Dead Aim order. We reserve this order for the time it's needed by Noctis: note how he is covering the backs of Leon, Calistarius, Deino and Goriel. In case any of them becomes flanked (either by Events or flanking symbols), Noctis will be ready to take a good shot with his high %, while the marines turn around. In other words: Gideon is used to defend the dangerous spots, and Noctis to cover backs elsewhere. If you are required to do both things on the same turn, give priority to Noctis: that's why you have placed heavy firepower around Gideon.

### 3. Blue team:

- **Lorenzo** (Power Sword and Storm Bolter) should be, as Gideon, placed in front of dangerous terrains. He makes a good combo with the other Sergeant if placed next to him: the round Gideon can't support, he can move and place Lorenzo (using his Counter Attack) facing the Red or Orange terrain card.

- **Deino**: he is well placed near some trouble spot (but not the green one), because, just as his sergeant, he may save the day in the desperate situation you need to move him in order to shuffle back X genestealers into the blip pile. Anyway, don't trust this action but as a "last resort weapon". At the beginning of the game, he should always be oriented in the same direction as Lorenzo and not too far away from him, since it is vital that both of them have a target when you choose firing with the Blue team, and that at least one of them hits his target.

#### COLLECTING SUPPORT TOKENS (Blue A): Genestealers move upward:

|                |   |                      |
|----------------|---|----------------------|
| Whoever        |   | ▲                    |
| <b>LORENZO</b> | ▶ | ▲ <b>Dark corner</b> |
| <b>DEINO</b>   | ▶ | ▲                    |
| Whoever        |   | ▲ <b>Door</b>        |
| Whoever        |   | ▲                    |

**RIGHT!**

These are Lorenzo's most important lines of fire (not all of them):

|                |   |                      |
|----------------|---|----------------------|
| Whoever        |   | ▲                    |
| <b>LORENZO</b> | ▶ | ▲ <b>Dark corner</b> |
| <b>DEINO</b>   | ▶ | ▲                    |
| Whoever        |   | ▲ <b>Door</b>        |
| Whoever        |   | ▲                    |

And these are Deino's:

|         |  |   |
|---------|--|---|
| Whoever |  | ▲ |
|---------|--|---|

|         |     |               |
|---------|-----|---------------|
| LORENZO | ▶▶▶ | ▲ Dark corner |
| DEINO   | ▶▶▶ | ▲             |
| Whoever |     | ▲ Door        |
| Whoever |     | ▲             |

As you can see, everything is perfect:

1. **Lorenzo stands in front of a dangerous terrain** (the most important thing) and Deino is not blocking his movement upward. Nevertheless, if this would happen, it's not a tragedy (as it would be with the Green team). If in the example Deino stays above Lorenzo, not all is lost: if a swarm moves that way, they both can fire at it, or in the worst case, Deino could use the move order, stay still and use his Intimidation if no other marine may help.
2. Both are **covering each other's positions** (very important): Lorenzo can fire in front of Deino, and Deino can fire in front of Lorenzo (this way they maximize the chances of getting an extra support token as a reward).
3. Both have 2 terrains at range (it doesn't matter if one of them has only one, or even if both have just one, but they should share an active terrain as potential target)

**Genestealers move upward:**

|         |   |               |
|---------|---|---------------|
| DEINO   | ▶ | ▲             |
| LORENZO | ▶ | ▲ Dark corner |
| Whoever |   | ▲             |
| (DEINO) | ▶ | ▲ Door        |
| Whoever |   | ▲             |

**NOT BAD**

Still both may shoot at the orange terrain. If the genestealers move upward from the orange terrain, they can still shoot at them or Intimidate them (with some support tokens on the marine in front of the swarm, just in case). If you place Deino in front of the Door, he still targets Lorenzo's position, the Corner and the Door, although he will miss genestealers moving up from the Dark Corner.

**COVERING THE FORMATION (Blue B):**

Once you've supported conveniently both Lorenzo and Deino (at least one support token for Deino, one or two for Lorenzo), you may later on redeploy them in a different configuration: Lorenzo must, of course, take care of the dangerous terrains, but Deino can be used to cover backs. This is a luxury you can afford with the Blue team, because you are not wasting any magnificent attack at all: as long as one of them hits, you get your extra support token. It doesn't really matter if Lorenzo wastes his attack as long as Deino hits, or the other way around (you can't say the same about the Purple, Gray or Red teams).

Lorenzo may now be in front of a terrain, but it's less risky if he's next to one, because he may not have at his disposal the Counter Attack every other turn if you need to cover some backs with Deino. If you are willing to sacrifice the Counter Attack (maybe you already have other defensive teams well deployed on the formation or not enough tokens for activating the Counter Attack), you may use both marines to cover backs, but

be warned: Lorenzo should sooner or later use his Counter Attack, that's his best ability and if you ignore it, you're playing sub-optimally.

#### 4. Yellow team:

- **Claudio** (Lighting Claws): place him at the hot spots. A “hot spot” a position where there is a terrain card at the left side and another one at the right side, or even 1 position away,. Another “hot spot” can be found between any two dangerous terrain cards on the same side of the formation. The ability of killing with the Heroic Charge ignores facing and that’s a luxury you should take advantage of. Claudio **never** should be placed intentionally on top nor at the bottom of the formation, since that would waste potential positions in which killing is a certainty. Consider Claudio as having a “killing aura” that you should never waste.

- **Goriel**: the best “vanilla”, without doubt, should be kept away from hot spots, and you should use him for covering other marines when he fires, for redeploying them with his movement ability, or for defending key positions when supported. The support order “Defensive Stance” works with Goriel as well as with Claudio, so both can be used for “saving the day” against swarms that contain more than 4 genestealers. The survival rate of Claudio tends to zero, so **take care of Goriel** or you will soon discover that the Yellow team is gone in a blink.

The Yellow team members shouldn’t be next each other: if you set them apart, you will have more tactical choices for redeploying:

|                      |   |                |   |                   |
|----------------------|---|----------------|---|-------------------|
| Dark corner (3)      |   | NOCTIS         | ▶ | No terrain card   |
| Ventilation Duct (4) |   | Whoever        |   | No terrain card   |
| No terrain card      |   | Whoever        |   | No terrain card   |
| No terrain card      | ◀ | <b>GORIEL</b>  |   | No terrain card   |
| No terrain card      | ◀ | <b>CLAUDIO</b> |   | No terrain card   |
| No terrain card      |   | LEON           | ▶ | No terrain card   |
| No terrain card      |   | CALISTARIUS    | ▶ | No terrain card   |
| No terrain card      | ◀ | GIDEON         |   | No terrain card   |
| No terrain card      | ◀ | ZAEL           |   | No terrain card   |
| No terrain card      |   | Whoever        |   | No terrain card   |
| No terrain card      |   | LORENZO        | ▶ | Corridor (1)      |
| No terrain card      |   | Whoever        |   | Spore Chimney (4) |

**WRONG!**

This is the [Genestealer Lair](#) with 12 marines: since Goriel and Claudio are together (and facing the same direction), they may only bring to one area (middle-up on the formation) one useful marine: in the example, no one can currently deal with the Brood Lords on the red terrains because of poor planning on Reorganize. The Heroic Charge and Defensive Stance will also be useless now.

|                      |   |             |   |                   |
|----------------------|---|-------------|---|-------------------|
| Dark corner (3)      |   | NOCTIS      | ▶ | No terrain card   |
| Ventilation Duct (4) | ◀ | CLAUDIO     |   | No terrain card   |
| No terrain card      |   | Whoever     |   | No terrain card   |
| No terrain card      |   | Whoever     |   | No terrain card   |
| No terrain card      |   | Whoever     |   | No terrain card   |
| No terrain card      |   | LEON        | ▶ | No terrain card   |
| No terrain card      |   | CALISTARIUS | ▶ | No terrain card   |
| No terrain card      | ◀ | GIDEON      |   | No terrain card   |
| No terrain card      | ◀ | ZAEL        |   | No terrain card   |
| No terrain card      |   | GORIEL      | ▶ | No terrain card   |
| No terrain card      |   | LORENZO     | ▶ | Corridor (1)      |
| No terrain card      |   | Whoever     |   | Spore Chimney (4) |

**RIGHT!**

This is the *Genestealer Lair* again with 12 marines: since Goriel and Claudio are far from each other (and facing opposite directions), you may now swap:

- Gideon for Claudio
- Zael for Claudio
- Lorenzo for Claudio (risky... but possible with Intimidation or Counter Attack)
- Calistarius for Goriel
- Leon for Goriel
- Gideon for Goriel (and have Gideon moving)
- Zael for Goriel (and have Zael moving)
- Noctis for Goriel
- Any vanilla marine for Claudio (if you want to sacrifice them)
- Any vanilla marine facing right for Goriel (if you don't have more firepower at your disposal)

In other words: you may now bring a lot marines up or down in order to take advantage of their firepower or defensive abilities. The middle of the formation should move on their own, but don't worry if a Yellow marine gets in the middle and stays there for a while: sooner or later he will move again: the important thing is not having them both in the same area. If they are far away from each other, they may face different directions: as soon as they move, it doesn't matter anymore, because they may change their facing, but look at the example: if they can't move, they can use Defensive Stance (and *be moved* while using Defensive Stance), or attack: both of them are facing the right way. After redeploying them, leave them facing in the most interesting direction.

## 5. Gray Team:

- **Lexicanium** (or **Librarian**) **Calistarius** (Power Axe and Storm Bolter): his optimal position is **not** in front of terrain cards, but **always** in range of hot spots. If the Librarian can reach 2 terrain cards (one of them the red or the orange one), he is very well placed. For example, a good position for him would be covering Zael's back, while Zael (the flamethrower) covers him.

- **Scipio** (pronounced "skee-pee-oh" (no pun intended on the second syllable), if you don't follow the ecclesiastical rules for reading latin): he has a relative value (while he is alive, you may always cast the Power Field), so put him away from danger if possible, but never put his security over other more valuable characters. If Scipio is far away from Calistarius, make him face the opposite direction (best option). If he is near to Calistarius, make him face the same direction (second best).



|                        |   |                    |   |                             |
|------------------------|---|--------------------|---|-----------------------------|
| <b>Corridor (1)</b>    | ◀ | <b>SCIPIO</b>      |   | No terrain card             |
| <b>Dark corner (3)</b> |   | Whoever            |   | No terrain card             |
| No terrain card        |   | Whoever            |   | No terrain card             |
| No terrain card        |   | Whoever            |   | No terrain card             |
| No terrain card        |   | Whoever            |   | No terrain card             |
| No terrain card        |   | Whoever            |   | No terrain card             |
| No terrain card        |   | Whoever            |   | No terrain card             |
| No terrain card        |   | <b>CALISTARIUS</b> | ▶ | No terrain card             |
| No terrain card        |   | Whoever            |   | <b>Control Panel (2)</b>    |
| No terrain card        |   | Whoever            |   | <b>Ventilation Duct (4)</b> |

**RIGHT!**

This is the [Toxin Pumping Station](#) with 10 marines: if the Gray team has to fire, both marines will **probably** have targets (on the Duct for Calistarius, on the Corner for Scipio). Scipio is more or less useless near Calistarius, as the Librarian (given enough support tokens) can take care of himself very well and shouldn't need the additional (and insignificant) firepower from Scipio.

|                        |   |                    |   |                             |
|------------------------|---|--------------------|---|-----------------------------|
| <b>Corridor (1)</b>    |   | <b>SCIPIO</b>      | ▶ | No terrain card             |
| <b>Dark corner (3)</b> | ◀ | Whoever            |   | No terrain card             |
| No terrain card        | ◀ | Whoever            |   | No terrain card             |
| No terrain card        |   | Whoever            |   | No terrain card             |
| No terrain card        |   | Whoever            |   | No terrain card             |
| No terrain card        |   | Whoever            |   | No terrain card             |
| No terrain card        |   | Whoever            |   | No terrain card             |
| No terrain card        |   | <b>CALISTARIUS</b> | ▶ | No terrain card             |
| No terrain card        |   | Whoever            |   | <b>Control Panel (2)</b>    |
| No terrain card        |   | Whoever            |   | <b>Ventilation Duct (4)</b> |

**WRONG!**

Same scenario: even if Scipio is covering the backs of two marines (*which is a good thing*), his shot will **probably** be wasted more often than not: if the Librarian needs to fire, having targets for Scipio at the Corridor or Dark Corner will be **more probable** than at his brothers' backs.

Moreover: If you need Scipio to actually cover anyone's back, he will be **forced** to fire: what if at that moment Calistarius doesn't have any interesting targets? You have wasted the Psionic Attack. What if Calistarius used his Psionic Attack the previous turn (after all, it is a very demanded order and he's taking care of 2 terrains...)? Scipio **won't be able** to fire and cover anyone.

## 6. Purple Team:

- **Zael** (Heavy Flamethrower): one of the optimal positions for Zael would be covering the back of the Librarian and, at the same time, having a terrain card in range (preferably one having a high value, red or orange). It is not always possible to be there, so remember some basic tips: the back of the flamethrower must be covered at all times, by *at least* 2 marines (and not from the same team, so at least one of them should be ready to fire every turn: Leon is a great candidate for covering Zael's back). The limited range of the flamethrower (1) often forces you to move with the marine above or behind

Zael, in order to put the flamethrower at a convenient range. It is not wise to leave the flamethrower in front of a terrain card, because in that case it is possible for him to be easily flanked. As with Claudio, and for the same reasons Zael, should **never** be placed intentionally at the top nor the bottom of the formation. Remember that swarms move downward on the left side of the formation, and upward on the right side: place Zael near the terrains, but keep in mind that the swarms may always move, and then will be either out of range, or onto you: be prepared to deal with either situation (one Stategize order may fix both issues).

- **Omnio**: relatively valuable, Omnio's position is quite unimportant: he may be used for covering one of the positions that Claudio and Zael must never take, for instance.

|              |   |                           |
|--------------|---|---------------------------|
| Whoever      |   | ▲                         |
| <b>OMNIO</b> | ▶ | ▲ <b>Ventilation Duct</b> |
| <b>ZAEL</b>  | ▶ | ▲                         |
| Whoever      |   | ▲                         |
| Whoever      |   | ▲                         |

**WRONG!**

Zael will not be able to target any moving swarm from the Ventilation Duct. Also, he doesn't need at all any help from Omnio (unless it is the very beginning of the game and Zael has no support token). Omnio is best placed anywhere else, having another terrain at range preferably.

|             |   |                   |
|-------------|---|-------------------|
| Whoever     |   | ▲                 |
| Whoever     | ▶ | ▲                 |
| <b>ZAEL</b> | ▶ | ▲                 |
| Whoever     |   | ▲ <b>Corridor</b> |
| Whoever     |   | ▲                 |

**WRONG!**

You are **wasting your best asset**: Zael must be near very active terrains: Red or Orange, Yellow if it's too complicated to redeploy him near another terrain (although the green terrain shall require attention [if genestealers are spawned there](#)).

|             |   |                           |
|-------------|---|---------------------------|
| Whoever     |   | ▲                         |
| Whoever     | ▶ | ▲ <b>Ventilation Duct</b> |
| <b>ZAEL</b> | ▶ | ▲                         |
| Whoever     |   | ▲ <b>Promethium Tank</b>  |
| Whoever     |   | ▲                         |

**RIGHT!**

Although any moving genestealer from the Red terrain will escape Zael, he is actually playing with the odds on his side: any non-moving swarm from the Ventilation Duct, moving swarm from the Promethium Tank or non-moving swarm from the Tank may still be targeted by him.

**General tips:**

The starting facing for the marines (top half facing left, and bottom half facing right) is an **unavoidable death sentence** if it's kept this way during the game. Event cards like "The Chaos of Battle" (Change the facing of all of the space marines) may easily

destroy half of your men in the formation in just one round. Keep in mind that there are 2 copies of this card in the Event deck, you should not leave that possibility in the hands of Fortune, but be prepared for it, as well as for “Flanking Manoeuvre” (all the swarms that may flank have to do so) and for the occasions in which the flank symbol appears in the Event Cards. If 6 marines in a straight line are facing the same direction, and the first or the second one is flanked, it is highly probable that no one could cover him in that turn: he should then change facing in order to defend (what if he has no support tokens at all, or the size of the swarm is 5 or more?). Try, as a rule of thumb (and therefore subject to exceptions), that the facing of your marines changes every now and then: left, right, left, right, left... and so on. Of course, don’t let this advice force you to commit acts of madness such as placing a marine with his back to a terrain card.

Obviously, sometimes it will be impossible for you, due to unforeseen events, horrible starting placement, *mutual contradictions with this advice*, if I place here this one, the other one gets too far away, etc. to have all of the marines placed as described above. Never forget that it’s the *optimal situation* that is described, to which you should get as close as possible, or you should go by in case of making a choice between something recommended and something not recommended. If most of the marines follow this advice, the formation will be ready to rock and roll. If almost no one is well placed according to these tips, you are in serious trouble.

**Please, have a good look now at this formation:**

|                        |   |                    |   |                             |
|------------------------|---|--------------------|---|-----------------------------|
| No terrain card        | ◀ | <b>CLAUDIO</b>     |   | No terrain card             |
| <b>Door (value 2)</b>  | ◀ | <b>GORIEL</b>      |   | No terrain card             |
| No terrain card        | ◀ | <b>OMNIO</b>       |   | No terrain card             |
| No terrain card        | ◀ | <b>LORENZO</b>     |   | No terrain card             |
| <b>Dark corner (3)</b> | ◀ | <b>NOCTIS</b>      |   | No terrain card             |
| No terrain card        | ◀ | <b>GIDEON</b>      |   | No terrain card             |
| No terrain card        |   | <b>VALENCIO</b>    | ▶ | <b>Ventilation Duct (4)</b> |
| No terrain card        |   | <b>SCIPIO</b>      | ▶ | No terrain card             |
| No terrain card        |   | <b>DEINO</b>       | ▶ | No terrain card             |
| No terrain card        |   | <b>CALISTARIUS</b> | ▶ | <b>Corridor (1)</b>         |
| No terrain card        |   | <b>ZAEL</b>        | ▶ | No terrain card             |
| No terrain card        |   | <b>LEON</b>        | ▶ | No terrain card             |

If, in your opinion, nothing’s wrong here, it’s no wonder at all you’ve lost your last 23 games and won just 2. This is a perfect example of a terribly placed formation.

Notice how:

1. First and most important: no one is covering the backs of anyone (except, Valencio, Scipio, and Noctis: mostly vanilla marines).
2. Second: The top of the formation greatly lacks firepower, while the bottom has plenty of it.
3. The best offensive marines are wasting their attacks: Leon is wasting potential positions to kill on. Zael only reaches the green terrain (no menace at all, because it probably won’t be activated, and even then, if it gets activated and the swarm moves, it will be out of range for Zael). Calistarius doesn’t have the red terrain in range, only green.

4. The defensive marines are not in front of dangerous terrains: Lorenzo can just fire, Gideon won't be able to Block unless any swarm moves toward him. Noctis is locking the key spot for Gideon: he cannot be moved while blocking or attacking.
5. Deino and Lorenzo are far from each other.
6. Claudio (wasting his Heroic Charge aura) and Goriel are next each other.
7. This formation will be utterly destroyed the moment you draw "Chaos of Battle", any swarm flanks any marine, or get major spawns from the red and orange terrain (and it sounds very likely...). Unless you operate "fast and furious" changes in this formation (which, by the way, you may very well get as a result from the initial setup), you won't last much longer...

If that was my first round on the Void Lock, I would immediately move with at least the Yellow and Green teams (perhaps with the Red too, if the scenario allows me to do it, but then I would do different things from the ones I'll describe now).

If there are no genestealers on the Door, I would exchange Goriel and Calistarius' positions: this way you bring firepower to the top and on future turns you'll have Goriel in a more advantageous position to defend (next round Calistarius will have to turn around, and Scipio may move downward). I would swap Claudio for Valencio: this way, Valencio gets near the Door, but more important: at the end of the phase Claudio will be in an excellent position in case he has to use his Heroic Charge next round. Then, I would make Gideon move down and face right: this way he'll have the red terrain in front of him. If there are already genestealers on that position, you may cast Power Field on them for a momentary break while you redeploy: you'll deal with them next round. Be aware, however: if this swarm moves, it will be out of range for Gideon and you won't be able to redeploy him because Claudio just moved the previous round: either you have Claudio facing right and you use Defensive Stance, either you take a risk with the Heroic Charge.

If there is another swarm on the Dark Corner, use Counter Attack with Lorenzo while Noctis moves up: now he may gain reach to two terrains or may turn around for covering backs, he's not anymore on top of Gideon, while Lorenzo is on the right position.

On further rounds, you'll have to redeploy quickly Zael next to a dangerous terrain, and Leon to the positions in the middle, but for the first turn, it will do.

The formation would look like this at the end of the round:

|                        |     |                    |   |                             |
|------------------------|-----|--------------------|---|-----------------------------|
| No terrain card        | ◀   | <b>VALENCIO</b>    |   | No terrain card             |
| <b>Door (value 2)</b>  |     | <b>CALISTARIUS</b> | ▶ | No terrain card             |
| No terrain card        | ◀   | <b>OMNIO</b>       |   | No terrain card             |
| No terrain card        | (◀) | <b>NOCTIS</b>      | ▶ | No terrain card             |
| <b>Dark corner (3)</b> | ◀   | <b>LORENZO</b>     |   | No terrain card             |
| No terrain card        |     | <b>CLAUDIO</b>     | ▶ | No terrain card             |
| No terrain card        |     | <b>GIDEON</b>      | ▶ | <b>Ventilation Duct (4)</b> |
| No terrain card        |     | <b>SCIPIO</b>      | ▶ | No terrain card             |
| No terrain card        |     | <b>DEINO</b>       | ▶ | No terrain card             |
| No terrain card        |     | <b>GORIEL</b>      | ▶ | <b>Corridor (1)</b>         |
| No terrain card        |     | <b>ZAEL</b>        | ▶ | No terrain card             |
| No terrain card        |     | <b>LEON</b>        | ▶ | No terrain card             |

There's still a lot of work to do, specially on the second half of the formation. Next round you'll have to move probably with the Purple (or Gray) and Blue teams. Zael will be the last to be redeployed to an appropriate position, on the third round, thanks to the Yellow Reorganize. By then probably you will be travelling so pay attention to where you place him.

**Here you have an example of a formation acceptably placed:**

|                        |     |                    |     |                             |
|------------------------|-----|--------------------|-----|-----------------------------|
| No terrain card        |     | <b>OMNIO</b>       | ▶   | No terrain card             |
| <b>Door (value 2)</b>  | ◀   | <b>VALENCIO</b>    |     | No terrain card             |
| No terrain card        | (◀) | <b>CLAUDIO</b>     | (▶) | No terrain card             |
| No terrain card        | ◀   | <b>ZAEL</b>        |     | No terrain card             |
| <b>Dark corner (3)</b> | ◀   | <b>NOCTIS</b>      |     | No terrain card             |
| No terrain card        |     | <b>CALISTARIUS</b> | ▶   | No terrain card             |
| No terrain card        |     | <b>GIDEON</b>      | ▶   | <b>Ventilation Duct (4)</b> |
| No terrain card        |     | <b>LORENZO</b>     | ▶   | No terrain card             |
| No terrain card        | ◀   | <b>LEON</b>        |     | No terrain card             |
| No terrain card        |     | <b>DEINO</b>       | ▶   | <b>Corridor (1)</b>         |
| No terrain card        |     | <b>SCIPIO</b>      | ▶   | No terrain card             |
| No terrain card        | ◀   | <b>GORIEL</b>      |     | No terrain card             |

This is the *Void Lock* for 12 marines. Let's check together the key points:

- Omnio is placed away from danger. He is facing right because it is impossible for any swarm spawned in the Door (where Valencio is placed) to reach his position (if that swarm were to move, it would go down to Claudio, not up to Omnio, thus he doesn't risk to be caught off guard by a moving swarm). That way he covers the back of Valencio in case of flanking.
- Valencio stands in front of the door, ready to activate it with 2 tokens (his basic function).
- Claudio is near the terrain cards 2 and 3 (it would have been interesting too to place him between terrains 3 and 4, but we have already well covered that position with other marines. His facing could be right or left, depending if you stress the importance of Defensive Stance or Heroic Charge in the next turns. In any case, he is covering Valencio and Zael's backs at the same time.
- Zael is out of danger, because he is not facing a terrain, but at the same time he has the Dark Corner (a dangerous terrain) in range. Claudio and the Librarian are covering his back. Again, having him in range of the Ventilation Duct would have been great too. Placing him near the Corridor would have been a waste. Plus, Zael is covering Claudio (in case he couldn't (or you don't want to) make use of his Heroic Charge).
- Noctis is in a dangerous position, but:
  - He is being covered by Zael, having the best attack of them all.
  - He is a marine with 66% chance of hitting when he attacks.
  - He is covering from there the backs of both Gideon and Calistarius.

- The Librarian is in a very dangerous position too, since a swarm spawned in the Dark Corner could reach his back in case of movement activation. But you need him there, because:

- He is in range of the Ventilation Duct, the most dangerous terrain.
- Noctis (great hitting %) and Leon (can fire 3 times) are covering his back.
- As a last resource, Calistarius could use the "Power Field" in order to block that hypothetical swarm and get safe.
- He is covering from there Zael's back.

- Gideon is placed in the best spot for him: it is very probable that swarms of genestealers will be spawned in front of him (his range is 0, he couldn't be able to attack further than in front of him). Be aware: if the swarm in front of Gideon moves, it will go upward: be prepared for this (don't waste the move from Calistarius).

- Lorenzo keeps facing the right side because the Ventilation Duct is the most dangerous terrain and requires a lot of attention. As said before, from his position he may fire at terrains 4 and 1, and at the same time, may be moved upwards by Gideon, in order to Counter Attack and eliminate genestealers in the hot spot. He is only being covered by Leon, but in the improbable case that Lorenzo would get flanked and Leon couldn't fire, Lorenzo could resort to his Intimidation, facing left (if he has support tokens on him, and that should be the case, as we will see later) and try to reshuffle genestealers back into the pile.

- Leon is perfectly placed, as his range 3 is not wasted: he can reach 3 positions away downwards, and 3 positions away upwards. He is covering the backs of very valuable marines. His back is relatively vulnerable, because a moving spawning in the less dangerous spot (the Corridor), would move upwards to his back, but he is not being covered only by the Blue team, but also by Scipio.

- Deino is well placed: he is around Lorenzo and facing the same direction: he has at range genestealers that could be engaging Lorenzo (in that case both marines could fire at them), he is in range of the terrain 1, and he is covering the back of Leon and Goriel. Plus, he could reshuffle the genestealers spawned in front of him, as a last resource procedure.

- Scipio is facing right in order to cover Leon and having at range the Corridor.

- Goriel is placed in a position away from danger because he's very valuable. He is covering the backs of Deino and Scipio. How did he end there? Maybe as a consequence of having redeployed another member of the formation. Again, if a major spawning shows up in terrain 1, he could redeploy there the Librarian in order to deal more effectively with the problem.

### **Advice:**

*The Yellow team (Claudio & Goriel) may move at any position in the formation and thus will do wonders to redeploy your men quickly from the starting position. Take special care of the Yellow team if you play with 12 marines, because they are **invaluable**. The Yellow team will allow you to correctly redeploy the Green team in the*

*blink of an eye, while without them it may be a hard task. The same applies to correctly place Leon, Calistarius or Zael.*

The above is not, of course, the best configuration imaginable (a major spawn from the Corridor, or from the Door, and the Dark Corner at the same time could get the formation in trouble, for instance). But, in general terms, will work more often than not: it's just an example to show you how you should consider every advantage and disadvantage when deploying your marines.

Alright, if you want one excellent configuration, here you have it:

|                        |     |                    |     |                             |
|------------------------|-----|--------------------|-----|-----------------------------|
| No terrain card        |     | <b>VALENCIO</b>    | ▶   | No terrain card             |
| <b>Door (value 2)</b>  | ◀   | <b>LORENZO</b>     |     | No terrain card             |
| No terrain card        | (◀) | <b>DEINO</b>       | ▶   | No terrain card             |
| No terrain card        | ◀   | <b>ZAEL</b>        |     | No terrain card             |
| <b>Dark corner (3)</b> |     | <b>CALISTARIUS</b> | ▶   | No terrain card             |
| No terrain card        | (◀) | <b>CLAUDIO</b>     | (▶) | No terrain card             |
| No terrain card        |     | <b>GIDEON</b>      | ▶   | <b>Ventilation Duct (4)</b> |
| No terrain card        | ◀   | <b>LEON</b>        |     | No terrain card             |
| No terrain card        |     | <b>NOCTIS</b>      | ▶   | No terrain card             |
| No terrain card        |     | <b>SCIPIO</b>      | ▶   | <b>Corridor (1)</b>         |
| No terrain card        | ◀   | <b>GORIEL</b>      |     | No terrain card             |
| No terrain card        |     | <b>OMNIO</b>       | ▶   | No terrain card             |

You should now be able to see how every hot spot is taken care of; how no matter which terrain gets a major spawn, there are means to deal with it; how every marines back is covered; how moving swarms will always find one marine ready to deal with them, and how cards like “Chaos of Battle” or any flanking won’t have a big impact on the strategy; how the weak spot is the Corridor (the less active terrain), but if any major spawns comes from there, you may redeploy the Librarian or Claudio there, thanks to Goriel.... Of course, you will very seldom (or maybe never) be able to place your marines exactly like this: there is not enough time to do it before leaving the Void Lock (after all, you’ll have to support too: you can’t just move and face defensive rolls “naked”). But get as close as possible.

## VALUE YOUR MARINES PROPERLY:

From what's been said above, it is obvious that some marines are more valuable than others. You have to take this hierarchy into account at all times, since there will be a moment when you'll have to decide who lives and who dies (when the time comes for distributing support tokens, taking away genestealers from one spot or another, choosing a marine to spawn 2 genestealers behind, etc.).

Here you have a (relative and subject to debate) list of value for the space marines, from lower to highest:

**1. Valencio.** Undoubtedly, he is the worst marine in the game. He doesn't have any special ability when attacking. His supporting ability (he may discard a support token in order to fire after the event phase) is not the most useful in the world, since the fact that "waiting until the end of the event phase" means that killing a genestealer now won't affect any defense roll (it would be too late for that), but moreover: why would I spend a support token on Valencio, if I may put it on Zael, Calistarius, Lorenzo, Leon...? Valencio's best ability (by far) is activating a door with two tokens, choosing "Move and Activate". Now think about that: not every location includes door terrains. Maybe when there is a door, it is far away from Valencio... In other words: his best ability is very much circumstantial. Valencio is therefore completely expendable versus any other marine 90% of the time, and he should be chosen as the clear target of the Event card "Psychic Assault", or to be sacrificed when it comes to him or any other marine (except in rare occasions, like Valencio being the only member alive in the Red team and the other team counting 2 marines).

**2. Scipio.** Scipio doesn't have any special ability when attacking neither. His move order (discard a blip from a chosen pile) is not bad, but it is very incidental (it may serve to travel at key moments, giving you the edge when there is a Door, for instance). But overall one less blip now and then doesn't make a big difference. The value of Scipio lies in the fact that if Calistarius dies, you must keep Scipio alive **at any cost**, since as per the rules (in a very ridiculous point, I must say), the special effect "Power Field" from the Support action may be used even when the Librarian is dead. With Calistarius alive, Scipio is worth nothing (he is a potential life assurance, just in the case Calistarius dies, in order to keep the Power Field and Stealth Tactics available).

**3. Omnio.** All that's been said about Scipio applies to Omnio. However, the reason he scores higher is that if Zael (by any unforeseen, dark and ominous reason) is slain, Omnio becomes a marine that should be kept alive **no matter how**, since he grants 2 abilities much more important than the Power Field and Stealth Tactics: when you move with the Purple Team, you can peek at the next Event card and put it on the bottom of the deck or leave it in its place; while supporting grants you the amazing ability of moving a swarm upwards or downwards and/or left or right.

**4. Deino.** Unlike the three precedent marines, Deino possesses 2 interesting abilities on his own: the first one is the less appealing: he may, when moving, shuffle back some genestealers engaged with him into the smaller blip pile. This is a tactic I don't recommend at all if there are other available choices, since it depends too much on luck and nothing grants you the dice will work as hoped. But, as a last resort tactic, and



facing scenarios like one or two genestealers, or when we **don't** want to travel, it has its uses. The second ability is, by far, the one that ranks Deino fourth: if Deino slays a genestealer, he may place one support token on any marine (unless Lorenzo previously did that on that turn). It could be argued that, having Lorenzo the same ability, Deino becomes as expendable as the former marines, but it is not the case: Lorenzo won't always hit when firing, and Lorenzo may not always have a valid target when Deino has one.

**5. Noctis.** The line between “vanilla” and “Star Marine” begins to blur with Noctis. He doesn't offer any special ability when supporting, and his moving ability is not really exciting (though it may come in hand once in a blue moon, when dealing with unexpected flankings and no other marine may help); however, when it comes to firing, rolling a 4 will make Noctis to slay up to 3 genestealers in the defending swarm. We are not interested in the number of genestealers he kills, but in the fact that he raises the chance of killing: from 50% of the vanilla marine, to 66%. It may be worthwhile to place one support token on Noctis, especially considering that his team partner (Gideon) has range 0, so a lot of the firepower from the Green team is provided, curiously, by the vanilla marine. Keeping him alive is a must, if you wish the Green team to be really effective in your games: when Gideon is alone, the Green team is bound to sink.

**6. Leon.** Everything said about Valencio's abilities applies as well to his team partner, Leon: they're not extremely interesting nor always useful. Except for the third ability: firing. Leon fires three times. Now that is appealing; but that's quite all there is. After many, many experienced games, I can assure you that firing three times cannot be compared to Lorenzo's defensive ability nor the attack from the Librarian or Zael. On average, Leon will kill 1.5 genestealers per attack. That is, some turns he will probably kill one, and some other turns he will probably kill two. Don't expect him to fail 3 times in a row, **nor to kill 3 genestealers. 3 shots are not equivalent to 3 dead genestealers** per turn; and that's something novice players tend to forget.

Leon is a very useful guardian, not because of the number of shots he may take, but thanks to his amazing firing range (3), which has no match in the formation. That's the reason why his role in the formation should be most of the times the watchful “Big Brother”, covering as many marines as possible, and not being the “destroyer tank” in the hope of killing a lot of genestealers. Leon should, however, have some support token(s) on him, but in order to make him a really spectacular marine we would need to put on him more or less 4 tokens, and it's not worth it, when you may place these tokens on other marines and get more in return.

I was once playing a game with 12 marines, when my 10 years old son stepped into the room. He watched the formation, and asked me:

- *Dad, why is Leon facing the wrong direction?* (He meant the opposite way to most of the marines).

I put my arm around the kid's shoulder, stared into the horizon, and told him:

- *Because he's not a hero. He's a silent guardian. A watchful protector. A Dark Kni..., err, I mean, a Red Knight.*

And then suddenly epic, instrumental music began to play seemingly out of nowhere in the room. I swear upon my 10 year old son's life that was just the way it happened.

**7. Sergeant Gideon.** Gideon's functions will be defensive more than not: he is “doomed” to be the “shield” on the formation. His Block ability makes him nearly

undestructible when supporting (although he indeed needs some support tokens if facing a lot of enemies). When it comes to attacking, he actually is a mediocre marine, because of his poor attack range (somewhat made up for with his Run and Gun ability). And let's not forget that his defensive ability is not applied every turn, but only when the Green team supports. It is very advisable that Gideon gets to the final location, because in the case of it being a Genestealer Lair, his Block will be of great value, the same way as if at any point during the game you are facing a swarm of 5 genestealers or more attacking your marines. And that's all about him. Gideon won't make you win games, he just can prevent you from losing in some specific scenarios. All in all, he should be preserved from dying, "just in case".

**8. Goriel.** Here we have finally a vanilla marine that can even compete with the "Team Stars". The fact that Goriel is so highly ranked is due to (among other things) a simple reason: his teammate has the lowest survival rate in all the history of space marines. Claudio eventually dying, we will need Goriel alive, or our Yellow team will vanish. But is it all about Claudio dying and not losing the Yellow team? No! Goriel on his own possesses 2 amazing abilities:

First: he may always move (that is, when moving) to any position in the formation, which grants the formation a huge versatility, multiplying the offensive and defensive options against genestealers.

Second: Defensive Stance. It doesn't just affect Claudio, but also Goriel. A marine that can endure against swarms of 5 or more genestealers is a must, in the same scenarios as Gideon. Just try to avoid genestealers behind Goriel. Defensive Stance, by itself, it's an ability that pushes you to place some support token(s) on Goriel (though in general, no more than 2 nor less than 1).

**9. Claudio.** Claudio's ranking is complicated: his Heroic Charge is awesome. However, it implies a danger: the risk of Claudio dying every time he makes use of it. Claudio should be alive and at key spots, ready to use the Heroic Charge as a last resource, but you should not abuse it resorting to the charge in moments where it is not strictly necessary to grant another marine chances of survival. Claudio's attack range is 0, which makes him no killing machine at all when deprived of his Heroic Charge, but the other 2 abilities he shares with Goriel make him a real "ace up the sleeve" or "jack of all trades", and an all-round character, very useful for attacking as well as defending. The problem, as we will see later, is to know how many tokens should Claudio have on him.

**10. Sergeant Lorenzo.** Lorenzo is a key marine for winning games: his offensive potential leaves a great deal to be desired, specially when compared with some other teams, but he has the ability to provide valuable support tokens before the other teams attack. The Blue team could theoretically, provide one support token every round (one from the support order, one from the attack order, as long as one of them hits). But what ranks Lorenzo in position number 10 is, definitely, his Counter Attack. Here we have a defensive ability that will let you slay one genestealer from the attacking swarm, and force the swarm to attack again. Lorenzo, having enough support tokens, may get rid of a swarm of 5, 6, or who knows how many genestealers. That is **dealing** with a problem, while Power Field, Block, or Defensive Stance only **delays** it one more round. Anyway, Lorenzo's attack range is 2, and his ability when moving could come in handy occasionally (though it is nothing to rely on at all), as we said when speaking about

Deino. Lorenzo is a versatile character, with 2 appealing abilities, whose firepower profit increases notably if Deino is alive, and whose defense is essential and very useful.

**11. Lexicanium Calistarius.** All about Calistarius' movement has been said with Scipio. The very abilities that grant him the silver medal are the Force Field (more on how to use it properly [later](#)), a solid asset that doesn't rely on dice (and that's saying a lot in its favor when we are speaking about Death Angel), and specially his Psionic Attack: every time Calistarius hits, he may make an extra attack. This ability, read like this, is nothing to write home about, since the average killing would be just 1 genestealer per round. But (and pay attention to this "but"), with several support tokens on him, the killing power of Calistarius raises in a spectacular way. He is the only marine that has no limit capping his killing potential. At any time, Calistarius should have a **minimum of 3** support tokens on him, in order to assure a massive destruction at range 2. Yes, Leon's range overcomes Calistarius, but the use Calistarius may make of his support tokens places the Librarian far above the power of just 3 shots. The only trouble with Calistarius is that he could ruin a strategy with a long run of bad luck with dice (as most of the other marines). That's why you shouldn't plan strategies in which Calistarius kills more than 3 genestealers.

**12. Zael.** He is, by far, the best marine in the formation. Not only are his supporting and moving abilities incredibly useful and have no match, but his attack is simply devastating. He slays as many genestealers as the number rolled on the dice; that means 83% chance of killing 1 genestealer or more. 66% chance of killing 2 genestealers or more. 50% chance of killing 3 genestealers or more. 33% chance of killing 4 genestealers or more. 16% chance of killing 5 genestealers. On average, the offensive power of Zael is very much higher than that of either Lexicanium or Leon, he is unrivaled. It may be compared to Claudio's Heroic Charge or Lorenzo's Counter Attack, but both may die when accomplishing these actions, while Zael can't die attacking. He is a must in a 12 marine game and should be protected no matter the cost, **over any other marine**. He should have always at least 4 support tokens. His only flaw is the limited range of the flamethrower (1), but later we will provide tips in order to make up this inconvenience. A game with 10, 8 or 6 marines, and not having Zael, starts with less chance of success than the same game with the Purple Team. It wreaks havoc upon the enemy in combination with the Yellow team.

To sum up:

|    |           |     |     |
|----|-----------|-----|-----|
| 1  | VALENCIO  | F   | 1   |
| 2  | SCIPIO    | E   | 2   |
| 3  | OMNIO     | E   | 2   |
| 4  | DEINO     | D   | 3   |
| 5  | NOCTIS    | C   | 5   |
| 6  | LEON      | B-  | 6   |
| 7  | GIDEON    | B-  | 6   |
| 8  | GORIEL    | B   | 6'5 |
| 9  | CLAUDIO   | B+  | 7'5 |
| 10 | LORENZO   | A   | 9   |
| 11 | LIBRARIAN | A+  | 9'5 |
| 12 | ZAEL      | A++ | 10  |

Now, if we consider how useful the teams are **as a group** of two marines, the rank goes this way (I'm thinking here most of the times about a 12 marine game):

## VALUE YOUR TEAMS PROPERLY:

Disclaimer: the first time I wrote this, I was thinking mainly about games with 8 and 12 marines.

### 1. Red (Leon).

A one-man-team who packs great range and fires three times. The other one is a redshirt, useless when there are no doors in play. Tied in the last position together with the Green team. It's not that they are bad, but you may win games perfectly without the Red and the Green teams.

I'm thinking here of a game with 12 marines: if you play solo the Red team gets much better, as doors are more accessible to either Leon or Valencio, Leon covers the entire formation and 4 shots really count (you may use them as killing machines, not guardians) when the major spawn is 2 and the minor spawn is 1.

But overall: worst (support) order in the game, uncontested; and move order heavily dependant on luck (Location with Doors on play **and** Doors near the Red team, as well as a lot of support tokens needed on the door when travelling), worst vanilla marine on the game.

|                       |           |
|-----------------------|-----------|
| Firepower             | ☺ ☺ ☺ ☺ ☺ |
| Defense               | ☺         |
| Helping others        | ☺         |
| Other tricks / combos | ☺ ☺       |

### 2. Green (Gideon).

Mostly considered a defensive team, it presents also some interesting offensive capabilities, but experience is needed in order to get the best out of them. If the Green team loses any of its members (no matter who), it becomes much worse than the Red team with just Leon. Keep them both alive and stop complaining.

*Most people say that...*

I was absolutely surprised when I surfed the Internet and found years ago that the Green team was considered by most people the worst one. Main complaints were Gideon's attack range 0 (another usual complaint was "not rolling the 4 when it mattered"). Actually, if you agree on that, it means you haven't mastered the game at all: place Gideon on the right spots, grant him mobility, support him, and he will shine. Noctis, for his part, is one of the best vanilla marines. Unfortunately, if you don't have a clue about where and how to place the Green team, or which team combinations will work with them... Well, then actually yes: you will find that they suck and the Red team is much better (after all, all you have to do, in comparison, is placing Leon no matter where and he will be able to fire at anything thanks to his attack range).

Actually, the Green team is very good when you play a 12 marine game and you'll face major spawns of 5 genestealers, or several major and minor spawns get together (obviously, if Gideon is not in front of these swarms it's "his fault", not yours: blame him for his "bad planning"). With fewer marines they are still good, though not essential (after all, any marine with support tokens should do well against one or two genestealers).

Learn to love the Green team and they will love you back. Despise them as "worthless, expendable cannon fodder", and you will lose the game more than not (anyway, more than 10% of the times).

|                       |         |
|-----------------------|---------|
| Firepower             | 😊😊😊     |
| Defense               | 😞😞😞😞😞😞😞 |
| Helping others        | 😊😊      |
| Other tricks / combos | 😊😊      |

### 3. Blue (Lorenzo).

A very important team thanks to Lorenzo's Counter Attack. They are more versatile than the Green team, because generally speaking any of their orders will be useful, no matter when: attacking is good, moving is not bad in some situations, and support is great. (The Blue team is a little worse playing solo if you draw them together with the Green and Red (or Yellow), because they seriously lack firepower when compared to the Red, Gray, Purple and even Yellow teams). Deino is a very good vanilla marine, with 2 abilities (although shared-abilities) on his own.

|                       |         |
|-----------------------|---------|
| Firepower             | 😊       |
| Defense               | 😞😞😞😞😞😞😞 |
| Helping others        | 😊😊😊     |
| Other tricks / combos | 😊😊😊     |

### 4. Gray (Calistarius).

Very important, too, thanks to the Power Field as well as the Psionic Attack. As with the Blue team, none of their orders are useless, but moreover: they both have very good **offensive and defensive capabilities**. Although Scipio is worth nothing when Calistarius is alive, the Librarian's abilities are invaluable.

|                       |        |
|-----------------------|--------|
| Firepower             | 😞😞😞😞😞😞 |
| Defense               | 😊😊😊    |
| Helping others        | 😊😊😊    |
| Other tricks / combos | 😊😊😊😊😊  |

### 5. Yellow (Claudio).

A **key team**, not because of themselves, but because of how they save the day for the rest of the formation, and make other teams shine. It is the team that relies less on the dice, and that is of incalculable value in Death Angel. Both marines are useful and contribute significantly to the victory, and that makes the team rank a lot higher.

I'm thinking here of a game with more than 3 teams, where Reorganize really shines: in an 8 marine game they are still good, in a 10 marine game they are great and in a 12 marine game they are **a must**, and rank Silver Medal.

|                       |         |
|-----------------------|---------|
| Firepower             | 😊😊😊😊😊   |
| Defense               | 😊😊😊😊😊   |
| Helping others        | 😊😊😊😊😊😊😊 |
| Other tricks / combos | 😊😊😊😊😊😊😊 |

## 6. Purple (Zael).

Despite counting a worthless vanilla marine on its ranks, this team is the “*ultimate power in the universe*” when it comes to firepower. But there’s even more: their abilities affect not only marines and genestealers, but also Event Cards. All of them are brilliant, not one circumstance (except in rare occasions, “support”).

They are excellent in a 6 marine game (where Zael’s range is easily compensated), in an 8 marine game, in a 10 marine game (though you may have a hard time if the Yellow team was left out) and in a 12 marine game (you’ll need the flamer to kill lots of genestealers). Particularly brilliant, as I said, playing solo or with 12 marines (but Gold Medal in every case).

Ranks A+++

|                       |          |
|-----------------------|----------|
| Firepower             | 😊😊😊😊😊😊😊😊 |
| Defense               | 😊😊       |
| Helping others        | 😊😊😊😊😊😊   |
| Other tricks / combos | 😊😊😊😊😊😊😊😊 |

## MAKE THE MOST OF SUPPORT

I'll say it just once: **support tokens are a must** if you intend to win in this game. As a rule of thumb, if you hesitate between supporting or moving, choose supporting. A formation with a lot of support tokens is raising its chances of victory, as long as the terminators are well placed (refer to [Properly place your marines](#)).

Here you have tips for marines in need of support tokens (here I'm usually thinking about a game with 12 marines):

1. Zael: the flamethrower should receive several support tokens as soon as possible. Sooner or later, you are going to need a roll that kills 4 or 5 genestealers in a huge swarm. The flamethrower can do that, but it needs tokens in order to counter bad luck with the dice. Not to mention that at any given moment maybe Zael will need to defend and survive. At least 3 support tokens are recommended on brother Zael. Don't exaggerate neither: he doesn't need more than 5. The first marine to be supported, if the situation allows it, should be Zael, who (again) must remain alive to the end at any cost. Zael should **never ever** be (except in extreme circumstances where you have no other choice) out of support tokens.

2. Lexicanium Calistarius: the Librarian needs tokens for the same reasons as Zael: to assure his survival and the Power Field, and secondly (but not second in importance) to maximize his firepower. Having 3 tokens, Psionic Attack may pass from not killing a single enemy to dispatch 2, 3, 4 with a little luck, or, who knows?, maybe even more genestealers (but remember: this would be a fairy tale: if you are using the Librarian to get rid of 5 genestealers, you are not planning correctly). Remember that Calistarius may target different swarms in the same turn, unlike Zael. The Librarian should receive support tokens often, taking turns with Lorenzo (but both after Zael). The Librarian also should never be out of support tokens for his defense rolls.

3. Lorenzo: it is a must, in order to make the most of Lorenzo, that he gets at least 2 support tokens (preferably 3). With him, you can afford the luxury of rerolling attack rolls, since once he hits, he will provide another support token that you may reassign to him again, in order to replace the one he just lost.

4. Leon: fourthly, Leon should receive at least 1 support token. Sometimes you will need at least one or two shots from Leon, to cover someone else's back. 1 or 2 tokens on Leon are not a waste, but they are not a priority nor a must, it will depend a lot on the combat scenario and whether you use him on a **Red A** or **Red B** configuration.

5. Goriel: due to his Defensive Stance and the death toll in the Yellow team, 1 support token on Goriel is recommended to get the most from him.

6. Gideon: one single token on Gideon should be enough in most cases. His high rate of success on attack and defense rolls mean that more than 2 tokens is not advisable unless he's facing 4 genestealers or more. Again, if you plan to use him on **Green A**, give him 2 support tokens better than one.

7. No more than 1 counter on brother Claudio is a wise decision. Claudio can't reroll his Heroic Charge, so if he died with 2 or more tokens on him, these tokens would have been wasted, since you could have had them assigned to another marine, giving them a better use. However, because of the value of Claudio and his Defensive Stance ability, it is not wise at all to leave him unsupported.

8. Deino: if there are counters left, or the key marines already have enough, you can afford the luxury of placing a support token on Deino, because it's an investment: if he misses and you discard the token to reroll, it may mean a success and another support token as a reward to place on him or another marine. Invest on him if you are playing on **Blue B** configuration.

9. Noctis: although his offensive ability is good enough to not need a token (especially if it would be more useful on another marine), you want Noctis to have a token if he is going to be in danger, in order to assure his defense. It's not a bad idea to put one token on him, as he may use it for a Run & Gun if things get ugly with unforeseen flankings, and if you play the **Green A** configuration. If you play **Green B**, trust another team to provide one support token the round you need to fire with Noctis.

10. Scipio, Omnio and Valencio should not receive any support token, generally speaking, since using it on them would be a waste: they don't have any advantage when attacking or defending. **Unless** their survival is at stake and a token would resolve the problem, don't place support tokens on these marines.

As a rule of thumb, **let your common sense be your guide**: place more or less support tokens depending on which marines are in danger and which are not, and bear in mind if they will be on their next turns (nobody is telling you that you don't place 2 counters on Valencio if he is going to be attacked by 3 genestealers and you don't have any means to avoid it).

To sum it up, place these counters more or less on the following marines when playing with all of them:

(in parenthesis, an optional number of tokens that you can assign if the situation calls for it).

Zael: 3, 4, (5)

Calistarius: 2, 3, (4)

Lorenzo: 2, (3, 4)

Leon: 0, 1, (2)

Goriel: 1

Gideon: (0), 1, (2)

Claudio: (0), 1

Deino: (0), 1

Noctis: 0, (1)

Scipio, Omnio, Valencio: 0 (1 if life saver)

- The Event Card "Resupply" forces one single marine to receive all support tokens: choose the Librarian if there are a lot of tokens (5 or more), Zael if there are less than 5, and never another marine unless that marine is in serious trouble



and in need of those tokens. If those 2 are not playing (or worse: are dead), choose Lorenzo.

- The Event Card “Stalking the Shadows” forces a marine to lose all his support tokens. If no vanilla marine has tokens on him, Claudio is usually a good choice to lose his counter(s), unless he is in an immediate danger that can’t be countered otherwise.
- The Event Card “For my Battle Brothers!” gives you the option of discarding a support token on a marine and a genestealer engaged with him. Do it for sure if the genestealer is behind the marine. If it is in front of him, consider carefully the situation: maybe the support is more interesting to defend with Lorenzo, or to attack with Calistarius, Zael, Noctis or Gideon. A token on the flamethrower could mean 5 dead genestealers, and perhaps even more on the Librarian. The same way, think if you really want to discard that token on Gideon when he has 7 genestealers in front of him, and next round he is going to use his Block. Removing a support token in exchange for a genestealer is not always that obvious.
- The same considerations are applied to the Event Card “Rewarded Faith”. Killing all genestealers in a swarm seems a good choice, but also take into account where more genestealers are going to be spawned this turn, in order to know which marine can discard a support token and which can’t.
- Tokens on the doors are an interesting choice, since they mean sure casualties on the enemy. Activate doors unless you don’t have enough tokens for the key marines. Any time you have the opportunity, load the doors with the Red team. Occasionally it could be worth it (note that I’m not recommending it) to risk using Valencio to activate a door, but never Leon. Doors, however, should **never** have more than 4 or 5 tokens on them: that would be a waste (if you are travelling with way more than 5 genestealers alive, you are just not playing your game well enough).
- The Control Panel on the Teleportarium should not be used, except in desperate situations (dying due to the low number of marines, bad facing, etc.). If every marine (or almost everyone) has a support token on him, you will probably have less casualties fighting through the room and then travelling, rather than travelling and getting to the next location without support tokens. Remember that **a support token is an extra life for the marine**. It doesn’t make sense to give it up in exchange for advancing faster with the situation not under control. If you think “on average I’ll just lose two marines using the Teleportarium”, you are not playing correctly: your goal is to leave this location without casualties (see below “[Death Spiral](#)”).
- A support token on a marine that is out of danger and is never going to make use of it, is a wasted support token. Think twice before assigning it. It is very probable that Lorenzo will have to use them (either attacking or defending): if he is not your first choice, he is always a good choice: he has range 2, and a defensive ability that needs tokens to be devastating. Plus he is a marine that provides tokens when attacking. Make sure his attacks hit.

## PLAYING AND SUPPORTING THE FORMATION IN SOLO MODE:

When I wrote this guide, some two years ago, I had mostly played 8 and 12 marine games. Recently, in order to get this Guide updated and completed, I played a lot of solo games (I mean with just 3 teams). Supporting the formation, as I just mentioned on the go, in the previous version of the Guide, works slightly different here, depending on the teams you draw (or select, if you don't dare drawing XD).

First of all, every marine should (ideally) get at least one support token if you can afford it: losing just one single marine on the Void Lock or location number 2 is a **tragedy** in a 6 marine game. You'll need life-savers, just in case.

- Another interesting fact is that Zael won't need as many support tokens as recommended for a 12 marine game: since typically you will be facing swarms of 2 or 3 genestealers maximum, one support token or two should be more than enough: you don't need to roll 4s nor 5s, so the challenge is easier because the roll requested is on the average, and not notably above the average (you can be happy sometimes with just a 1 rolled).
- Calistarius, on the other hand, may receive as many tokens as you want, because he will never waste them: facing a lot of little swarms happens often in a solo game, as opposed to one huge swarm for more players.
- Leon, as I said above, may now play the roll of the "killing machine" (**Red A**), and this time you should support Valencio very well, and keep him alive (especially if you don't have any more heavy firepower). If you chose the **Red B** configuration because other teams may do the dirty work, you need Valencio alive anyway, because 2 support tokens on a Door really make a big difference (it kills the equivalent to one major spawn).
- The Green team may reroll a lot more when attacking, because no matter which marine may defend and hope for the best against one genestealer with one or two support tokens: you don't need Gideon to stop a swarm of 5 genestealers: defense abilities become more secondary and you may Run & Gun or reroll Dead Aimed shots if you have more than one token with Gideon or Noctis, a luxury that won't happen often on a 8-10 marine game.
- As for Lorenzo, his playing style doesn't change, except he won't need that many support tokens either (one or two will do most of the time).
- The Yellow team loses a bit of its appeal when moving, but on the other side the Heroic Charge now makes a huge difference. Which is a good and a bad thing, since the probabilities of losing Claudio remain the same, but if you play with the Green, Blue and Yellow teams, you will have to use it more often. So you are exposed to losing any support tokens placed on Claudio, as before. Defensive Stance, like the Block, loses a lot of power because you are really using a hammer to kill a fly

(against smaller swarms you will be probably safe rerolling even without the Defensive Stance, but anyway), and it is costly on support tokens.

One of the most important things, maybe, in solo mode, is that you should play your first one, two (or three) rounds defensively most of the time (again, depending on which teams you draw, and which Event Cards you get). What do I mean by this, that you don't attack? Of course not: I mean to leave Doors for later, to build up support tokens with the Librarian (and Power Field really helps you achieving that in a solo game), Gideon or Leon, not to attack with every team during the first round, to secure the rolls on defense, and then go for the massacre, killing everything on sight. There is nothing worse than attacking with 2 teams during the first round, failing due to poor rolling, and then facing one defense roll without tokens, and finally push up daisies. The balance between attack and defense is hard to keep with an odd number of teams, so, in general, try to support and to attack at least with one team each round: save the third team to move, support or attack as you see fit, if you can. Again: building up support tokens on the formation is vital, especially when in sight of the final location, if you get to draw Genestealer Lair.

One other thing: the initial setup may play a lot in your favor, or against you: don't despair: as travelling takes more time in solo mode (but on the lucky side, you play one fewer location), it is worth rearranging bad starting placements. The first rounds are crucial, you should remain attentive to the pace dictated by the Event Cards in order to know when to attack and when to amass support tokens.

I would say that the game is well balanced (as it corresponds to every game from Corey Konieczka I know of), as long as you draw at least one or two offensive teams. The further PoD expansions have pretty much messed up that finely tuned balance, but this is another story and shall be told another time. The fact that almost everyone thinks the best team is the... wait, is it the Gray, the Red, the Yellow, the Purple? Which one for you? Except for the Green (which, *it is known*, is the worst), everyone argues about who the best team is, claiming the title for their favourite one. Discrepancy hints at well balanced teams, and the fact is that most people don't understand that a balance between offense and defence is usually required in order to win: just defensive teams will make the game harder for sure, but just offensive teams may lead to bad luck on attack and not having any defensive ability ready to stop the surviving genestealers (after all, you cannot attack every turn, do you remember?)...

## MAKE THE MOST OF ORDERS

In this section I will review how to maximize the potential of every team when they move, support and attack: what is advisable in each situation, and what's not. A lot of players criticize Death Angel because they claim that team options are only reduced to just two each round. We will prove how this point, being literally true, is not tactically exact.

### 1. Red team:

**Move + Activate (Onward Brothers!):** the Red team represents the exception to the rule “in case of hesitation, support”, because if it may load a door, it should do it before supporting. 2 tokens on a door means 2 dead genestealers for sure (and what's more important: genestealers *of your choice*), and a token on a marine could mean several, one or none. If every key marine has already been supported, choose to move and load the door. In games with 12 or 10 marines, you will probably have at least 3 or 4 genestealers alive before travelling to the next location. In games with 6 or 8 marines, maybe it will not be convenient to load more than 2 or 3 tokens on the door, so once 2 tokens are loaded, you may want to support every other round with the Red team.

**Support (Overwatch):** sadly, the most interesting thing about the Red team when it supports, is that it gets what every team gets: one support token to place wherever. Its additional ability is very mediocre: Valencio and Leon may spend one support token to make one attack each at the end of the Event Phase. The big con lies in “at the end of the Event Phase”: by then, all genestealers have already attacked the marines, and these 2 shots won't get you out of any trouble. It is certainly more interesting to leave that token on Leon for the next turn, when he could fire 3 times and choose which targets he fires at, after having seen which genestealers remain when the Blue, Green, Gray or Purple teams have already attacked. As for the token Valencio would have to spend, we have already mentioned it: why place a token on Valencio, in order to discard it in exchange for a standard attack? This token on another marine could be traded for many more dead genestealers, or provide better defensive advantages.

The only uses for Overwatch are indeed very situational. For instance:

- a) It is imperative to fire with the Red team, because no other marine reaches those targets, or the other teams (and your own team) have already attacked the previous round. The solution would be to choose the Support Order and to fire when it is too late: after the Event Phase. It can surely prevent surviving genestealers from previous turns to add their numbers to freshly spawned swarms, but it's never going to save the day against a menaced marine: that marine needs support tokens on him.
- b) You need even more shots from the Red team next round because it will be very probable that you are travelling in two rounds and you want to enter the next

location clean. Consider Overwatch as “warming up the assault cannon”: what you are really doing is adding more shots to the next round in exchange for doing nothing this round. If the Red team has the red and/or the orange terrain in range, some targets will probably show up. Again, when it comes to Leon consider if three shots + 1 support token to reroll one of the shots, is actually not better than 4 shots and you really need to score 4 hits in a row: if that’s the case, you better have another 3 support tokens in reserve (or coming from other teams), because otherwise maths tells you that you won’t make it. Maybe you are interested in more shots from *both* Red marines?

- c) It is absolutely imperative that next round you kill two genestealers with Valencio. Why? I don’t know, you tell me... Maybe Gideon’s Block is over next round and he will most certainly face a lot of genestealers. Or Lorenzo is tired and he can’t Counter Attack anymore. No other marine can really help, no other team can move to bring help and Leon is facing the other way. As I said, you really need to take two shots with Valencio next round. So, instead of selecting “Full Auto”, play “Overwatch” (and you’d better get some other support token). Try to hit your first target at the end of the Event Phase (if you miss, you’ll have to spend a second support token to reroll, and so on), and play Full Auto next round: there you have your second shot, that you may miss as well, so again have a good reserve of support tokens that round. Now think about it: is it really worth such an investment on support tokens just to get two shots the next round?
- d) Leon is dead. Alright, now you’ll have to make up for his death with Valencio and he’ll have to give his best. Having those two shots ready, begins to be an option if you are not facing defensive rolls. If you are interested in saving the support token for any reason, you’d better take your shot next round and save your token if you hit on the first attempt, but you get no extra reward. If, on the other side, you have no interest in the token and you are willing to bet because you need to maximize the casualties, go for one genestealer and if you hit, you’ll have another free target next round: if you fail, nothing happens because spending the token is like an attack reroll on your next round.
- e) *Gun Jam*. This Event Card prevents one Team that didn’t attack previously from attacking during next round, actually forcing the only order left to be played. If you were saving the Red team attack and you moved that round, maybe Overwatch will make up the inconvenience and will allow you to take out any remaining genestealers (in front of Gideon, Lorenzo, Claudio, Goriel...) on that turn. If you supported that round, consider Overwatch as a compensation: you won’t fire next round, but you may fire two times (if lucky) now.
- f) See [Genestealer Lair](#).
- g) If you own the Print on Demand expansion Marine Pack 1, maybe you’ll want to have a look at [Litany of Hate + Overwatch](#)...

Generally speaking, as I said, it is not worth spending a token this way when compared to the other options you have at your disposal. The ability is **too expensive for what you get in return**. It will allow you to just finish off surviving genestealers and at a high cost. Anyway, you will want to play the Support order

with the Red team very often: once the doors are already loaded or not accessible to your team, focus if you can, on supporting at will (that is, every other turn), because the support from the Red team must not be saved “for a better occasion”.

*Did you know...?*

- You can't fire on Overwatch at genestealers behind a Power Field: Overwatch happens at the *end of the Event Phase*, swarms inside a Power Field cannot be slain *that round*. The end of the Event Phase actually is not yet the next round, not until the Red Team fires. In other words, the next round begins when players select their new orders: by then it's too late to use Overwatch: the end of Event Phase is already over.
- The Red team is one of the only two teams in the game that may attack every turn. The other one is the Green team, but its *Run and Gun* works on a different way: although it allows you to kill before the Genestealer Attack Phase, you'll have to solve the problem of Gideon's attack range.

**Attack (Full Auto):** I will say it again, because it is really important: **sometimes attacking is not worth it**. A typical beginner's error is to choose attacking with the Red team, against one or two genestalers in range of Leon and Valencio. Once done with it, it often happens that the next round 3, 4 or 5 genestealers show up in the same area. And now the Red team can't fire 4 times (3 Leon and 1 Valencio), just because you attacked the previous round. This round you could actually use some firepower, couldn't you? **It is not about choosing constantly between 2 orders, it is about having the right order available at the right time**. And you won't achieve this attacking every round you **are able**, but attacking every round you **have to**. Teams with great firepower or range (and the Red team is one of them) have to **maximize the number of casualties** in every attack. If there are just one or two genestealers in range of Leon and Valencio, try to deal with them by attacking with the Green, Blue or Yellow team. As a last resort, rely on support tokens or support tactics to survive defending: one genestealer doesn't mean a big deal for a marine having 2 support tokens or a special defensive ability, it can be Power Field, etc.. May Leon be able to cover the others when he is really requested to.

Remember that Leon may spend support tokens just like the rest of the marines, in order to reroll attacks, and not to get additional attacks. If his 3 shots are to hit and you have support tokens on him, you have to spend these tokens immediately if the first shot misses. Remember too that Leon may fire at different swarms each time, he is not bound to attack the same swarm 3 times. And remember that in order to maximize Leon's firepower he should be positioned around the middle of the formation, never at the extremes (refer to [Place your marines properly](#)). It is advisable (but not a must) that Valencio stands facing the same direction as Leon, either near Leon or near a terrain, facing it, since this way it is more probable that you'll never have to fire with Leon and couldn't fire with Valencio, or even worse: that you should be forced to fire with Valencio and can't do so with Leon (this choice would be a tactical wreck that, in general terms, you should avoid unless it would be absolutely called for: for instance, if Valencio has to cover Leon's or Zael's back at all costs, or something similar).

NEVER FIRE JUST FOR LAUGHS, FOR THE SAKE OF IT, OR JUST

BECAUSE YOU CAN DO IT. MAKE EVERY SHOT COUNT. FIRE IN ORDER TO KILL THE MAXIMUM NUMBER OF ENEMIES, IF YOU HAVE THE CHOICE. USING ATTACK ORDERS SUB-OPTIMALLY (THAT IS: WASTING THEM) IS A LUXURY YOU CANNOT AFFORD.

Here you have some numbers concerning Leon on Full Auto without using support tokens:

|  |                       |              |
|--|-----------------------|--------------|
| <b>Probability of killing</b>          | <b>0 genestealers</b> | <b>12,5%</b> |
| Probability of killing exactly         | 1 genestealer         | 37,5%        |
| <b>Probability of killing at least</b> | <b>1 genestealer</b>  | <b>87,5%</b> |
| Probability of killing exactly         | 2 genestealers        | 37,5%        |
| <b>Probability of killing at least</b> | <b>2 genestealers</b> | <b>50%</b>   |
| <b>Probability of killing</b>          | <b>3 genestealers</b> | <b>12,5%</b> |

And here you have some numbers concerning the entire Red team (Leon + Valencio) firing on Full Auto without using support tokens:

|  |                       |               |
|--|-----------------------|---------------|
| <b>Probability of killing</b>          | <b>0 genestealers</b> | <b>6,25%</b>  |
| Probability of killing exactly         | 1 genestealer         | 25%           |
| <b>Probability of killing at least</b> | <b>1 genestealer</b>  | <b>93,75%</b> |
| Probability of killing exactly         | 2 genestealers        | 37,5%         |
| <b>Probability of killing at least</b> | <b>2 genestealers</b> | <b>68,75%</b> |
| Probability of killing exactly         | 3 genestealers        | 25%           |
| <b>Probability of killing at least</b> | <b>3 genestealers</b> | <b>31,25%</b> |
| <b>Probability of killing</b>          | <b>4 genestealers</b> | <b>6,25%</b>  |

## 2. Blue team:

**Move + Activate (Intimidation):** the Blue team may, after moving, shuffle back some genestealers into the smallest blip pile, as long as those genestealers are engaged with the blue marines. This action is not usually a good idea for several reasons:

I. That dice roll can't be rerolled, since it is not an attack nor defense roll. If you get a 0, no engaged genestealer would be shuffled back into the pile. And you'll have to fight them, since they are engaged with your marine(s), unless any other team deals with them. And if another team is going to eliminate them, why try to shuffle them back into the smallest blip pile?

II. Adding more genestealers into the smallest blip pile usually means more rounds before travelling. More turns before travelling usually means travelling with more living genestealers in the formation to the next location. Why prolong the game with more turns before travelling? It could be interesting if you are ready to load a Door again with the Red team, but I can't think of any more scenarios.

III. Any one of the other 2 options (attack or support) will probably be more useful in order to get rid of those genestealers that you are planning to shuffle back. Check them out.

IV. Shuffling back genestealers into the smallest blip pile is not dealing with the problem: it's just delaying it. Maybe the next round those genestealers will show up in the worst spots for you or maybe they will flank key marines... who knows?

Use Move + Activate only in the case there are genestealers behind your Blue marines, they have support tokens on them and no other team may definitely take out the genestealers: change facing in order to make use of the support tokens, in the hope of subtracting some attackers from the swarm. Another possible use of Move + Activate would be the suicidal help: an important marine is facing too many genestealers in his position, Deino is next to him and the genestealers can't be eliminated by any other means: move Deino to that position and pray for rolling a 5. Generally speaking, this ability is too bold and isn't worth it, but, as a last resort in desperate cases it will do, as long as good luck joins the party. By the way, if you are resorting to good luck more than not in order to win your Death Angel game, you are not playing well.

Warning 1: if both Blue Marines are engaged with genestealers after moving, **YOU ROLL JUST ONCE FOR THE INTIMIDATION EFFECT**. You don't get to roll twice (once per marine): one roll is all you get to reshuffle that number of genestealers.

Warning 2: **if you chose to** use the Intimidation effect, then you **have to** reshuffle that amount of genestealers (your dice roll): you cannot choose to reshuffle fewer than the number you rolled, even if it would be beneficial to you (for instance if further attacks would most certainly take out genestealers).

**Support (Counter Attack):** that is certainly the order that shines brighter in the Blue team. Though it is true that it's worthless to Deino, the Counter Attack ability transforms Lorenzo's Power Sword into a lethal weapon: if he rolls a skull while defending, the attacking swarm will lose a genestealer, and they will attack again. It is vital to use this ability in combination with support tokens (how many are enough will depend on the number of genestealers Lorenzo is ready to engage). Let's imagine a bad scenario: 5 genestealers attack Lorenzo, who has activated his Counter Attack. Rolling a 1 would be enough to survive and he will slay one genestealer too. Rolling a 2 would do the same, but the 3, 4 and 5 would mean his death. In other words, a 50% chance of survival. However, with 2 support tokens on Lorenzo, the chances of rolling a skull would rise to 87.5%. Later on, against 4 genestealers, Lorenzo would make it with the 1, 2, 3, 5 (this last 5 would make him survive, although he would kill no genestealer in the swarm). Against 3 genestealers or less, Lorenzo can count on every result except the 0. Against 2 genestealers and with some support tokens, you could even consider the possibility of rerolling the 4 and 5 in order to kill them, without risking too much. "I have seen things you people wouldn't believe": players taking attacks from behind with 3 genestealers and Sergeant Lorenzo killing them all with his Counter Attack (and by the way: yes, Counter Attack works too on Lorenzo when flanked). I don't mean I recommend it, but have in mind that against 3 genestealers, Lorenzo dies only on the roll of 0 (as with the Heroic Charge, it is something you should not abuse, although luck plays on your favor 83,33% of the time, against 16,66% chances of screwing it up). In other words, Lorenzo having 3 support tokens is, by far, even better than Gideon when it comes to defending,



because Lorenzo does not just stop the attack and survives: there are also a lot of possibilities that he kills many attackers (50% minimum, that you may maximize with the support tokens). Once again, solving the problem is better than delaying it: dead genestealers don't move, don't flank, don't merge into other swarms. Living ones do.

Remember also (especially if you are a novice player) that Lorenzo may execute the Counter Attack Order even with no genestealers in front of him, just to be moved later to an upper or lower position, placing him at the appropriate moment in the appropriate place. Lorenzo usually works great in teamwork with Gideon (there is a reason why they are both the squad sergeants): while one of them supports, the other one places him at the right spot moving and exchanging places with him. Next turn, they can do it all again viceversa: the first one supports and the next one moves in order to get the same results. This manoeuvre may give you optimal results when facing a red terrain, even with no help from any other offensive teams... (of course, remember that the Yellow team may too "magically teleport" Lorenzo if he is needed in the position of Goriel or Claudio).

Also have in mind that (as mentioned above) **the Counter Attack always works** (if the support order was selected), even when Lorenzo is flanked, **against every genestealer**, including those attacking from behind. Even if Lorenzo can't use support tokens when attacked from behind against the flanking genestealers, and thus he can't reroll, he still kills one genestealer when rolling a skull.

So, considering the Counter Attack as a luxury, remember this: **DON'T SUPPORT JUST FOR THE SAKE OF SUPPORTING, when no additional benefit is forthcoming**. In order to get support tokens, you may shoot with the Blue team. Therefore, reserve the Counter Attack, if you have the choice, for the time Lorenzo is actually going to face at least one genestealer when defending. Otherwise, perhaps by the time you will need that wonderful defense, you could not use it just because you activated it the previous round (same as with the Red team attack, it is imperative to keep it ready for the best moment, not just throwing it away at the first opportunity). **ALWAYS TRY TO HAVE SUPPORT TOKENS ON LORENZO: otherwise, you are wasting him**.

**Attack (Lead by Example)**: the Attack from the Blue team, potentially the weakest in the game regarding the casualty numbers (2 maximum), is extremely useful if you have to get rid of a few genestealers and they are in range of both team members. If anyone in the Blue team hits, the formation will get a reward in the form of an extra support token. An excellent replacement for the Support order if it is needed for a later round in which it may come to hand. That's why Lorenzo and Deino should always be facing a terrain at distance 2 (preferably one active terrain, red or orange), or at least be placed near to each other in order to shoot genestealers engaged in combat with any of them. Having them placed far from each other and out of range of any terrain card means wasting a possible support coming from an attack. One support on Deino may be a good choice if he is far from Lorenzo but he has a dangerous terrain in range: it is an investment in order to guarantee a hit when attacking and a future support token.

### 3. Yellow team:

The biggest problem concerning the Yellow team is that every order is useful almost every round.

**Move + Activate (Reorganize):** one of the most useful orders in the game, it allows the Yellow team to get to any other position in the formation. You should nonetheless remember that **the redeployed marine does not change his facing**. Before planning, take into account that the Blue and Red teams are the ones that **don't** move before the Yellow team, so you won't be able to use the Yellow move + activate in order to bring Valencio or Leon in front of a door and then activate it to place 2 tokens there, because by the time you may redeploy the Red team thanks to the yellow movement, the Red ones have already moved and therefore they couldn't activate the Door later.

Other than that, the mobility the Yellow team provides is excellent in formations with a lot of marines: In order to redeploy Gideon or Lorenzo in their defensive positions when the Yellow team has already made use of their Defensive Stance the previous turn, to quickly redeploy Leon in the center of the formation right after the beginning of the game; or to place the flamethrower in positions where he normally couldn't fire at, due to his restraining fire range. If possible, the Yellow team should move the first round of the game to rearrange the random placing at the beginning of the game, and correct problems such as Leon or Zael's positions. Always remember that the facing of Claudio **really does matter** after moving: you will not always want (or be able) to use his Heroic Charge.

If the Red team has already charged a door, it is always easy for the Yellow team to come by the next round and charge it once more (shall I write a disclaimer to warn you that no terrain may be activated twice in the same turn?). The same goes for Control Panels, Spore Chimneys, etc.: they will always be "in range" to be activated by the Yellow team.

The Yellow team works great also if you choose to provide them with support tokens, in order to nullify flankings for other marines at any point in the formation: replace the flanked marine by Claudio or Goriel (if they have a good reserve of support tokens) and correctly face the replacing marines. Of course, this is not a winning technique, this is just a provisory resort and won't work for long against big numbers of genestealers.

**Support (Defensive Stance):** due to how awesome moving and attacking with the Yellow team is, people tend to forget or look upon these abilities, which are equally useful in desperate cases.

The biggest concern with Defensive Stance is that it forces the marine to spend a token in order to work, therefore it won't work against flanking attacks (Lorenzo and Gideon still have a 50% chance on their rolls when attacked from behind). The Purple Team, as we will see later, can lend you a hand on this. Apart from that, Defensive Stance presents more advantages over the other 2 mentioned support orders (Block and Counter Attack) concerning the risk against huge numbers of genestealers in a swarm (5 or more), for only the 0 will doom us when using Defensive Stance. It is perfect to stop the Brood Lords or huge swarms in games with a major spawning of 5 genestealers. Have in mind too that the yellow marines have to be at the right spot or someone else should place them there by moving: you can't use the Move + Activate (Reorganize) and the Defensive Stance in the same

turn!!! If your short term plans include making use of Defensive Stance very often, you should place more than one support token on the yellow marines: you should always consider bad luck as a factor when planning.

**Attack (Heroic Charge):** yes, for sure Claudio's ability is amazing. Yes, it has indeed a lot of advantages:

- 1st: 3 genestealers will always die, no matter the result you roll afterward.
- 2nd: Claudio's facing doesn't matter for this attack.
- 3rd: it raises brother Claudio's range from 0 to 1.

However, it comes at a great disadvantage too: roll the die; if you get a 0, brother Claudio dies. And you can't use support tokens in order to reroll this time.

This risk (even if it means just 1/6 chances of dying) makes the Heroic Charge not an advisable standard attack for Claudio in every round the Yellow team attacks. Consider the possibilities: on average, you should not expect brother Claudio to use the Heroic Charge more than six times and keep him alive. Of course, I have seen games in which Claudio attacks 8 times (and even more) with the Heroic Charge and make it to the end. But I have also seen games in which Claudio dies in his very first Heroic Charge, on the Void Lock. Or on his second charge, or on his third one...

What do I mean: the Heroic Charge should be considered as a very valuable resource, which we can't waste. Use it in order to solve really dangerous situations: genestealers flanking Claudio or other key terminators right above or below Claudio, swarms containing more than 4 genestealers, etc. **The Heroic Charge IS NOT A TOY FOR KIDS**, and should **not** be used "in order to kill 3", if those 3 may be neutralized by other means or if they don't represent a serious menace for the other marines. In other words: Claudio has a standard attack too, as everyone else, remember that? Yes, it has range 0 and only 50% chance of hitting: that's why Claudio should always be well positioned and facing the proper direction. As the game goes on, you may consider using the Heroic Charge more often, but never forget that resorting to it implies a risk (some people enjoy the thrill of rolling the die in order to check if Claudio dies or lives and that's why they abuse the Heroic Charge. I recommend these people should play the Russian Roulette instead of Death Angel). Strategies in Death Angel should always be planned having in mind that something can go the wrong way. Losing Claudio in the Void Lock, or in locations 1 or 2, is a tragedy and cuts down your chances of victory, because you are not just losing the Heroic Charge for later turns, but also a marine who may move to any point in the formation and use supports in order to stop great numbers of genestealers.

Goriel's attack is standard and no more comments are needed here, except about the fact that it is not always possible (nor useful) to have him near Claudio, due to the constant redeployment of the Yellow team, so you can't always make the most of his attacks. However you should, if possible, choose attacking with the Yellow team (as with almost every team) if both marines can reach targets, not just when one of them can. Finally, Goriel is not a bad choice in order to cover another marine's back.

I will say it again: **DO NOT USE THE HEROIC CHARGE UNLESS IT IS REALLY A MUST IN ORDER TO SAVE OTHER MARINES (OR CLAUDIO HIMSELF) FROM A VERY CERTAIN DEATH.** Once you've reached the final

location on the Space Hulk, in general terms Claudio will have done his part, and have the situation more or less under control, you can risk losing him every other round with the Heroic Charge. That's why it is "heroic", after all: there is nothing heroic in dying during the first minute of the game, but it is heroic indeed falling while delivering the fatal blow to a Brood Lord and saving the day...

#### 4. Green team:

The Green team is not, as most believe, "the weakest team". It is the less understood and the most difficult to play. Fools playing the Green team inevitably ruin games. Intelligent or experienced players playing the Green team can save the game.

**Move + Activate (Run and Gun):** this ability allows the Green team to spend a support token in order to make an attack right after moving. In general, this ability is NOT very good and should not be used except in cases of extreme necessity. I will explain why: when the Green team uses its attack, every Green marine has a 66% chance of killing at least one genestealer (or even more, if you roll a 4). That means a team significantly increases its possibilities of killing 2 genestealers (one for each team member) compared to the rest of the teams. If either Noctis or Gideon has a support token and he misses his first shot, there is a second chance, again with 66% chances of hitting, to repeat the attack. 2 attacks with 66% chances of hitting mean a 89% probability of killing. Very likely. Now, **we don't have** this fantastic probability at all when we resort to the Run and Gun. If we spend the support token to attack after moving, this attack will have only the usual 50% chance of hitting. The token is indeed more useful if we leave it on Gideon for further defense purposes, or to reroll our attack when using Dead Aim (the very name of the orders gives you a hint: you can't compare the effectiveness of a shot when in a rush, to a Deadly Aimed shot). Run and Gun should only be used in the case when a dangerous genestealer flanking a marine couldn't be slain by anyone other than Gideon, who is one position away. The problem is Gideon has range 0, so he can't reach the genestealer: ok, it's time for Run and Gun, move to that position and then spend a token in order to attack (it is certainly better if Gideon has 2 tokens, leaving one in case he misses, but I'm now not telling you anything you didn't know before). The same could be applied to Noctis, but in that case you are interested on changing his facing and firing with range 2 because you want to destroy a swarm that has suddenly flanked and you have no other means to fire at it. In other words: **in case of necessity**, Run and Gun may be used to compensate the short range of Gideon when attacking or by Noctis in order to deal with sudden flanking. And that's about all. Don't resort to the ability "to kill more" if other terminators are going to target the genestealers later, and you are about to attack with Run and Gun. Support tokens are more useful on the marines than spent this way.

If other teams have their chance to kill the genestealers you're planning to attack with Run and Gun, then it's not worth trying it: leave the task to the ones who know how to carry it out better.

**Support (Block):** as you probably guessed, in this section I'm going to tell you that Gideon's Block is a very valuable resource and you should not spend it lightly. It must be available for when it's needed. I want you to remember too that Blocking

doesn't eliminate any genestealer in the attacking swarm and thus should be employed as a tactic to delay the problem, for it does not solve it. A swarm containing a huge number of genestealers should end with Gideon's shield defending, but previously it should have tasted the Psionic Attack from the Librarian, Zael's flamethrower, Leon's assault cannon or the storm bolters from the Blue team. Think about Gideon's shield as a "last resort" to deal with the surviving ones, not as a way of dealing with the problem. Having some support tokens, Lorenzo's power sword is infinitely better. But having just one token or no token at all, it is better to choose Gideon for defending.

Let's add on a sidenote that, unfortunately, Noctis doesn't get anything at all when Block is selected, and that's why Noctis should not be in front of terrain cards unless heavily protected or planning to move in the short term.

Finally, let's point out that the value of the Block order is **1**, so anytime the Green team is in play and supporting, the player controlling them will have to make the decisions marked "Instinct" on the Event Cards. Have this in mind if this player is a novice player or a foolish one. The Green team should always be controlled by an expert player, in order to not make stupid decisions such as constantly using Run and Gun, supporting when he shouldn't be or choosing the wrong marines as a result of an Instinct decision.

**Attack (Dead Aim):** novice players tend to focus on the Block ability and they forget that although it is a great defensive resource, the Green team displays a very attractive offensive ability too. Their advantage consists of: when rolling a 4, they slay up to 3 genestealers from a single swarm (the swarm they were targeting). **KEY ADVICE** for novel terminators: the thing that's interesting about this ability is that **"the 4 hits too", not that "the 4 kills three genestealers"**. In other words, if you are making plans that rely on "I roll 4, get rid of these 3 genestealers with Noctis or Gideon and that's it", you are playing **wrong**. NEVER count on that 4, because the chance you have of pulling off the trick is just 16%. You will probably roll that 4 when you are shooting at one genestealer, maybe two (Murphy's Law), or when the swarm you hit was going to be attacked later by Calistarius, or Leon...

What is utterly funny is that the people who make plans counting on killing three genestealers rolling that 4, are usually the same people who never expect Claudio to die when using the Heroic Charge. The possibilities are exactly the same: 1/6. If you think that "It is nearly impossible that Claudio dies", it is also "nearly impossible" slaying three genestealers attacking with one member of the Green team. Don't let *the wishful thinking* fool you. In order to pull off a plan like that in a realistic way, Noctis or Gideon should have 5 or 6 support tokens on either of them (most of which would very probably be spent). And that is foolish: you get better results with Zael, the Librarian, Lorenzo (or even Leon) and fewer tokens.

Think about that 4 as a "possible bonus", that will free other teams from attacking a big swarm in order to focus on other less dangerous swarms if you roll the 4, or maybe to finally save yourself using the Heroic Charge, but not as "if I roll the 4 I save our asses, I need to roll it or perish...": that's exactly how you lose a Death Angel game.

The Green team should target swarms in which it is imperative to slay at least one genestealer, or genestealers flanking other marines (sadly, only Noctis can do this, unless the Purple team is in play), as their chances of hitting are high.

**REPEAT AFTER ME: ANYTHING BUT 0 AND 5 ON THE DIE, WILL WORK AND KILL GENESTEALERS.**

Once more: they must NOT be considered as “*the guys who may kill 6 genestealers in one round with a bit of luck*”. In your mind, the Green team will probably kill 2 genestealers if both attack, not 3, nor 4, nor 6.

I must point out here that the firepower in the Green team doesn’t often come from Gideon, but from Noctis. Noctis is not a “vanilla marine” as Omnio, Scipio, Valencio or even Deino: he has a “Dead Aim”, which makes him more effective than a standard marine. He should always have at least one terrain in range. As said above, think of Noctis as a marksman: he is very good when a sure shot is needed: that is, covering backs. Lorenzo and Gideon don’t need as much cover as the rest, since Counter Attack and Block work from behind too (I’m not telling you not to cover Lorenzo, but to not commit a lot of resources, or your best assets, covering him): if Noctis is covering Zael, Calistarius or Leon’s backs, and at the same time he has one terrain at range, he is doing well. Remember too, that the marines in front of the red and orange terrains are easily flanked.

By the way, for those who keep whining about “Gideon’s pathetic range”, we will see next **how the Purple Team can lend you a hand on this**, overcoming the problem.

Finally, here you have some numbers concerning Dead Aim without support tokens (assuming both marines attack the same swarm):

|   |               |
|---|---------------|
| <b>Probability of killing 0 genestealers</b>          | <b>11,11%</b> |
| Probability of killing exactly 1 genestealer          | 33,33%        |
| <b>Probability of killing at least 1 genestealer</b>  | <b>88,89%</b> |
| Probability of killing exactly 2 genestealers         | 25%           |
| <b>Probability of killing at least 2 genestealers</b> | <b>55,56%</b> |
| Probability of killing exactly 3 genestealers         | 11,11%        |
| <b>Probability of killing at least 3 genestealers</b> | <b>30,56%</b> |
| Probability of killing exactly 4 genestealers         | 16,67%        |
| <b>Probability of killing at least 4 genestealers</b> | <b>19,44%</b> |
| <b>Probability of killing 6 genestealers</b>          | <b>2,78%</b>  |

If **one** Green team member has **one** support token, the probabilities rise this way (assuming you never reroll on 1, 2, 3):

|   |               |
|---|---------------|
| <b>Probability of killing 0 genestealers</b>          | <b>3,70%</b>  |
| Probability of killing exactly 1 genestealer          | 16,67%        |
| <b>Probability of killing at least 1 genestealer</b>  | <b>96,30%</b> |
| Probability of killing exactly 2 genestealers         | 41,67%        |
| <b>Probability of killing at least 2 genestealers</b> | <b>79,63%</b> |
| Probability of killing exactly 3 genestealers         | 5,56%         |
| <b>Probability of killing at least 3 genestealers</b> | <b>37,96%</b> |
| Probability of killing exactly 4 genestealers         | 27,78%        |
| <b>Probability of killing at least 4 genestealers</b> | <b>32,41%</b> |
| <b>Probability of killing 6 genestealers</b>          | <b>4,63%</b>  |

As you can see, these are very good odds... With just one support token for each of them, they rise in a spectacular way. Make sure Gideon has a target when attacking, otherwise you are wasting those percentages.

## 5. Purple Team:

Same as the Yellow team, the biggest “problem” with the Purple Team is that all their abilities are awesome and you can’t activate more than one per round.

**Move + Activate (Forward Scouting):** although this ability benefits from the hype (and although it is indeed a good ability, much better than most of the moving abilities on the other teams), you should **not** abuse it. Not because it is bad (which, I repeat, it isn’t), but because the other 2 abilities are **even better**. Supporting with the Purple Team lets us effectively neutralize any flanking, get a dangerous swarm in range of Gideon, the Librarian or anyone else (plus the usual support token). Attacking with the Purple team can be described simply as devastating. So, faced with any of these 2 actions, taking a look at the next Event Card and leaving it in its place or placing it at the bottom, however good it is, isn’t the best ability in the pack. When should I move with the Purple Team? When you are not interested in attacking because the menace is meaningless, all the important marines already have support tokens and there is no dangerous swarm flanking or one that we wish to move, and there are hints that maybe next round there will be one. In any other case, attack or support to counter the danger.

And now, *All the things you always wanted know about Forward Scouting but were afraid to ask:*

I. Placing an Event Card at the bottom of the deck equals, to all intents and purposes, to discard it. I have never seen the Event Deck running out of cards, and in order to get that happening, you should play a very surrealistic game, with nearly impossible dice rolls everytime, and you should remain in the final location more times than is plausible.

II. If Zael is in front of a terrain (although, in principle, he shouldn’t be), forward Scouting is very useful, because it lets you know if there are genestealers incoming in front of him, and what’s better: if the genestealers standing in front him or next to him will move or flank him. In the latter case, always discard the card, as good as it is: a flamethrower flanked is a serious problem compared to a flamethrower having some genestealers in range. If the swarm you are about to target the next round doesn’t move out of reach of the flamethrower, leave the card in its place. Forward Scouting combined with a further flamethrower attack multiplies the possibilities of assuring there will be no unforeseen problems with moving or flanking swarms.

III. Plan according to the future: perhaps the text in the card nullifies problems that seem serious now (maybe a door will be charged, you are given the opportunity to eliminate some genestealers, or to shuffle them back into the blip pile...). Perhaps

the text will give you the chance to plan in a different way than you would do if you weren't aware of the card, perhaps you will have to further reinforce the support on a given marine, perhaps next round a weapon will be jammed or a flanking manoeuvre is on its way... Plan ahead.

IV. Think twice before discarding an Event or not. Don't just look at the text, like beginner players do. Take a closer look at which kind of spawning there will be, and from which terrains the genestealers will be spawned: is any marine going to be flanked? Will 2 swarms merge...? Have in mind, if the word "Instinct" is on the card, who is the Active Player, and who is going to make the decision that you'll be concerned with: if it is a hard choice or isn't obvious and the player who has to make it is unexperienced, you are in trouble...

The Event Card "Psychic Assault" should be sent to the bottom of the deck without further considering 100% of the times. Not only because the text is lethal (a 33% chance of losing a marine for the sake of it, without the chance of rerolling), but also because it includes the flanking symbol. Other cards like "Out of Thin Air" or "They're Everywhere!" make very serious problems too (spawning 2 genestealers behind a marine or spawning a genestealer in front of every marine not engaged in combat) with flanking symbols. They should be discarded unless very rare situations take place: maybe you can take care of those 2 genestealers without any problem, because you followed my advice in the first lessons and all the marines cover each other's backs, or maybe the flanking symbol doesn't affect any swarm currently in play. Perhaps almost every marine is already engaged in combat, so you don't lose very much, and the flanking doesn't trigger any effect either. Perhaps all you need to deplete is one blip pile, or spawn one genestealer on that particular side (or on both sides if you're lucky)... But these scenarios are exceptional ones. In the same way, "Flanking Manoeuvre" forces every genestealer able to flank to do so; either you are ready to deal with that situation or it is better to bury the card.

Likewise, "Surrounded" or "Chaos of Battle" could be lethal or harmless: "Move every genestealer to the position of one marine of your choice"; maybe "every genestealer" means just one or two. Maybe brother Lorenzo is awaiting with 3 tokens on him, ready to welcome 4 genestealers in front of him... "Chaos of Battle" (change the facing of every marine), in the rare occasions you have just travelled and terrain cards will appear behind your marines, this could even be beneficial... Generally speaking, if the text on the card implies problems for the marines, the corresponding spawning symbols are usually minor or there is no moving nor flanking symbols at all. On the other hand, if the text means an advantage for the marines, there are usually major spawns (even in both locations, as in "Full Scan", "Cleansing Flames", "Second Wind", "Temporary Sanctuary", "Secret Route", "Quick Instincts", "Enter Formation" and "Rescue Space Marine"). Perhaps (and only perhaps) the advantage on the card doesn't make up for the cons under the form of spawns or genestealer movement, maybe you should consider burying the card and risk a different one. Anyway, I recommend you **risk as less as you can**: it may happen that the next card poses a greater problem than the one you just discarded. Knowing that a specific problem is forthcoming and plan concordantly is less risky than not knowing if the next card is a problem or an advantage, and planning wrong because of that.



“Most people say that... I should Scout every other turn”. Ok. Did you actually realize that....:

1. ... if you’ve read my advice about deploying the formation correctly, you should be able to deal with spawns on any terrain, so, generally speaking, it doesn’t matter which terrain the genestealers are coming from, because you can **always** plan after having actually seen the spawning phase? Useful information provided concerning terrains = zero.

2. ... good effects imply bigger spawns, and bad effects imply smaller spawns, so it doesn’t matter which card you draw, because in general you get the same benefit/harm overall? Information value on the balance “effect / spawns” = zero.

3. ... event Cards with major spawns generally imply travelling faster if they hit the right blip pile, and are not that bad? (Travelling faster allows you to fight against fewer genestealers over the length of the game) Major spawns are actually bad for you if they drain the biggest blip pile. Avoiding every major spawn (most cards have at least one major spawn on it) in exchange for drawing another Event Card = not a good idea.

4. ... discarding cards may accelerate the pace for an incoming Psychic Assault, or a Rescue Space Marine when you actually don’t need it? Were you aware that the only way of getting rid of Psychic Assault / They’re Everywhere, / etc., is *drawing it and discarding it*? (If the card in question is currently the second one in the Deck, *it doesn’t matter whether you discard or keep the first one*)

Benefit of discarding = very low. Risk = very high (unless you’ve already drawn the Psychic Assault / They’re Everywhere, / etc., and you are eager to speed up the incoming of Rescue Space Marine).

So, if you are going to keep the card because discarding is risky, why bother looking at it? You’re going to know what it is anyway at the Event Phase.

5. ... knowing which symbols will move or which symbols will flank **only help you decide which genestealers you have to kill on a given swarm** if you don’t want it to move/flank, **and** that swarm actually contains a lot of genestealers **and** you have **previously made the choice** to kill one/some of them? By the time you Scout (Move + Activate order), you have already distributed all your support tokens (Support orders are resolved before), and you have already decided which team(s) are going to attack that round, so it won’t help you at all when planning your defense or offense supports (you don’t know which marine will have to reroll his attacks, etc.)... Otherwise it’s just a “yeah, ok, this swarm will move. But I can’t do anything about it because I decided to support elsewhere (in a most dangerous position maybe), so...”. What? Did I hear you saying “Hey, it helps me also move other marines away from or to the future positions the swarm is going to move!”? Well, besides you’ve had to issue the Move order *previously*, without knowing which swarm was going to move, actually the only teams that move after the Purple team (remember you use the ability AFTER having moved with the Purple) are the Blue team and the Green team. So little choice is left, and no “move + defense” unless the Blue and Green work together and you previously ordered (how convenient!) one of the teams to move after the Purple and the other team to Support, and both teams are next each other and near the swarm in question. Oh,

and one little detail: again, Strategize may actually undo this one dangerous swarm's movement that you can only counter with the Blue or Green team.

6. ... getting a real, sure benefit from Forward Scouting happens only when you look at the swarms' movement or flanking icon, it suits you because don't have (or do have but want to plan to neutralize this) those symbols on the formation **and** you keep the card? In any other case: useful information = zero. And when you are lucky and draw a really, really nasty card on that turn (I would say there are 3 of them on the Event Deck).

7. ... knowing which symbols will move or flank is not that important when you realize **you have no means to know if freshly spawned swarms will move or flank?** Yes, you know that tails will move this round. And you take care of the tails (if any) on the swarms you are currently fighting. Fine, but... will the major spawn coming from the red terrain, have tails on it and will it move as soon as spawned? Actually, you don't have the slightest idea...

In other words: Forward Scouting has its uses (depleting the appropriate blip pile, avoiding nasty Event Cards if you are lucky enough to draw them), but it's **not** the Supreme Ability nor should it be used every other turn: Strategize is nicer, since it allows you to solve problems that may come with the Event Cards (undo flankings, undo movements, put swarms at range for other marines or in front of defensive positions) **AND** grants you one support token (remember the thing about extreme need of placing support tokens on Lorenzo, Calistarius, Zael?). If you are constantly Scouting every other turn with the Purple team, **you are just giving up a lot of potential support tokens** (and you need them, believe me, as you'll see when we will review the Flamer Attack).

**Support (Strategize):** one of the best support orders in the game, it will allow you to move a swarm one position upward or downward, and left or right at the same time. The number of complicated scenarios that this action may solve are countless. The occasions on which doing this is useless are rare. Here is a little list of some situations in which supporting with the Purple Team "saves the day":

1st: it can undo one flanking to one marine and place the genestealers in front of him (or another one) to kill them.

2nd: it can place the Librarian, Leon, Gideon (who has range 0), Lorenzo (with Counter Attack) or Claudio (if you have no option other than the Heroic Charge...) in range of a swarm that otherwise would have been impossible to kill. A classic failure is to think that it can get a swarm that round in range of the flamethrower: that is impossible, as if the Purple Team (the flamethrower team) supports, the Purple Team cannot, per the rules, use the flamethrower during the same round to attack. It could place a swarm next to the flamethrower (and place it in front of a yellow marine on Defensive Stance, or Gideon with Block) in hope of reaching it the next round with the flamethrower, but I do not recommend this tactic, unless:

- a) the swarm is attacking from the left side and Zael is under the defending marine, or:
- b) the swarm is attacking from the right side and Zael is above the defending marine.

In any other case, a move symbol for the swarm, and it will be again out of reach for the flamethrower (or even worse, a flank symbol), and this tactic has been useless. No, you won't know in advance if the swarm is going to move or flank or do nothing, because in order to peek at the next Event Card you should have moved with the Purple Team, and you have supported this round with them to get the swarm near the flamethrower. As you see, the problem with the Purple Team is that you can use just one of their fantastic abilities per round...

3rd: you may merge 2 dangerous swarms into one single swarm and then neutralize this one problem with a Block from Gideon, with the Yellow team or with the Power Field (a tactic that doesn't solve the problem, as said above, but it gives you a temporary break). Don't forget that the Purple team Strategize will let you merge swarms, but you can't divide them afterwards. Advice: don't bite more than you can chew.

**Attack (Flamer Attack):** finally, here we have the Jewel in the Crown. In games with a major generation of 3, 4 or 5 genestealers, the flamer will be your most efficient way of dealing with large groups of xenos. On average, a flamer blast kills 2-5 genestealers. We are not actually interested on the average, but rather on the support tokens: the flamethrower must have at his disposal AT ANY TIME a **lot**, really a lot more support tokens than any other marine would normally need. Any dice roll that doesn't kill at least 3 genestealers should be rerolled until you get at least a 3, but preferably 4 or 5 if there are enough tokens on Zael to take the risk of rerolling again.

Support tokens on the flamethrower maximize its firepower in a very effective way, and defy the bad luck (and Death Angel is all about having chance on our side, not to rely on a single dice roll. Or on two rolls. Or three...). The devastating power of the flamethrower has no match by any other attack in the formation (except maybe, the Librarian with a lot of good luck).

Make the most of the flamer if you intend to win the game. Zael should always be near the hot spots, and not near the weakest terrains or even worse: with no terrain at all in range because he has wrong facing or positioning. At anytime Zael must have at least one "Big Brother" covering his back to avoid any possibility of him dying. The Librarian covering Zael's back and Zael covering his is an excellent combination: they are your best marines, with your 2 best attacks, and neither of them should ever die, otherwise your offensive power in the formation is seriously reduced. In an ideal scenario, Zael and Calistarius face opposite directions and when one attacks, the other doesn't, to prevent playing a round in which you can't attack with either the flamer, nor with the Librarian (sometimes you'll have to attack with both, though, if it's called for).

Zael's reduced range (1) should be compensated for with other techniques: marines placed right above or below him shouldn't move frequently, because you have to keep that order for the round in which you are compelled to redeploy the flamer one position upward or downward. Placing Zael in front of a terrain is risky, but it doesn't matter if he is going to stay there for just one round. Move him next to the terrain (up or down, depending on the genestealers' movement direction) the next round. Notice that if a recently spawned swarm moves, it could be placed in front of Zael or out of range. It is preferable to put the swarm in front of Zael rather than out

of range (even if he can't fire, using his support he may redeploy the swarm and stay safe, while keeping it in range). Remember that the Yellow team may allow you to "teleport" Zael to a more advantageous position far away from his range. That's why it is vital to keep both yellow marines alive and don't play around with Claudio's Heroic Charge; think twice: instead of using the Heroic Charge to get 3 genestealers killed from a single swarm, can you bring Zael to dose the burning Promethium on these xenos? Yes? If it's the case (Zael is facing the right direction and there is no pressing trouble in his current position), using the Heroic Charge would be an absurd risk, when there is a better solution (assuming the Yellow team may move and the Purple attack).

Don't forget: a flamer that doesn't burn its possible targets to ashes round after round is a waste, and makes you lose the game.

Let's speak now about Omnio: from time to time his one additional shot comes in handy too, but do not take in account here previous considerations about shooting being advisable with both team members. The flamer on his own is worth firing, even if Omnio can't attack any target, as long as you remember, **THERE ARE A REASONABLE AMOUNT OF TARGETS FOR THE FLAMER. THERE IS NOTHING MORE STUPID IN THE WORLD THAN SHOOTING THE FLAMER AGAINST 1 OR 2 GENESTEALERS, ONLY TO DISCOVER THE NEXT ROUND THAT 5 GENESTEALERS ARE SPAWNED AND YOU CAN'T USE THE FLAMER ATTACK.** Promethium is a very valuable and scarce resource: make it count.

## 6. *Gray Team:*

**Move + Activate (Stealth Tactics):** this a "meh, not bad". Remove one blip from your chosen pile. In occasions it may lead to really advantageous scenarios: in order to force travelling next round; in order to avoid complete spawns from one side of the formation (if the major spawn is 3, for instance, and you leave 2 blips in each side, there will be no complete major generation, no matter where it comes from: unfortunately, the Purple Team acts after the Gray Team when it looks at the next Event Card, so there is no way of knowing if the genestealers will be spawned from one side or another, before discarding the blip); or in the best case, to automatically travel after the space marine phase and before the genestealers attack (more details on [Combos](#)). However, in many other scenarios, discarding a blip reveals itself as completely useless (it reduces one blip in a pile that maybe later isn't going to become empty, because you will travel due to depleting the other blip pile earlier). The second part of the ability, "Spend another support token in order to discard another blip from the other pile" is plain crazy. It could only be interesting maybe 5% of the time: an additional support token on the Librarian is by far much more valuable than spending it in order to get ride of just one blip. Maybe it could be interesting to remove it from Scipio in some occasions, but again: why would Scipio have such a support token?

**Support (Power Field):** this is one of the orders badly used by beginners in Death Angel. Yes, we all have been tempted indeed sometimes with using the

Power Field and temporarily neutralize that 5 genestealers swarm. Using the Power Field this way implies one big problem: until the end of the round the swarm can't attack, of course, but neither **CAN IT BE ATTACKED BY ANY MEANS** in this **round**. And that means that neither the Red team on Overwatch, any Event Card (Quick Instincts, For My Battle Brothers, Cleansing Flames...) can do any harm to these genestealers until the Event Phase is over and a new round begins. So, if the Event Card that round spawns or moves genestealers into the position of the fielded swarm, the next round we will have a much bigger problem than the one we "solved" before using the Power Field. That's why, in Death Angel, defensive tactics such as Power Field should be employed as a last resort, against desperate situations in which we have no other option (no other team can target the swarm, the swarm counts a Brood Lord on it and no one is able to successfully defend against it, etc.). Fielding a swarm doesn't mean solving the problem, but delaying it, risking the chance of making it worse later on. It is a classic mistake, very tempting because in an intuitive way, it seems like a very powerful way of dealing with the enemy, but it's not a great idea. In most cases, when it's used by novice players, it is better to not use it and try to reduce the swarm with 1, 2 attacks, or as many as possible, and rely on support tokens or other abilities to defend against it.

The effective way of using the Power Field is, paradoxically, against 1 genestealer (2 at most) that is in a uneasy position to you because nobody can target it, maybe because it flanks to an uncovered position (your fault placing the marines, again) or maybe because he is out of range, or the attacks have been previously used up... That genestealer would be momentary out of play and the next round it will not pose a great menace, even if it merges with a bigger swarm. Secondly, the Power Field could work to provisionally neutralize huge swarms that have been created by unforeseen causes that had nothing to do with your will. A Power Field could restrain a swarm containing a Brood Lord, while the rest of the formation rains fire and brings havoc upon the other swarm. However, always remember that other options like the Block from Gideon or Defensive Stance from the Yellow team, also work to stop gargantuan swarms, and don't present the disadvantage of the swarm becoming invulnerable (notice, however, that these tactics may fail on continuous bad luck with the die, while the Power Field **ALWAYS WORKS** and doesn't hinge upon good luck: that's something to have in mind).

Don't be afraid to make use of the Support with the Gray team and waste the Power Field when there's no need for it: I repeat, it is not as amazing as it seems at first glance if you can't use it well. Unless there are serious problems that the Field has to arrange (Brood Lords on sights or something similar), don't use it. If you have to choose between using the Power Field on a big swarm and attack with the other teams smaller swarms, or attack the bigger swarm and use the Field on one of the smaller swarms, as a rule of thumb do the latter.

**Attack (Psionic Attack):** an **excellent attack**, it allows you to attack once again, as long as the previous attack hits. Although it is not as devastating as the flamer attack (generally speaking), it has 2 characteristics that Zael lacks:

1st: it may target different swarms with different shots and not just the same swarm everytime. Excellent when you have to deal with many little swarms.

2nd: its range (2) doubles Zael's, giving the Librarian the chance to cover a larger area (5 positions versus 3 for Zael).

Looking at these features, the Librarian is, obviously, our second force when it comes to attacking, and with the suggested supports, he should be able to kill at least 2 or 3 genestealers in a big swarm, or eliminate 3 genestealers in several inconvenient positions, as it suits you in each scenario. A great advantage in desperate cases, when you need to throw it all and fire the same round with the flamer and the Librarian, and in the same direction, is that the Librarian acts AFTER the flamer, so by then he will know which is the preferred target, depending upon the fact the flamethrower caused havoc, moderate damage (or, fear!, a total failure), the Librarian may “clean up the rest” or “make up for the disaster”.

In order to be really effective, remember to boost the support tokens on him: a Psionic Attack that misses two times in a row at the beginning and can't go on is a complete fiasco and a bad omen closing in on the formation... As with Leon, try to use the attack if there are at least 3 or 4 dangerous targets, DON'T WASTE IT when the “rookies” (Blue, Green and Yellow teams) may do the dirty and easy work.

## **Combos**

You should not only learn which ability best fits the situation, and which doesn't, but also discover certain combinations of orders which are particularly interesting or work very well together. Here you have some examples:

- Power Field + Intimidation: even if it's true that genestealers inside the Power Field cannot be SLAIN, nothing in the rules prevents that they may retreat out of fear of Lorenzo or Deino. In other words, if these genestealers can't suffer casualties in combat, they can, on the other hand, be reshuffled into the blip pile, because that does not mean slaying them. If there is no other better way of dealing with the problem, you can neutralize the swarm with the Power Field and try to reshuffle a random number into the blip pile at no extra risk, because these genestealers can't attack Lorenzo or Deino. It is an appealing choice if Deino faces a swarm alone (or even one genestealer) when nobody else can help, or if Lorenzo has already used his Counter Attack the previous round.

- Onward Brothers! + Stealth Tactics: If at the beginning of your Marines Phase there is only one blip left in any one pile (and the other pile is full of blips), or even in both piles, and you have a door near the Red team, you can do the following: charge 2 support tokens on the door with the Red team, and then discard with the Gray Team the blip left. This will result in the formation travelling BEFORE the Genestealers Attack Phase, this way eliminating as many genestealers as tokens on the loaded Door, before the genestealers attack. The outcome may be a comfortable travel with no genestealers in the formation, or a drastic reduction in the number of a swarm that was menacing a marine.

- Reorganize + Flamer Attack: as said above, this will result in placing the flamethrower in more advantageous positions, to which he normally couldn't get, in order to attack there.

- Reorganize + Counter Attack: the same way, Lorenzo may be redeployed in order to slay a swarm that was menacing Claudio or Goriel, with no need of spending the Yellow attack nor the Yellow Support.

- Strategize + Block, Dead Aim, Counter Attack, Power Field or Heroic Charge: as mentioned before, the Purple support may lead to interesting effects, like moving or merging swarms that could then be attacked, counter attacked or neutralized.
- Defensive Stance + Lead by Example: if you need one support token for the Yellow team in order to activate their Defensive Stance, and the rest of the teams can't support, they need their own support tokens or they are busy attacking, don't forget that one extra support token **may** come from the Blue team attack.
- Stealth Tactics + Forward Scouting: if you used Stealth Tactics in order to thin out one blip pile, you may later use Forward Scouting to check if the incoming spawnings are indeed hitting the blip pile you want to deplete. It may be worth discarding the card if that wasn't the case.
- Etc. We have mentioned many other combos as we revised the team abilities. Check them out.

## ***Planning and playing orders***

The orders are NUMBERED. While it is true that you are not allowed to check the number on the cards of the teams you don't control (in principle, even if this rule is absolutely stupid and you can break it if you wish), nothing prevents that when planning the strategy, everyone will announce the number on the action card they intend to use, in order to inform you and agree about the tactics if you are not playing solo.

Even if this number has no relevance when supporting (besides deciding who is going to resolve an Instinct Event Card), carefully take into account the order in which the movements and the attacks will be resolved. As said before, for instance, the Red team moves before the Yellow team so the latter won't be allowed to redeploy the Red ones to activate doors (only the Gray Team could do this to redeploy Valencio or Leon in front of doors that are 2 positions away maximum). It is important that you **visualize the resolution order**, because many times a marine may move 2 positions or even more (if he moves first and then he is moved by other(s) marine(s)), but sometimes it is impossible due to the order in which marines are activated. VISUALIZE THE PLAN YOU HAVE AGREED BEFORE SELECTING THE CARDS AND BEGINNING TO EXECUTE IT: in my first games, I made the mistake of suddenly placing a marine out of his target range, just because he was moved earlier by another marine and thus the first couldn't attack the swarm he intended to. Let this problem never happen to you: think carefully, if you plan moving marines, in which final position each marine is going to end. Don't support a marine thinking he has a swarm in front of him, if finally another marine is going to move and replace him: support marines bearing in mind which marine will be in which position AFTER ALL HAVE MOVED.

As for the attacks, remember that the first team attacking is the blue one, and may provide (with a bit of luck or careful planning) an extra support token for the rest. Remember too that the last attacking team is the yellow one, so as long as you can (even if sometimes it is not possible), you should have a plan A, and a plan B (or even C), just in case everyone else misses and you HAVE TO use the Heroic Charge as a last resort, when the other ones have failed.

Don't be surprised by the order in which actions are resolved, you should have had this in mind when planning.

## **USE STATISTICS (AND CUNNING). MINIMIZE THE LUCK.**

“Cry babies” often whine or complain about Death Angel depending too much on luck, or about a bad roll, or a bad Event Card ruining the game while you can't do anything about it. This is absolutely false: as we have seen, positioning your marines correctly effectively nullifies every negative effect on the Event Cards (except for the location card Service Shaft, a great problem for a formation that can only appear in a 12 marine game, with a 33% chance, and against which you can wisely take precautions, making an intelligent use of supports and moves).

As for the “bad rolls”, we will see next that, even if it's true that luck plays its part in Death Angel, it can be controlled to a certain extent, and make it count in your favour.

If possible, calculate the chances you have (if you're not good at maths, look for a calculator, a friend studying maths, statistics, or someone competent with numbers who knows about this stuff; whatever). Maths will tell you almost everytime which option has the better probabilities of success and which option has less. In general, you should MINIMIZE THE LUCK. That is achieved in many ways:

- Boos the most important dice rolls with support tokens (that's why the Librarian or the flamer need them in big numbers, because they are the most devastating marines). Each extra roll “exorcises bad luck”. It is harder to roll 5 zeros in a row than to roll a zero on one dice roll. If Valencio, Omnio or Scipio miss, it's no big deal: one genestealer more is alive. But if Zael, Calistarius or Lorenzo counter attacking miss, you are screwing up your chances of getting rid of a good deal of genestealers. Try to avoid this by all means, and don't cry because one roll didn't go the way you wished: that's something that's going to happen, and you should be prepared for it.

- Reduce as many risks as you can take: why use the Heroic Charge, as awesome as it is, if you can avoid it and keep Claudio safe at 100%, while you kill these 2 or 3 genestealers with another team? Why risk Lorenzo in a Counter Attack if he has just one support token remaining and he is facing a lot of genestealers? Why would you reroll a 3 or 4 with Zael, unless absolutely and imperatively necessary?

- Make realistic plans: as we've said, relying on a 4 roll with the Green team is nonsense: probabilities will tell you that it is NOT going to happen, unless you really have a lot of support tokens on them to guarantee the roll. Likewise, in your mind and your plans, an unsupported Leon kills 1 genestealer, not 3, and Calistarius with no support will kill 1, none, or maybe 2, no more. When planning, place yourself in a realistic scenario, with realistic expectations: don't imagine the best (nor the worst, in which you roll 0 three times in a row). ALWAYS HAVE A PLAN B IF POSSIBLE. I mean, what happens if X misses his attack roll? Some other marine will have a shot left to fix it? Don't count on every shot (especially the ones from marines without support) hitting its target, and prepare other ways to deal with the ones left. That it's not to say



“attack with every team at your disposal”, on berserker mode: doing this is a suicide. It means that perhaps one (or two) genestealer(s) will remain alive at the end of your phase: try to have it at positions where it means no real danger or, if you have no options, make it menace the less valuable marines. If its a certainty a marine is going to have some genestealers in front of him at the end of your phase, try to place some support tokens on him, etc. Try to find the balance between the teams that are going to fire (usually, you shouldn't fire with more than 50% of the formation on an even team game, unless absolutely called for that) and the targets they are aiming for. If a 3 genestealers swarm is going to get 6 shots and another 3 genestealers swarm only can get one shot, there is something wrong with your plans.

- I have one support token on a marine with just one shot, and in front of 2 genestealers. My first attack misses. Do I spend the support token in order to reroll and try to kill one of the pair (50% chances) and this way face only one genestealer in defense (66% chance of surviving, conditioned to having hit previously)? What if I miss again? Then I will have just a 50% roll in defense against 2 genestealers... Is it better then, not spending my support token and keeping it for a possible reroll in defense against 2 genestealers (50% chances of surviving twice, that is, a global 75% of surviving)? But, what if I roll a skull on my first defensive roll? Then I have wasted the opportunity of killing one genestealer previously...

Numbers are more or less similar (thought maths tell you to keep the support token, not to spend it attacking), but in this case maths alone don't give you the answer: it will depend on the fact that afterwards some marine may or may not attack those 2 genestealers (and which marine could make the attack), and moreover: which position are those genestealers in? If they are on a terrain card with a high value, there are a lot of chances that, after attacking, more genestealers will be spawned at their position, merging with them and who knows, maybe they'll move or even flank the marine, creating a bigger swarm that we can't deal with, and all this just for not having risked a bit... In this case, risking will be the best option in order to kill one of the genestealers, because the risk of spending a support token is high, but the reward is higher too, in the form of a dangerous genestealer dead. If the marine is an important one, on the other hand, it is better not to risk him and keep the token in order to assure a better chance of surviving and live to fight another day. You should also take into account how marines are playing, how many are already dead, on which location you are now, and a lot more variables.

Here you can find a table of percentage chance of survival when engaged with various sized swarms and using various support tokens:

<http://www.boardgamegeek.com/filepage/61517/space-hulk-death-angel-chances-of-survival>

although the author doesn't take into consideration any previously mentioned variable, when advising you to keep your support tokens against 2 genestealers or fewer.

**DECIDE WHO LIVES OR DIES, IF MANY DIE OR MANY LIVE.**

One of the hardest decisions you will have when playing Death Angel is deciding which percentages you play with in order to make your marines survive or perish.

Let's imagine we have to decide which terminator is targeted by the Event Card "Surrounded" (move every swarm to one position). Let's say that there are 5 genestealers on the left side and 3 genestealers on the right side of the formation. Our most reasonable options are:

- a) place them in Gideon's position, who may use Block. Gideon has 1 support token. He is flanked by 3 genestealers.
- b) place them in Lorenzo's position, who may use Counter Attack. Lorenzo has 2 support tokens. He is flanked by 5 genestealers.
- c) place them in Scipio's or Valencio's position, who do not have support tokens at all. They are flanked by 3 genestealers.
- d) place them in Deino's position, who may use Intimidation. He has 1 support token. He is flanked by 5 genestealers.

The decision is not called just by maths.

Gideon has the highest probability of surviving (even against the 3 flanking genestealers, he can count on everything except the 0: 83% chance of surviving). Against the 5 in front of him, he can count on the skulls plus one extra reroll, a 75% chance of surviving), but he won't hurt any genestealer.

Lorenzo will very probably kill some genestealers among those attacking in front of him, but, for how long will he endure? I'm asking that because before dealing with those 3, he must deal with the 5 attacking from behind (for they come from the left side), and they are flanking him. Will he survive, will he get a roll that stops the attack before dying? In the first attack he has 50% of surviving, but look at it the other way: he also has a 50% chance of dying...

The third option implies giving up and leaving one of the less useful marines for dead, because we think even Gideon may die, it is risky and losing him on this occasion is not worth it, because he is facing two attacks: in front of him and from behind.

The fourth option is a mix: Deino has little support, may use his moving ability in order to shuffle some genestealers back into the bigger group thus using, in the worst case, the support against the genestealers on the right side and having faith on removing a lot of genestealers and rolling good against the rest in a single roll... Losing Deino means losing a marine slightly better than Scipio or Valencio, plus losing one support token... If you roll a 0 on the Intimidation roll, you have lost him and the support token, bad deal compared to losing Scipio or Valencio...

The decision is not only about statistics, you have to consider a lot more factors:

First, we are supposing that no other marine is going to receive help against these 8 genestealers. Some of them are in range of Leon or Calistarius of the flamer? How many support tokens have Calistarius or Leon? Where is Noctis? Can Valencio or Scipio shoot at one genestealer from the 5 they have in front of them? Even more importantly: is the rest of the Green, Blue, Gray or Red team alive? If Scipio is the last man standing on the Gray Team, he can't be chosen, as it is not a wise decision to lose Valencio if he is all there is left from the Red team. With how many marines do I play and in which Location? If there are 12 alive, losing one is not that tragic, and I cannot afford risking Gideon or Lorenzo, but if there are just 5 left (let's say, in an 8 marine game), losing one of them implies losing a lot of combat force, and there is no big difference between losing one or another, because the game has gone to hell anyway.

Risking Lorenzo would be worth it in that case. Moreover: have you already drawn the card Rescue Space Marine? What about Psychic Assault? If you haven't burnt Rescue Space Marine, there are possibilities of bringing one of your marines back to life (as long as the other one in the team is still alive), but if you have, you won't rescue any more marines... If Psychic Assault didn't show up, you should prepare to risk one marine more, can you afford it?

Anyway, there are a lot of factors to be considered at the same time, so the decision is not obvious at all. It is up to you to take into account all those factors and what you consider a risk. How much are you ready to risk: will you try to do the perfect game or is surviving and winning enough for you? The most important thing of them all is to properly value all the factors in play before making your call.

## **ADAPT AND IMPROVISE**

Despite all the hints and advice proposed here, there is a place for the variants due to luck and your personal preferences: in your opinion the Librarian is superior to Zael, or Lorenzo to the Librarian? It's up to you: distribute the support tokens on the marines you think are more important. After all, it is very possible that there are dead marines in the formation, or maybe not all the teams are playing. My advice usually refers to games with 8 or 12 marines, if you are playing with fewer marines, you should reinforce other teams differently (6 marines should be supported at least once for every one of them, and the sooner the better). For instance, a 1 player game having the Green, Red and Yellow teams should support Leon a lot more than advised above. The fewer marines playing, the more tokens on the marines you can place, but at the same time, you'll have fewer support orders per turn, so you will have to distribute them wisely and make them count...

## **KNOW YOUR FOE**

This is one of the most important pieces of advice in the game: in fact, it is basic. "Slay one genestealer on the defending swarm. Slay two genestealers on the defending swarm. Slay up to three genestealers on the defending swarm...". Most of the impulsive players simply pick the 2, 3, 4 (or whatever) cards from the defending swarm and they take them away. This is a perfect example of bad playing and not maximizing your chances of victory. The more the swarms move or flank, the more dangerous they are, because they will create situations which are difficult to deal with, as they are hard to foresee. A swarm containing, for instance, 2 claw symbols, one tail and one head, will move and flank with three times more possibilities than one swarm containing just four claws, as the claw, tail and head symbols in the Event Cards will activate the first swarm, while the latter only would be activated by the claw symbol. So, when it comes to killing, take out the genestealer cards with the more interesting symbols for you: if a swarm contains 2 claws, one tail and one head, and you are allowed to kill 2 genestealers, take out the tail and the head, to leave the swarm just with one activation symbol instead of 2.

If one swarm contains 2 tails and 2 claws, for instance, look at the rest of the swarms on the table: are there tails or claws too in the rest of the swarms? Take out the symbol in minority. Always retire the genestealer cards in order to reduce the number of symbols in the swarm and on the table, NEVER RANDOMLY. Minimizing the number of genestealer symbols means reducing the mobility and flanking of the swarms and this, in general, benefits you, as it will let you make plans that are not broken by unforeseen situations (in some rare occasions it will be more beneficial to you to get a swarm moving, but this is another story). Remember: you must control the battle, not be controlled by it.

By the way, it is not mentioned in the rules, but you should agree with your friends if it is a legal move or not to look at the symbols in the genestealer discard pile (that will tell you more or less which symbols are more likely to be activated later on by the Event Deck, as there will be more genestealers from one type than from another). You can get a similar advantage looking at the Event Deck, in order to know which symbols have already been activated the most. Personally, I will rule this is not a legal move, as it reduces the thrill of playing the game, but some people don't consider it so. This is a good moment to remind you that, as per the rules, the blip piles that haven't been emptied before travelling should be *discarded*, and not *replenished* to fill the pile according to the new blip number marked on the location card.

Side note: in general, you are advised, as I said, to keep the swarms still. This is specially true when they face Gideon or Goriel (range 0). But I sometimes get asked: When is it beneficial for you to get the swarm moving and let different symbols gather on the swarm? Well, in general terms, *never* if you renounce to kill genestealers in order to get the swarm moving (it is nonsense to spare genestealers, and what's more: a mark of heresy the Inquisition will later investigate for sure), and again it is very dangerous, as the symbols on the swarm not only serve moving, but also **flanking**, so it is possible that you wanted the swarm to move, but instead it flanked, creating a real mess on your plans... Anyway, the situations in which you want the swarm to move: "Gideon Blocks, Lorenzo is next to him and has fired this turn. Next turn it will be nice if the swarm move up (or down, whatever), because it will head towards Lorenzo, who has the Counter Attack ready. If such a swarm contained 2 claws, 1 tongue and 1 tail, *maybe* it could be worthwhile to kill the claw and maximize the possibilities of putting that swarm on the move. But prepare a Plan B in case you are flanked (use Forward Scouting that turn or Strategize the next turn, for instance). In this case, you saved yourself the Green movement (maybe Noctis could fire, etc.). Similar situations may arise (maybe you are interested on getting moved one swarm in range for Zael, etc.), but remember that is a very risky manoeuvre. If you counted the flanking symbols on the Event Cards (or looked through the Event discard pile), your bet becomes safer.

## KNOW THE EVENT DECK

(Take another look to the section 5. IV. in "[Make the most of orders- Purple team](#)", where we talked about Event Cards)

Every time you will have the opportunity to make an Instinct decision, don't forget to check where and how many genestealers will be spawned. Which swarms are moving or

flanking (if any). This will probably affect your decision as much as the text included in the card.

Know by heart how many types of cards there are in the Event Deck and which cards are duplicated. Don't expect a second Rescue Space Marine, another Psychic Assault or another Faith Rewarded, for instance. Have in mind that every genestealer symbol (Tail, Head, Claw, Tongue) flanks on 2 cards in the Deck. If any symbol has already flanked 2 times in the game, he won't be able to do it a third time. Memory plays too: who said that being a Space Marine is only about muscles and the terminator armor? More battles are won by intelligence than by force (to cover it deeper, refer to *The Art of War*, by Tsun Zu).

### The Event Cards in detail:

Here you have some tips that may give you the edge with the Event Cards:

- *Full Scan* (discard one blip from the blip pile you choose), 2 copies: of course, the goal is triggering the travel phase if you can. If both blip piles have more or less the same blips, look at where genestealers are going to be spawned: Red and Yellow terrains. Maybe you can prevent one one full major (or minor) spawn taking the blip out of the right pile. Count the blips, nothing in the rules forbids it.

- *Cleansing Flames* (choose any marine and roll the die: on skulls, kill up to 2 genestealers engaged with him): note well where major spawns are incoming: perhaps it will be better killing just one genestealer on the Orange or Green terrain, instead of just one swarm of 2 genestealer on an easy position. This card is really good because it allows you to kill *flanking genestealers*. But the card displays a major spawn on the Green terrain, and that usually means trouble for the formation. Have in mind that if you played the Lead by Example order and didn't kill any genestealer, you could now choose Lorenzo or Deino, make an attack and receive one support token, as the Blue order reads: *When 1 of your Space Marines slays a Genestealer, you may place 1 Support Token on any Space Marine (limit once per round)*. Alright: did one of your Space Marines slay any genestealer that round? No, ok. But now you have just slain one, and it is still the round you played Lead by Example, so as per the rules, you can place one support token on any marine you wish.

- *Second Wind* (choose any marine: if he rolls 0 on defense, he survives): actually, not a very good card: the damned 0 you feel you keep rolling again and again won't be rolled this time: it's far too random. Nevertheless, have in mind that if you were smart enough to have a Yellow Space Marine in front of a big swarm you can **make him invulnerable** this round as long as he can play Defensive Stance: after triggering the Defensive Stance effect, he would only be killed on a 0, but actually 0 saves him this round; so nice... but it requires a lot of luck (playing with the Yellow team, having Defensive Stance ready, being on the right spot against a big swarm).

- *Quick Instincts* (choose any marine: he may make one attack immediately): as with Cleansing Flames, consider carefully which marine you pick, because the Red and Orange terrains will receive major spawns, so it will probably be a good idea to finish off genestealers at these positions.

- *Secret Route* (if there is one Door terrain in play, place 2 support tokens on it), 2 copies: again, this Event could be great (if you have a Door on the location, and these spawnings trigger travelling), or a waste (you have no Door in play, you are in the 4th location, you already have plenty of support tokens on the Door...). Most of the time it's a waste, you have to be lucky the moment you draw this card. Also, it displays a major spawn on the Green terrain, and that usually brings problems to the formation.

- *Enter Formation* (for each Move+Activate order you play, you get one free support token). This card is excellent, although its power may be reduced in solo mode, since perhaps you've moved with two squads and need the third to Attack, but in general this effect allows you to deploy quickly and safely because you can move and have support tokens for the most dangerous positions or boost the attacks. It allows you to get twice the support tokens you'd normally gather over two rounds, and the only problem is maybe you need to resort to any defensive ability this round, wasting the extra move you get in addition to the support token provided by the card effect. If you can afford it, move with almost every team you can, get the tokens and save Attacks and Supports for the next rounds. Drawing this card in the first rounds of the game, or after having entered a complicated location, is a blessing.

- *Temporary Sanctuary* (choose a swarm and reshuffle it into the smaller blip pile): a good card, but you have to play it wisely. Have in mind that if the smaller blip pile is on the same side as the Red or Orange terrain, you may get those genestealers you've just reshuffled back on that terrain (this is specially important when playing when the PoD expansion *Tyranid Deck*). If you reshuffle any Claws, you may very well get the freshly spawned swarm moving... But don't worry, most of the time you'll want to reshuffle the most dangerous swarm, so not much choice here. In the ideal scenario, you place a big swarm on the smaller blip pile, then your spawns deplete the other pile and you travel. In the worst scenario, you gain nothing because you reshuffled more genestealers in the pile you had to, and they will be spawned again from that pile. If you use Intimidation this round you will probably hurt your chances of travelling fast, because you will have to reshuffle again into the smaller blip pile, which probably will not be the same as the one into which you reshuffled the first swarm... On the other hand, this is a good moment to play Stealth Tactics, if you are able: you may thin out the appropriate blip pile, and travel earlier than you thought.

- *Rescue Space Marine* (choose one marine previously slain which team partner is still alive and put him back into play): obviously, one of the best cards in the game. Drawing this the first round (or even worse: for spawning the first genestealers) is certainly bad news. Recently, while sharing gaming experiences, one player told me he had always thought the card only allowed to rescue one marine who died on the same round. I can't find the original card anywhere, but my Spanish translation doesn't suggest that the marine should have died in the same round the Event is drawn. What's more, with such heavy restrictions the card would be almost worthless, and major spawns point to the fact it is not at all the case.

Obviously you should choose the most valuable marine missing at that point (remember the thing about keeping Scipio and Omnio alive at any cost? You might be rewarded now if you followed my advice). Before choosing, consider too that the marine will appear at the bottom of the formation and face right: maybe he will be flanked or suddenly engaged with genestealers, choose carefully and in case of doubt, consider if the marine you pick may fire the next round...

Of course, sometimes you will draw the card when no marine has died: bad luck. Other times you'll need desperately to rescue some marine from the claws of the genestealers, but the card will be the last on the Deck. If you have the Purple team, maybe it's a good moment to burn the Event Deck and use Forward Scouting every other turn: discard every card that it's not Rescue Space Marine in order to draw it sooner. If you're halfway through the Event Deck you'll have a good chance to draw it...

- *Surrounded* (move every genestealer on the formation to one marine's position): ok, this may be awful or a blessing, depending on the genestealers in play: at least, the card displays no genestealer symbol and only has 2 minor spawns. If you are in trouble, Claudio is always a good candidate if he can use his Heroic Charge (save it for events like this one). If you placed your marines well, this effect should not be a problem, as several marines should be able to fire at the genestealers, even on both sides of the formation. If Claudio is not in play, Lorenzo or Gideon could be an option, but it is up to you to see which position is better for the Instinct decision. I remind you too that Power Field could give you a break now.

- *Flanking Manoeuvre* (every swarm able to flank must do so): bad effect, certainly, but can (and should) be countered thanks to the proper cover of each others' backs. Marines that may kill several genestealers from different swarms in a round, like the Librarian, Leon or Claudio are useful now too. Again, no genestealer symbol and just minor spawns, so if there is just one or two swarms in play and you have Strategize ready, or may use Run and Gun or other marines to take care of the flanking, keep the card if you have the choice (when using Forward Scouting, I mean).

- *Out of Thin Air* (choose a marine and spawn 2 genestealers behind him), 2 copies: this card does not escalate well: in a solo game, 2 genestealers equals one major spawn and makes a big difference. In a 6 teams game, 2 genestealers more are just like little flies: more annoying than dangerous. Of course, the obvious advice is to spawn those 2 genestealers where you can slay them afterward. Another interesting thing to consider is if you actually can trigger the travelling by spawning those genestealers from the appropriate blip pile (remember that you can't choose one blip pile containing 1 or 0 blips, if the other pile contains at least 2: you must fulfill the requirements for the Instinct decision as much as you are able). And don't forget that you may kill those 2 with Overwatch and a bit of luck. If Valencio is near the flanked marine, maybe you'll have to fire twice with him.

- *The Swarm* (add two blips to each blip pile), 2 copies: except for the flanking symbol (Tongues or Tails), this card is not very harmful to your Space Marines. Yes, it's true that it will delay travelling, but actually a double minor spawn is a temporary break and a good opportunity to amass support tokens and/or load the Door this round. Actually, if you are playing a 10-12 marine game, the support tokens you can easily build up this round will kill more genestealers than 2 added to one blip pile, so it's a good deal. If the 2 copies of the card are drawn on the same location, begin to plan how to quickly deplete just one of the piles! (Stealth Tactics, Forward Scouting, perhaps activate the Teleportarium spending support tokens, etc.).

- *Psychic Assault* (choose a marine and roll a die: on 0-1, the marine dies): little to say here: one of the worst cards (if not the worst), as the effect can't be rerolled, and it's a 33% chance of killing the marine you choose. Of course, never select one marine if he

is the last survivor of his team. Try to pick the less useful one (refer to the list about [how to value your marines](#)): the choice can vary depending on the specific situation (don't be so silly as to select Valencio if he is about to charge a Door and you are about to travel, just because I told you he was the worst one in the formation). There's nothing you can do here, except if you were lucky enough to draw and discard it. I guess I've drawn this card as the really first one (the one you use just to spawn the initial genestealers and nothing else) about 5 times. I remember vividly some of them because they were peaceful games, with no stress when drawing... :-)

And as a bonus, as if it were not bad enough: Tongues flank, (but more on this later).

- *They're Everywhere!* (spawn 1 genestealer in front of every marine not currently engaged with a swarm): **and** Tails flank. Ok, nasty, but not as much as it seems: if you play a 12 marine game, resort to the marines who may kill more than one genestealer per turn on different swarms, that is: Calistarius, Leon, Claudio. By the way, weren't you complaining about Gideon never having a target in front of him? Now he actually has one! On a 6 marine game, you won't probably have enough firepower to kill them all, but on the other side, if the formation was empty, there are only 8 of them (6 + minor spawns if the blip piles were not depleted). Ok, actually 8 of them are a lot, you're right: try to defend the best you can. What? Listen, I'm not a wizard, I actually can't solve every situation you have, with wise and arcane words... if you don't play with Claudio or the Librarian, those have already attacked or whatever, you are screwed. You know it, I know it, but die like a man and take with you as many of them as you can: the Emperor will be proud of you. Countering that card is possible (Power Field here, Block over there, Defensive Stance or Heroic Charge, Full Auto, vanillas firing, etc.): in fact, the big problem is not the genestealers spawned in this round, but the card next round: if you chain up *They're Everywhere* with a double major spawn the next round, then you really are in trouble: you'll probably have too many of them, and now they're **really** everywhere. If you have good luck: you'll travel and have a Door on the location; you'll trigger travelling with the Gray team; the next spawns won't be full ones as there won't be enough blip piles, etc. On a 8-10-12 marine game you should be able to make it.

- *Evasion* (if you Attack this round, only one marine per team will be able to attack): again, it depends on the scenario. Maybe you didn't even think of attacking. Maybe you needed the attacks. Maybe the worst thing you're going to lose is Scipio's and Omnio's attacks. But maybe you will have to choose between Gideon or Noctis, Deino or Lorenzo. Actually, this card forces you to change your battle plans, but that's all. Go all on defense this round, use the attacks that count. Up to you. As I said, it's not that bad, because it comes with 2 minor spawns. Oh, and a "Heads flank" icon...

- *Outnumbered* (discard all support tokens from every marine engaged in combat): ok, this one actually hurts, specially if you draw it toward the end of the game, every marine is well charged with support tokens and most of them are engaged. Usually, you'll have a lot of support tokens, especially on the engaged marines, so it can pretty much undo the work of an entire game supporting. That's why, as a rule of thumb, as long as this card has not been drawn, Calistarius and Zael shouldn't be engaged with swarms and have tokens on them at the same time: move them if necessary. With Lorenzo, on the other side, you can't afford this luxury: he needs the tokens for defending so he will probably be caught off guard when *Outnumbered* appears, same as Gideon. At least there is just



one copy in the Deck: if this card is drawn in the first rounds, not much is lost and you're safe for the rest of the game.

- *Chaos of Battle* (change the facing of every marine in the formation), 2 copies: actually, if you've read my guide by now you should know why this is hardly harmful. A little bit of redeploying will be needed, of course, but you should be prepared for this card. Two minor spawns, and no flanking symbol: it's not bad at all.

- *Stalking the Shadows* (choose a marine with at least one support token and discard all his support tokens), 2 copies: most of the time not as harmful as Outnumbered. As always, when making your decision, besides selecting one of the marines with just one token or as less as you can, have in mind that a major spawn is incoming on the red terrain: perhaps is not wise to remove one support token on that position, or near that position...

- *Resupply* (all the support tokens on the formation are transferred to the marine you choose): obviously, it can be a real mess on your plans, or, on the other hand, good for you. As we said, if you really have a lot of tokens probably your best call is Calistarius. If you have just 3 or 4, pick Zael. If Lorenzo is going to use the Counter Attack, he is also a good choice, etc.

- *Gun Jam* (choose a team that didn't attack this round: next round it won't be able to attack), 2 copies: like Evasion, this can be a mess on your plans or not a big deal: actually, it forces one team to play one specific order. The Blue team may be an option: if they were needed to Counter Attack, they may use Intimidation as a last resort. Remember that if you are going to choose the Red team and they are currently set on Overwatch, it is a good moment to take some shots before your weapons jam.

- *For my Battle Brothers!* (choose a marine with at least one support token on him: discard one support token and one engaged genestealer), 2 copies: there was a debate on the use of this card, since it read "discard" and not "you may discard". The official response from FFG was that you should always apply this effect, even if it is actually not helping you, even in the weird situation when you just have marines with support tokens and no genestealers engaged with them. Anyway, it's great for getting rid of *flanking genestealers* (since they are engaged with the marines). Also if there are no support tokens currently in the supply, you are in effect giving another marine a chance to re-supply himself with one.

- *Rewarded Faith* (same as *For my Battle Brothers!*, except that this time the card reads "you may discard", and it allows you to discard as many support tokens as you want in order to kill the same number of engaged genestealer): actually, rarely it will have better uses than *For my Battle Brothers!*, since in general one support for one dead genestealer is not a good deal. Obviously, it is great when you have a marine that is not Calistarius nor Zael engaged with a lot of genestealers, and he has a lot of tokens on him. But, as I said, I seldom find myself in that situation. (Once again, remember that if you choose the Blue Team, you could have the support you spend back (if they had played an Attack order but didn't manage to slay any genestealer, as it reads "slay", and not "discard", nor "make an attack")

## Symbols on the cards (knowledge is power):

If you sort out the Event Deck cards by “Number of genestealers spawned” (that is, one pile with the Event Cards displaying 2 major spawns, another pile with the Event Cards displaying 1 major and 1 minor spawn, and finally cards displaying 2 minor spawns), you will make a fabulous discovery:

- On every Event Card displaying 2 major spawns, you will find either **Tongues** (on 5 of them) or **Claws** (on 5 of them).
- On every Event Card displaying both major and minor spawns, you will find either **Heads** or **Tails** (no pun intended, I swear it’s this way). But, even more important: you will find Tails on **5** Event Cards, and Heads on just **3** or them.
- Every *flanking* Event Card displays just minor spawns, and the 4 existing symbols are represented here twice, so we will set apart those cards for the moment. The only cards left displaying two minor spawns (there are now just 4 of them) display either the **Heads** symbol (on 2 of them: in fact, these two cards are the much feared “Chaos of Battle”), or simply no symbol at all.

Ok, so what? I hear you say, *my young apprentice...* Well, it should be obvious: every time you get major spawns, there are more probabilities of getting one swarm moving or flanking, because **the more genestealers enter in play, the greater the probability of getting different symbols on the battlefield. They more symbols in play, the more probable it is they will activate.** The more genestealer activations, the worse it is for your plans (in general), as they will ruin carefully planned defenses or attacks at range limit, swarms will merge or flank (even moving, on the extremes), etc. To sum it up: the most dangerous Event Cards concerning spawns display **either Tongues or Claws (50%)**. These are the symbols, therefore, that will get activated most times, as there will be more genestealers present when the activation symbol is resolved. Conclusion: **Tongues and Claws are the most dangerous symbols on the swarms.**

Then we find **Tails** next on the list (5 activations with major and minor spawns), and less dangerous symbol is Heads (just 3 activations with major and minor spawns, and 2 extra movement activations with minor and minor spawns).

“Ok, so what...?” No, I was joking, you can’t be asking now, the final deduction is too obvious, Watson:

**ON A TIE ON GENESTEALER SYMBOLS ON THE SWARM AND THE TABLE, KILL FIRST TONGUES, THEN CLAWS, THEN TAILS, AND FINALLY HEADS.**

**This rule particularly applies to swarms currently standing on terrain.** Even if it’s true that you can’t do anything when the major spawn comes into play, you may minimize the risk of having several other previous swarms moving at the same time, or merging **and** moving (or flanking) with the fresh ones, when the major spawns come into play.

Ok. First Tongues (even if they are on pair with Claws), for a simple reason: the Event Card Rescue Space Marine displays Claws, so with one marine more now on the formation (as long as you had lost him) it should be easier to kill moving swarms and

the activation effect is somewhat mitigated. The Event Card Temporary Sanctuary (you may reshuffle one entire swarm into the smaller blip pile) displays Claws, so sometimes you will be able to prevent one swarm from moving thanks to the Instinct decision). The similar advantages on the Tongues Event Cards are just Cleansing Flames and Quick Instincts: as both mean (sort of) attack rolls, you could prevent swarms from moving only if the marine slaying genestealers rolls good, and not for sure.

Alright, it should be obvious why Tails next, but it's especially true for the Heads that they are the less dangerous: even when you draw "Chaos of Battle" it could be even interesting to have some swarms moved, as they will probably head to less dangerous positions, if you planned and placed your marines correctly. Ow, I almost forgot: "bonus track": Psychic assault displays "Tongues flank", so the last thing you'd probably want in addition to having a dead marine thanks to the Event, is to be flanked by every swarm containing tongues, right?

In short:

▼▼ 5 Tongues, 5 Claws

▼▼ 5 Tails, 3 Heads

▼▼ 2 Heads (*Chaos of Battle* card)

▼▼ 8 flanking symbols (2 Tongues, 2 Claws, 2 Tails, 2 Heads)

So, don't forget: on a tie, slay genestealers following this preference order:

1. **TONGUES**
2. **CLAWS**
3. **TAILS**
4. **HEADS**

What more can I do for you... Let me think... Oh, yes: I could provide a mnemonic for you to remember the order. Here you are: **TONy CLAims TAnia's HEArt**. You're welcome.

On a side note: if you found that Swarms got away from Claudio and Gideon's range too often, maybe you were slaying Tails or Heads everytime you hit. If the problem persists, put Gideon in front of the Orange terrain, not the Red, and slay genestealers as suggested. As for Claudio, he has his Heroic Charge, after all.

## KNOW THE TERRAIN (AND LOCATIONS) WHERE THE BATTLE IS FOUGHT

### *Terrains:*

Evidently, try to have in mind that the red terrains (four bars) are terrains in which genestealers are spawned most of the time, while green terrains don't register a lot of activity. It is pointless to place the best marines in less dangerous positions, as we explained at the beginning of the guide. One interesting fact about the terrains is that, while the color (or bars) will show how often this terrain is "activated" by spawns, it has nothing to do with the amount of genestealers you should expect from it. Surprisingly, the green terrain, although it is seldom active, has the biggest probability, when appearing on the Event Cards, of receiving a major spawn. The orange terrain, on the other side, although frequently active, will receive minor spawns more often than major ones. Remember that this doesn't mean that it is less dangerous than the green: it is very probable to have there 2 minor spawns in a row, which sometimes is the same or worse than having one major spawn (the only exception is a game with 8 marines).

| Name               | Terrain Value and color | In how many Event Cards? | Probability of receiving spawns | Major Spawn | Minor Spawn | Probability of Major Spawn |
|--------------------|-------------------------|--------------------------|---------------------------------|-------------|-------------|----------------------------|
| Corridor, Artefact | 1, green                | 6                        | <b>20%</b>                      | 4           | 2           | <b>66%</b>                 |

| Name                | Terrain Value and color | In how many Event Cards? | Probability of receiving spawns | Major Spawn | Minor Spawn | Probability of Major Spawn |
|---------------------|-------------------------|--------------------------|---------------------------------|-------------|-------------|----------------------------|
| Door, Control Panel | 2, yellow               | 12                       | <b>40%</b>                      | 6           | 6           | <b>50%</b>                 |

| Name                         | Terrain Value and color | In how many Event Cards? | Probability of receiving spawns | Major Spawn | Minor Spawn | Probability of Major Spawn |
|------------------------------|-------------------------|--------------------------|---------------------------------|-------------|-------------|----------------------------|
| Dark Corner, Promethium Tank | 3, orange               | 18                       | <b>60%</b>                      | 7           | 11          | <b>39%</b>                 |

| Name                            | Terrain Value and color | In how many Event Cards? | Probability of receiving spawns | Major Spawn | Minor Spawn | Probability of Major Spawn |
|---------------------------------|-------------------------|--------------------------|---------------------------------|-------------|-------------|----------------------------|
| Ventilation Duct, Spore Chimney | 4, red                  | 24                       | <b>80%</b>                      | 11          | 13          | <b>46%</b>                 |

## Locations:

It will be very useful too, to get familiar with the locations that may appear in the game. I will offer next a brief description of the locations, some advice about what to do in each one, and which pile you should generally thin out with the Gray team or Events if you have the opportunity (take my word for what it is: simple advice: don't go discarding one blip in a pile having 7, when the other pile has only 2, just because I told you to "discard from the left pile").

## Void Locks

| Name       | On the Left Side    | On the Right Side               | Most dangerous position | Advice            | Discard from pile on the: |
|------------|---------------------|---------------------------------|-------------------------|-------------------|---------------------------|
| Void Locks | Door<br>Dark Corner | Corridor<br>Ventilation<br>Duct | Middle                  | Redeploy quickly! | Left                      |

I'll group all the Void locks in one, because they all follow the same pattern: Door and Dark Corner at the left side, Corridor and Ventilation Duct at the right. Without doubt the most dangerous position is the middle of the formation, because it is there where you'll have the orange and red terrains. Redeploy your marines as quickly as possible (if you don't have a lot of trouble the first round, move your ass, marine!). Don't forget to load the doors in the Void Lock as much as you can: this is especially true when playing with 10 or 12 marines because you should expect really bad surprises on the next location and you don't want to travel with "bad surprise + genestealers bonus track" (it is especially advisable in a 12 marine game to travel with the left side as clear as possible, for several reasons we will now see).

## Location 1A

(for 12 marines)

In general, Locations 1A are not that bad, because they all have a door. Take advantage from that. Unfortunately, the Service Shaft is **the most dangerous location on the game** and you should try to take precautions just in case you draw bad.

**Maintenance Tunnels** (you had good luck): 8 blips both on the left and right sides. It displays the Dark Corner and the Control Panel on the left. Activating the Panel will replace the Dark Corner (value 3) for the Corridor (value 1), this way reducing the risk of incoming genestealers on the upper left side of the formation (it should be done as soon as possible, specially if you saw one or two cards spawning genestealers at the green terrain on the Void Lock). The right side displays the Door (it never hurts) and the dangerous Ventilation Duct 3 positions away from the bottom of the formation: redeploy some powerful marines in order to have that area under control. Obviously, if you have the opportunity, you should discard from the right blip pile.

**Main Corridor** (not bad): 7 blips on the left side and 8 on the right. Ventilation Duct and Door on the left side. On the right side, one Corridor on which you will have to spawn 2 genestealers as dictated by the location text, and the Dark Corner. As a matter of fact, 2 genestealers are not a big problem when you have 12 marines at your disposal. You should discard blips from the pile on the left side (not only are there fewer than on the right side, but they will run out faster having the red and yellow terrains on this side).

**Service Shaft** (very, very bad luck): 7 blips on both the left and right sides. This location is the reason why you should focus on clearing every genestealer (especially on the left side) at the Void Lock. The text on the location reads: Upon entering, make all marines face right. This could lead to a massacre if the formation travelled with several groups of genestealers on the left side of the formation. Be prepared (like the Boy Scouts): if you have the choice using the Door on the Void Lock, slay as many genestealers as you can on the left side, just in case you drew the Service Shaft. This location displays the Dark Corner and Ventilation Duct on the left side (as if “change the facing of every marine to the right” were not bad enough already), and the Corridor and the Door 3 positions away from the bottom of the formation on the right side. The dangerous spot, again, is the middle. If you have the opportunity you should discard blips from the left pile.

## **Location 1B**

(for 10 marines)

In general, they are not good locations, but at least 2 of them (the worst ones) have Doors, so they will be useful before travelling to location 2.

**Crio Control** (you had good luck): 7 blips both on the right and left side. It displays the Control Panel and Ventilation Duct on the left, and the Dark Corner and the Corridor at the right. Activating the Panel grants you discarding one blip from the pile of your choice (normally, it should be one on the left).

**Wreckage Labyrinth** (bad luck): 7 blips on the left, 6 on the right side. Ventilation Duct and Corridor on the left, Promethium Tank and Door at the right. Upon entering: every marine facing a terrain card have to turn around. This leave the marines very vulnerable against possible generations the next round, specially if the ones turning around were previously covering the backs for the rest. Fix it moving as soon as possible, and be extra careful with the Ventilation Duct. DON'T ACTIVATE the Promethium Tank, unless the scenario is desperate and the marine is going to die on a high probability. Destroying it could be interesting if you know the next card will spawn a lot of genestealer at that position and you'll have no mean to defend or destroy it later. But never destroy it for the sake of it, “just for the laughs” (you better buy a DVD film from The Marx Brothers to scratch the itch). The damage of losing one marine in a 10 marine game is serious enough to not taking the risk. You should discard blips, if you have the opportunity, from the left pile.

**Lower accessway** (very bad luck): 7 blips on the left and right sides. Ventilation Duct and Corridor on the left, Dark Corner and Door on the right. Upon entering, spawn 2 genestealers behind the marine on the top of the formation. This spawn makes things

harder (specially for the poor marine) and you'll have to consider that this may happen: cover this back appropriately if you play with 10 marines, before travelling to the location 1B (the door on the Void Lock won't help you: the genestealers are spawned AFTER using the Door, "Upon entering" on 1B). Discard the blips, if able, from the right pile.

## Location 1C

(for 8 marines):

Locations 1C mean always hitting the jackpot, specially when compared to 1A and 1B (also compared to the rest of locations in the deck) This makes that playing with 8 marines is a great advantage when compared to playing with 10 or 12 (not to speak of the minor spawn of 1 genestealer, instead of 2 or 3).

**Munitorium** (very good luck): 6 blips on the left, 7 on the right. Promethium Tank and Door on the left, Dark Corner and Ventilation Duct on the right. Upon entering: place 1 support token on any 2 space marines. I'll say it again: you hit the jackpot. What's said before about the Promethium Tank still applies. You should, if the opportunity arises, discard blips from the pile on the right. Besides, the Munitorium is the only Location 1C that displays a Door.

**Core Cogitator** (good luck): 7 blips on the left, 5 on the right. Corridor and Ventilation Duct on the left, Dark Corner and Control Panel on the right. Activating the Panel allows you to choose a terrain card and limit the spawning there during this round to just 1 genestealer maximum. You should choose for this effect the Ventilation Duct and discard blips from the pile on the right.

**Apothecarion** (good luck): 7 blips on the left, 6 on the right. Control Panel and Ventilation Duct on the left, Corridor and Dark Corner on the right. Activating the Panel allows you to place a support token upon any marine and then you may change his facing if you wish (really nice). You should discard blips from the pile on the left.

## Location 2

It's in the Locations 2 where your Space Marines are usually put to the test. There is no "good" location: try to arrive cleared from genestealers thanks to well loaded Doors if you have the opportunity (and that's always the case if you play a 6 marine game).

**Teleportarium** (not bad): 7 blips on the left, 5 on the right. Ventilation Conduct and Dark Corner on the left, and Control Panel and Corridor on the right. I **don't** recommend to you activating the Panel, but if you are going to do it, do it as soon as you enter the Teleportarium, don't wait more rounds. This is a desperate measure that it's not advisable, unless you are in an "all or nothing" scenario, the game is almost lost and you are going to lose anyway if you don't activate the Teleportarium.

Don't be fooled by the number of blips, the side you want to discard from, if you have the opportunity, is the LEFT side.

On a side note: if you think "on average I lose just one marine when I use the Teleportarium", you are playing wrong (see [Death Spiral](#)). You should come out with

no casualties at all (specially when playing with 6 marines), and with every support token you can spare. Every marine's life must be precious to you; the game is about risking them as less as you can, not as much. If you see yourself having more casualties fighting through the room than activating the Teleportarium, you're still far from mastering this game. You can't afford yourself to willingly lose any marine on Location 2. Follow my advice: don't take unnecessary risks. Fighting through the Location is harder when you don't master the game, but it's the way to go.

**Beware:** if your plan is to use the Blue Intimidation to reshuffle blips into one pile, and then travel with the Teleportarium effect and discard those blips, you cannot do this on the same turn with just the Blue team: activating the Control Panel happens during your Move + Activate third step, and Intimidation is a special ability triggered at the end of your action, once the previous steps have been resolved, so you'll need also the Green Move + Activate in order to pull off this trick, since they are the only ones that move after the Blue team.

**Note:** activating the Teleportarium (or travelling thanks to the Gray Stealth Tactics in location 2) means that you could travel to the Wrath of Baal Chapel, be forced to place the Artefact and then receive a major/minor spawn from the Green terrains that round. And you couldn't prevent it, since it will happen right after your action face. Then you'll face one additional spawn (from the Corridor AND from the Artefact). It's not something that will happen everyday when you travel to the Chapel, but if you do, there's roughly 20% chances. If this happens to you, you were looking for trouble and you found it. This situation is easily prevented by not travelling in Location 2 outside the Event phase (you can always travel the traditional way, after the event phase, place the Artefact, then pick it up with any team before any genetaler is spawned there) . Up to you, don't say I didn't warned you.

**Black Holds** (bad luck): 5 blips on the left, 6 on the right. Dark Corner and Door on the left, Ventilation Duct and Promethium Tank on the right. Upon entering, if there is one or more swarms, choose one and spawn 2 genestealers on it. It is a big inconvenience, because there will be some swarm(s) almost for sure, and even worse if there's just one with 3 or 4 genestealers on it. Destroying the Promethium Tank begins to be an option to consider, if you take out a lot of genestealers (or if they are flanking you), because there are 2 orange terrains on this location and losing just one marine here if you play with 10 or 12 is less a tragedy than in the previous location (yes, I know I preached you the sermon about not losing any marine on the Teleportarium, but remember that in the Teleportarium you are risking the entire formation (or discarding support tokens, which is a tragedy too): here you don't spent tokens at all, you risk just one marine and you KILL genestealers for sure).

If you activate the Tank, discard blips on the left side, without a doubt. If not, better on the right side. And, of course, load the door as much as you can.

**Dark Catacombs** (bad luck): 6 blips on both sides. Dark Corner and Door on the left, Ventilation Duct and Corridor on the right. Upon entering, spawn one genestealer behind one marine not having support tokens (if every marine has at least one support token, ignore this effect). Yeah, alright, the problem is, except for the games with 6 marines on which you had just minor spawns on the Void Lock, or 8 marines having travelled through the Munitorium, it is very improbable to arrive here with every marine



having a support token. In other words: more problems when playing with 10 or 12 marines, and most of the times with even 8 or 6, too. Discard blips from the left pile, if you can. At least you have a door on this location. Make it count.

### Location 3

Location number 3 is a lottery: it can be excellent or a wreck.

**Wrath of Baal Chapel** (very, very good luck): 5 blips on the left, 6 on the right. Ventilation Duct and Corridor on the left, and Door and Dark Corner on the right side. Upon entering, place the Artefact wherever you wish.

Alright, the Wrath of Baal Chapel is truly a bless from the Emperor and may save even a disaster of a game. It has everything: not very much blips on the side with the higher probability of spawning genestealers, one Door ready to be loaded with support tokens and one card that is a life-saver for a marine! By the way: the Artefact should be picked up **IMMEDIATELY**. Don't place it in front of a marine that's not going to activate it right away on that phase, for two reasons:

1. I've seen sometimes staying on the Chapel just one round. A couple of major spawns, or major and minor (depending on the number of marines playing) on the left side, and say goodbye to the Chapel, we are moving! The look on your face is just like this: O\_o (completely owned) if you leave the Chapel without the Artefact.
2. The Artefact is still a terrain card. Genestealers could be spawned there. It's unlikely, because it has value 1 (green), but it could happen, and that's an unnecessary risk that you may avoid at zero cost (we are not talking about exploding a Promethium Tank).

And remember!: one may marine activate **just one terrain** in front of him, even if he has several at his disposal (as clarified in the official F.A.Q.:

[http://fantasyflightgames.com/ffg\\_content/death-angel/minisite/support/Death\\_Angel%20FAQ.pdf](http://fantasyflightgames.com/ffg_content/death-angel/minisite/support/Death_Angel%20FAQ.pdf))

If you play more than one team, think well which marine is picking up the Artefact: it can only save the life of the marines belonging to the team that picks up the Artefact, and not the marines belonging to another team / player.

If you control the Purple team, it is a good moment to peek at the next Event Card and avoid leaving the Chapel before it is time due to unwanted spawnings: ideally, you leave the Chapel with the Door well loaded and the Artefact on your hand.

If you wish to stay longer on the Chapel, don't discard blips or discard them from the right pile. If your plan is to stay there just one round, discard from the left pile, but the Chapel is a good place for the formation to gain several support tokens, as well as activating the Door.

**Genetorium** (not bad): 5 blips on both sides. Corridor and Dark Corner on the left, Control Panel and Ventilation Duct on the right. Activating the Panel allows you roll the

die: on skulls, you slay up to 4 genestealers anywhere on the formation. On any other outcome, the marine who activated the Panel is slain.

The only good thing about the Genetorium is that it contains a small amount of blips on both sides. Try to accelerate the travelling or mitigate the last spawn by discarding blips if you are able, because here there isn't even a Door. The effect on the Control Panel defies common sense and shouldn't be ever used, except by a marine being flanked by 5 genestealers or more which may receive no help from the rest, or to avoid the same scenario with Zael, and just if that swarm cannot be neutralized by the Power Field.

50% chance of losing one marine against 50% chance of eliminating 4 genestealers? This is a waste, if you ask me (note well that if you don't roll skulls the 4 genestealers ARE NOT DYING). Moreover, why should I be willing to do that in a location where there are scarcely blips and probably you won't have one full spawn if you play with 12 or 10 marines? It could be worth trying this with a vanilla marine if the amount of genestealers on both sides of the formation is really huge, as a precaution for a possible future Genestealer Lair, and just if you haven't had any losses up to this point, but that's all (imagine you roll 0, 4, 5: not only you are going to the Genestealer Lair against an army of genestealers, but also with one marine less on your side).

If you may discard one blip from the right side, you will be probably leaving in just one round.

**Hibernation Cluster** (very, very bad luck): as many blips on each side, as surviving marines on the formation at this point of the game (that means: 12 marines alive, 24 blips (12 on each blip pile); 6 marines alive, 12 blips (6 on each blip pile), etc.: you get it). Ventilation Duct and Door on the left, Spore Chimney and Dark Corner on the right side.

This location is, by far, the worst of the Locations numbered 3, and by itself it could be considered a mini-final; take a look at the terrains' value: two red terrains, and none green. The danger lurks on both sides of the formation and besides, the more marines you bring to this location, the more dangerous and harder it is to get the hell out. It has a Door (at least), but you won't be able to activate it as much as you'd wish, because the red terrains require a lot of attention and the number of genestealers doesn't give you a break.

Try to make the Chimney Spore collapse as soon as there are no genestealers upon it (or even if there are just one or two, and you have at your disposal one marine with enough support tokens to try). Get ready for a tough fight if you come with a lot of marines and don't be surprised if you lose more than one. Deactivating the Chimney on the first round you get here would be a lucky strike and would rise your odds of coming out victorious. If you don't pull off the trick, grit your teeth and think: "The Emperor lives forever! For the Emperor I die!".

## Location 4

And here we have at last the final mission, which may be more or less hard...

**Launch Control Room** (very good luck): 6 blips both at the left and right side. Dark Corner, Control Panel on the left, Ventilation Duct and Corridor on the right side.

There are two ways of fulfilling this mission: killing every genestealer on the formation and the blip piles (it is usually the hardest way), or activating the Control Panel (it is usually the easiest way). For each time the Panel is activated, the player may choose

between placing a support token on the Panel or rolling the die. If he rolls and gets a number equal or higher than the number of support tokens on the Panel, the Space Marines instantly win. In other words, you could even win the game rolling on the first round and getting the so much feared 0 that uses to appear on the rest of the occasions (when it's mortal). Possible, but not likely, of course. Just one simple calculation tells you that after placing 2 support tokens, you will have on the third round 50% chances of winning, and if you manage to get 5 rounds (unlikely but anyway), victory on the sixth round would be instant. But as I pointed out, it is unlikely to endure that much without having destroyed all the genestealers previously. You may try your luck while you kill the swarms, specially if you have more than 3 teams. In both scenarios, victory on this location is usually very easy, unless you arrive here with a ridiculous number of marines or, by instance, just with 2 teams. The biggest problem on this location is the bittersweet taste you get once you've won, because winning that easily becomes very anticlimatic...

- I've always found that usually you don't have time to pull off a victory by activating the Control Panel: either you act recklessly trying to activate the Panel every turn with no matter which team, and you fail to provide appropriate cover to your space marine fellows (in the end you will probably win, anyway, but with some casualties due to poor support), either you try to activate the Panel only when the genestealers give you a break, but in this case you won't be able to win by "pulling the lever", because you will kill everything closing on the formation before you'll have the chance to have 3 support tokens on the Launch Control. My advice is that once you've mastered the game, you home-rule playing this location with 12 blips on each blip pile. Things are different then and it becomes exciting.

**Toxin Pumping Station** (good luck / not bad/ depends): 7 blips on both sides. Corridor and Dark Corner on the left, Control Panel and Ventilation Duct on the right side. Activating the Panel lets you discarding as many blips as the number rolled in one blip pile of your choice. You can only win by eliminating every blip and genestealer on the formation. The trick here is activating the Control Panel every round. A couple of 4s or 5s will get you out of trouble in a blink. Don't despair if you roll 0, and keep trying. Every Panel activation is the same as one Flamer attack against the genestealers lurking on the blip pile. Make sure to do cover carefully the marine activating the Panel, because just below lies the Ventilation Duct, so almost all the heavy weaponry you have should hang around the bottom of the formation constantly. Remember, once again, that you can only activate one terrain ONCE PER round. Otherwise, it would just be too easy. This location is one of the rare cases in which it may be worth to spend one blip in order to use twice Stealth Tactics from the Gray team: discarding 2 genestealers, one from each blip pile, is exactly what you are requested to do in order to win.

If you don't need another ability (such as Power Field or Psionic Attack), use indeed Stealth Tactics every other round. The only thing that may take the victory out of your cold dead hands may be several Event Cards adding genestealers to the blip piles (The Swarm), or spawning genestealers on the Formation (Out of Thin Air, They're Everywhere): if they get all spawned too quickly, you cannot target them with the Control Panel anymore. Anyway, most of the times, if you have got the Gray team and you haven't lost too many marines, you should rise victorious on this location too, without too much trouble.

**Genestealer Lair** (bad luck): 6 blips on the left, 5 on the right: not too many blips, but: Dark Corner and Ventilation Duct on the left side, and Corridor and Spore Chimney on the right side. By far, the most difficult location out of the 3. Success here will depend a lot on how many and which marines arrive, and from where they came. It can be a really hard showdown in a 6 marine game. But, on the other hand, finally a real challenge, a final worthy of the Blood Angels!

The key here lies on arriving with as fewer genestealers as possible. Making it with 4 genestealers on one side of the formation and 4 more on the other side, means making your life (and the marines' life) much harder than needed. That's why coming from the Wrath of Baal Chapel or from the Hibernation Cluster may change everything: every genestealer currently on the formation instantly moves to the Ventilation Duct if on the left side, and to the Spore Chimney on the right side. Right after that, 2 Brood Lords are spawned on both terrains. Our goal will be to utterly destroy these two lovely little creatures, which move and flank on 2 symbols each, besides subtracting one point to our defense rolls when fighting against them and their swarms.

If we consider the terrains on the location, one doesn't need to be Sherlock Holmes in order to verify that there are 2 red terrains, that is, value 4 and the highest probability of spawning more genestealers on them (creating a bigger problem if they merge into the current Brood Lords' swarms). Concerning the Ventilation Duct, there's little or nothing that can be done, unlike the Spore Chimney (activating it with a skull roll will remove it from the game). However, it is important to consider if it worth to do it:

a) On a 6 marine game, it is worth without doubt, since there are 5 blips on that side of the formation and that implies 5 minor spawns of 3 major spawns (the last one incomplete) that we will be blocking on that red terrain. If you try to discard the Chimney on the first round, while you block with the Power Field the swarm placed upon it, you may pull off a great move there.

b) On a 12 marine game, it's not worth to give it a try: a major spawn on the red terrain will bring out every blip in the pile. Failing at discarding the Chimney would mean to sacrifice one order for nothing: if we can fire instead with that marine, it will be better.

c) On a 8-10 marine game, it will depend on how risky is to make it.

Leaving aside the Chimney now, how do I do in order to defeat the Brood Lords? Well, unfortunately, the poor beasts must be the last ones to be killed on its swarms, so that makes things a lot harder. Better let's consider previously can you do to avoid being butchered by them. Ok, have no fear and don't let your legs shake inside your Terminator Armor, because not all is lost; far from it. There are several tactics that should let you survive a great number of rounds, even in front of a 3 genestealers plus one Brood Lord swarm (that usually would mean the death for a standard marine). Have in mind these:

1. The Power Field from the Librarian. This is truly one of those moments where it is worth to use it against big swarms. Specially because when the showdown starts, there are two of them. Using the Power Field on the swarm upon the Chimney while the other swarm receives a rain of fire is a great idea. What's more, as we have said, this ability doesn't rely on dice and works for sure. If combined with the Intimidation, it may give as a result having the pretorian

guard of the Brood Lord fleeing cowardly, and have the poor bug alone and thus vulnerable on the next round.

2. Defensive Stance from the Yellow team shines brightest, as it will let you endure in two different spots against 10 genestealers plus Brood Lord at the same time, if needed (as long as the subsequent roll(s) ain't 0...). If you happen to enter this location, make sure you give support tokens to Claudio and Goriel.
3. Gideon's Block, as long as he has a couple of support tokens, will save him against countless enemies.
4. Lorenzo's Counter Attack was also conceived for situations like this, but careful: you will need to roll a lot of skulls!!!
5. As we said, the Intimidation from Deino and Lorenzo may work well, even against both swarms at the same time, and, theoretically, leave both Brood Lords unprotected if the roll is high enough to discard every genestealer engaged with them. This is extremelly risky and maybe one of them (I mean Lorenzo and Deino) will die (if not both), so we don't recommend it but as a last resort weapon, after having used the Counter Attack and with no possibility of receiving any extra help at all (combining this with some forecoming fire would help).
6. Valencio, Scipio, Omnio, Noctis, Deino: these are the heroes that will stand up before the swarm in order to sacrifice themselves and save the rest, if it comes to that. The Space Marine's life is a hard one, and they will accept their fate to avoid that their remaining brothers will fall.

Remember well the spots on which the red terrains may appear, before revealing the last location card: second from the top, first on the bottom. Make sure at least one defensive hero is at those spots. If they are the Yellow team with some support tokens and Defensive Stance ready, even better.

Ok, defenses are ready, let's finally check the attack: even if resisting against the Brood Lords' swarms is basic, you need to eventually defeat them in order to claim victory on this mission. Here you have the aces up the sleeve that will let you win the game:

1. Zael should enter the fourth location (just in case it is Genestealer Lair) ready to fire, being in the first, third or last but one spot on the formation (in other words, having at range one red terrain). The flamer is the most feared weapon by the Brood Lord, and you have to take advantage: it may finish off one entire swarm on a single blaze. Discard as many support tokens as you need in order to roll the 5 (or as many as you need) and fear not: this is the final battle, you have been amassing them for this moment.
2. Now it's the right time: Heroic Charge from Claudio. It is his moment, it doesn't matter anymore if he survives, as long as he takes out as many xenos as possible with him. Since it means sure kills and they don't rely on luck, it is amazing for exterminating a swarm containing 2 genestealer and one Brood Lord.

3. Forget everything I told you about how bad [Overwatch](#) was: now your goal is to kill, kill, kill. It doesn't matter if Overwatch is costly: if genestealers aren't spawned at the Brood Lord positions, use Overwatch to shoot the Brood Lords' swarms or to finish them off (if you don't have Full Auto available).
4. The rest of the marines that potentially may kill more than one genestealer: the Librarian, Leon, Gideon (in case he is not defending) and Noctis, should all be raining fire upon the Brood Lords' swarms while the Yellow team, Lorenzo or Gideon defend. No mercy. Spend as many tokens as necessary, because remember: the more reinforcements coming out of the terrains, the harder it will be to survive. On the other hand, as soon as the Brood Lords fall, it's all over. Speed is vital: every turn takes the victory one step away. Remember that the Brood Lords are deadly when in huge swarms, but just as vulnerable as ordinary genestealers when they are alone: focus on their swarms, even over new dangers that may appear on other terrains (if you have already fired with the Purple team, you may move the Brood Lords' swarms further away from ordinary swarms, making it more difficult for them to merge). When in doubt, you'll have to always attack the weakest Brood Lord swarm, and on a tie, target the one on the left side.

**IMPORTANT:** unless you are planning to attack with marines that have a limited range, the swarms will escape your marines' range, in this location you want to make the Brood Lords' swarms as varied as possible: don't slay genestealers with unique symbols in the swarm, try to keep the swarm moving. In fact, the Brood Lords having 2 symbols is a good thing. Yes, it's true that they will move and flank twice the time than ordinary genestealers, but this is actually a good thing for you, because:

1. Usually one move doesn't take the swarm too far away to prevent any marine with range 2 attacking the swarm (this is particularly true in a solo mode/10 marine game).
2. Once the game begins, you actually **want the swarm to move away** from the Red terrains, because that way, it will be less probable that the swarm receives reinforcements from the Red terrain (or the Green, if it's the swarm on the right).
3. Once the swarms are one or two positions away from their nearest terrain, then you can focus on reduce their symbols: although you want them to move at the beginning, later on you don't want them to flank easily.

Last advice: if both Brood Lords, as a consequence of several movements and one flanking on a little formation (less than 6 marines, probably), manage to merge into a greater swarm, then... *"Do as we all would: RUN!!!"* :-). The offensive bonuses they grant to their swarms are indeed cumulative, so you would have a hard time stopping them on defense: one marine without special abilities, against just the two of them together, would need a defense roll of 5. So, there's little advice here... but good luck.

## DEATH SPIRAL

This is just a concept, but you have to bear it in mind very clearly when you play Death Angel, or you won't get far...

Remember that in Death Angel, being a cooperative game that requires team interaction in order to maximize your advantage, **the more marines you lose, the easier it becomes to subsequently lose additional marines** (fewer marines will have to take care of the same number of terrains and spawns with less firepower/defensive power). This is the so called "Snowball effect" (it gets bigger and bigger as it falls down the mountain). That's why you shouldn't use the Teleportarium, Promethium Tank or Heroic Charge in the first locations: losing one man on the Void Lock will make arriving at the last location far harder than losing him on the third location.

Losing 2 marines in a 6 marine game is a huge disaster and a very hard blow on the formation: you've lost 33% of your offensive or defensive potential, the tragedy is at the same level than if you'd lost 4 marines out of 12. Try to prevent the most valuable ones from falling, and above all, NEVER let an entire team fall if you can avoid it!

It will always be better having 6 teams with one member each, than 3 teams of two marines, because 6 teams mean 6 different orders (more diversity and tactical options, more virtual support tokens, for example), while 3 teams mean just 3 orders (just 3 support tokens, fewer opportunities for keeping a constant attack on the enemy every turn, etc). The only possible exception would be choosing between losing Zael or Calistarius, as opposed to losing the entire red or Green team, or the last vanilla from any other team. Not even the red nor green orders are worth the prize of the Flamer Attack or Psionic Attack.

Bonus feature: Rescue Space Marine only works on marines whose partner is still alive, not on dead teams, so make your choice carefully if this card has not yet been drawn.

## ADDITIONAL VARIANTS

- *Space Hulk Labyrinth*: If you don't have the Print on demand Mission Pack 1 expansion, you may pick (at random, as always) not one, but two locations for each one you need (2 number 4 locations; 2 number 3 locations; 2 number 2 locations; 2 number 1A locations or whatever you need). Keep them apart. As you enter the Void Lock, pick the next locations number you'll need and place one right next to the left blip pile, and another to the right blip pile. Now roll the die:
  - On a 0, keep both locations secret.
  - On a 1-2, reveal the location on the left side.
  - On a 3-4, reveal the location on the right side.
  - On a 5, reveal both locations.

You will travel to the location on the left side if the left blip pile is depleted first. You will travel to the location on the right side if the right blip pile is depleted first.

That will add some tactical choices to the game concerning which blips to

discard and the use of the Forward Scouting, in order to decide the way you want to travel (making bets concerning the hidden location) and reinforce the feeling of exploring a derelict ship in the shape of a labyrinth with several ways to go.

- *The Real Chaos of Battle*: If you don't play alone, once you've mastered the game and victories become "annoyingly frequent", you may try to play silently while planning. This adds tension to the game (you don't know if you're partner is covering your back although it is evident he should, or he doesn't know for sure you are covering his), at the cost of together finding the best solution, or negotiating the orders you want to play.
- *We're running out of time!*: One middle ground solution to the previous problem is having an hourglass (it is vital for it to be an hourglass, a chronometer won't do the same trick): you may speak as long as the clock is running. Once the last grain has fallen, you'll have to secretly and silently select your orders. This adds tension and a rush feeling. (Yes, I was joking about the "vital thing": any watch or clock will do).
- *Unforeseen events*: Reshuffle the first Event Card (the one you use for the first spawning and nothing else) into the Event Deck (sometimes you draw Psychic Assault or Rescue Space Marine, and this is no fun at all). If you want an even more unpredictable experience, reshuffle each Event Card into the Event Deck once you've played it.
- For an even more *thematic experience*, make these changes to the order cards' **special abilities**:
  - Power Field no longer works if Calistarius is dead.
  - Forward Scouting no longer works if Omnio is dead.
  - Strategize no longer works if Zael is dead.
  - Lead by Example no longer works if Lorenzo is dead.
  - Intimidation no longer works if Lorenzo is dead.
  - Run & Gun special ability no longer applies to Gideon: instead, he may use the Block special effect (he doesn't receive any additional support token) OR move + activate as usually.
  - Heroic Charge special effect may be applied several times when this order is selected: for each additional use, Claudio's chance to die is increased by 1, and the number of genestealers he may slay is decreased by 1 (that means it is useful up to 3 times per attack round).
  - Overwatch is now applied BEFORE the genestealer attack phase (but just one shot per red marine, as always).
  - Onward brothers no longer applies if ANY Red team member is dead.
  - If any Sergeant dies, discard every support token in the formation.

Warning: these changes break the finely tuned balance of the game... (but they are fun).



- *Epic fights*: you pass the defense roll on a tie, but you can't reroll the defensive rolls more than once (except for the Counter Attack), and you can never reroll the offensive rolls at all, no matter how many support tokens you have.
- *Mission parameters received: Seek and Destroy*. Don't select one location numbered 4. Instead, pick all three number 4 locations and put them randomly at the end. You win the game once you've defeated the Brood Lords. Leave the Toxin Pumping Station and/or the Launch Control Room locations as soon as you complete their objectives.
- *Angels of Death*: Forget about separating the left and the right blip piles: shuffle them together in order to create a bigger BLIP PILE. draw every spawn from this new pile. You only may travel once you've depleted this BLIP PILE (apply any effect concerning the blip piles (such as The Swarm (add 4 blips), Full Scan, Stealth Tactics, etc.) to this new BLIP PILE).
- *Deathwatch*: (ideal for playing solo). Draw 3 teams, but discard the vanilla marines (on the Green team, discard the one you wish). Play with these three marines and solo rules, modifying the following:
  - Random initial setup concerning the order of the marines. The marine on top faces left. The marine at the bottom faces right. For the marine in the middle of the formation, roll a die: on a skull, he faces right; otherwise he faces left.
  - The major spawn is just 1 genestealer. If you get spawns from both the red and orange terrains, you may instead choose to spawn 2 genestealers from just one terrain (red or orange).
  - As long as three Space Marines are alive, there can't be two terrains on the same position at the same side of the formation if the position next to them is empty: if you reached the limit instructed when placing the card and, as a consequence of having no room left, you are forced to place two terrains at the same spot, place one of the terrains above or below, following the order displayed on the location card. Example for the Hibernation Cluster:

|                             |   |                |   |                          |
|-----------------------------|---|----------------|---|--------------------------|
| No terrain card             | ◀ | <b>CLAUDIO</b> |   | No terrain card          |
| <b>Ventilation Duct (4)</b> |   | <b>NOCTIS</b>  | ▶ | <b>Spore Chimney (4)</b> |
| <b>Door (2)</b>             |   | <b>LEON</b>    | ▶ | <b>Dark Corner (3)</b>   |

The Door and the Ventilation Duct should share the last position on the left side, but as the location card instructs you to place the Door **four** positions away from the top, and the Ventilation Duct **three** positions away from the top, the Ventilation Duct goes up. On the right side there is no problem, as the terrains are placed as instructed on the location card.  
 Be aware: the game will be easy, unless you lose one marine: then it will be very hard!

- *Blind*: As the marine cards show the marine's picture on both sides, the rulebook suggest you to shuffle the marine cards under the table for the initial setup. You

may also try this exciting variant in lieu of shuffling under the table: close your eyes while you shuffle them (yes, I was pulling your leg again).

## ENJOY THE GAME

This is maybe the most important piece of advice of them all: **enjoy the game**. Don't despair if you keep biting the dust (you won't be able to do everything suggested here in your next game). Keep practising and have faith. Remember: *The Emperor Protects*. Again: enjoy the game even if you lost. Try to learn from your mistakes. After all, the point of playing games is to have fun, isn't it? *And if you don't listen... to hell with you!*

## EXPANSION SPACE MARINE PACK 1:

### THE BLACK TEAM

(Yes, the Chaplain Raziel and Metraen; you know, from the Print on Demand Expansion “Marine Pack 1”... What, do you like to call them “Gray”? Not anymore, private! Here, the damned Gray team are Calistarius and Scipio! Just kidding: in fact, I am colorblind so called them whoever you like: just let’s understand each other).

Well, the moment I saw the pics for the 2 teams on Boardgamegeek, I posted:

- *With the Armor of Contempt ability, the Chaplain is going to be unstoppable!*

To which I got quoted and replied:

- *“With the Armor of Contempt the Chaplain is going to be unstoppable!” **every other turn**. Fixed it for you...*

To which I answered:

- *Look, the round I’m not supporting, I will be attacking with the Chaplain and no matter what he rolls, he will be safe again. So the only possible concern for the Chaplain would be “swarms flanking the Chaplain every other turn”. Fixed your fixing for you...*

The moral of the story is: “If it isn’t broken, don’t try to fix it”.

#### **Best Positions:**

Position the Black Team properly: this team is absolutely **static**: once you’ve played a couple of games you will realize that both Chaplain Raziel and Metraen won’t need to move very often. What’s more: they work very well together, and by this I mean next to each other, and **facing the same direction** (that’s very important). The Chaplain needs to **always** be in front of a terrain, and Metraen’s position depends greatly on the number of starting marines: if you play with 3 or 4 teams, he will be best one position above him if they are both facing right, and one position below him if both are facing left. In other words: put Metraen facing the same direction as the Chaplain, one position away following the direction in which the genestealers will move (if the genestealers will go upward, place Metraen above Raziel, if they will go downward, place Metraen below Raziel). If, on the other side, you play with 5 or 6 teams, he is best placed in reverse: in the direction the genestealers won’t move to.

Why is this? Simple: the Black Team is an essentially a defensive team. Their attack is one of the worst in the game (in terms of casualties, they match the Blue team, which is no honor at all, but the Blue team attack may boost other attacks in the formation in the shape of support tokens, while the Black Team can’t do such a thing). Even the Black Attack has a defensive bonus. So, with their attack being what it is, you need to **maximize it** at all costs. If the Chaplain is stunning the swarm he attacks, but then no marine hits the swarm, you are mostly wasting your time (and your orders). If, on the other hand, every time the Chaplain stunts a swarm, this swarm receives *at least* two attack rolls (one from the Chaplain, and another one from Metraen), you are maximizing his attack order. Having Metraen looking at nowhere while the Chaplain is

attacking is a waste that you should avoid. Position these two together as soon as you can, and you won't regret this (more on this later).

Remember the tips about [placing the Blue marines near each other](#)? Well, that's the same, because of the same reason, but they need to be especially close because of one additional reason we'll see later (and that is *Armor of Contempt*).

In sum:

a) 3 / 4 teams:

**Genestealers move upward:**

|                |   |           |  |
|----------------|---|-----------|--|
| <b>METRAEN</b> | ▶ | ▲         |  |
| <b>RAZIEL</b>  | ▶ | ▲ Terrain |  |

**Genestealers move downward:**

|           |   |                |  |
|-----------|---|----------------|--|
| Terrain ▼ | ◀ | <b>RAZIEL</b>  |  |
|           | ◀ | <b>METRAEN</b> |  |

b) 5 / 6 teams:

**Genestealers move upward:**

|     |                |     |           |
|-----|----------------|-----|-----------|
| (◀) | Whoever 1      | (▶) | ▲         |
|     | <b>RAZIEL</b>  | ▶   | ▲ Terrain |
|     | <b>METRAEN</b> | ▶   | ▲         |

Note: this *Whoever 1* may be Omnio, Scipio, Valencio, Noctis, Gideon. If the terrain is the red one, they'll need heavy firepower around them: Calistarius, Zael, Adron...

**Genestealers move downward:**

|           |   |     |                |     |
|-----------|---|-----|----------------|-----|
|           | ▼ | ◀   | <b>RAZIEL</b>  |     |
| Terrain ▼ | ▼ | ◀   | <b>METRAEN</b> |     |
|           | ▼ | (◀) | Whoever 1      | (▶) |

Alright, these two together, but where *exactly* in the formation do you place them? I used to place them on the extremes of the formation: it doesn't matter exactly which terrain they have at range (**in front of the Chaplain**, always), because my advice is to **not move them at all** from this position once you've placed them there (except of course, for momentary redeploying, when and "if" needed. If you stick with this configuration (including the presence of the vanilla guy (or powerful marine) when recommended), you will be rewarded more than once.

**Ok, disadvantages:** the Black team is no good at covering other marine's back (they don't have great accuracy, higher number of shots nor firepower: they both have to deal with the genestealers face to face and you can't afford the luxury of having one of them facing "the other direction". You will thus need to have at least another marine **covering them** (Leon works great, as always, but there is also Calistarius if he's not wasting his potential. If you have no choice, a couple of vanilla marines will work). The good news is, thanks to their Litany of hate, covering the Black team's backs it's really easy. Advantages: ok, why did I recommend this configuration to you? Because if you follow my advice, you now have a **true wall** on one side of the formation, against which the genestealers will crash *again and again*. Moreover, you will be able to support (and not even with the support order) the rest of the formation while these two can take care of themselves when not flanked. The playing style with the Black Team, as you'll see, is quite straight forward and doesn't present a lot of tactical nor complex choices, but is somewhat rewarding if you maximize their potential.

### ***Supporting the Black Team:***

| Starting marines | Ideal number of support tokens |          |
|------------------|--------------------------------|----------|
|                  | Chaplain Raziel                | Metraen  |
| 6                | <b>2</b>                       | <b>1</b> |
| 8                | <b>3</b>                       | <b>2</b> |
| 10               | <b>3</b>                       | <b>0</b> |
| 12               | <b>4</b>                       | <b>0</b> |

As you see, this team requires a **really heavy investment of support tokens** in order to give their best. But normally, they tend to not spend them, so in the long run, I would bet they have consumed more or less the same amount of support tokens than, say the Blue or the Gray team, by the moment the game ends. Make supporting the Black team a high priority task: the sooner they got their support tokens, the sooner they can be put to work efficiently. The Black team without tokens is very inefficient, almost worthless.

### ***Black team's orders:***

#### **Move + Activate (Litany of Hate)**

This ability is very good. It will allow you to change the facing of up to two other marines belonging to any team. The practical application is that you may take good care of genestealers suddenly flanking anywhere in the formation, fix bad planning, or arrange your initial setup in the blink of an eye. It could be as effective as Yellows Reorganize, a little less effective or a little more effective, depending on what you need at any given moment. In fact, it's just different and applies most of the times to different scenarios, so it won't be very useful to compare both abilities, as the only thing they have in common is that they greatly help the rest.

If you have planned correctly, you won't need the Litany of Hate often (if you are a novice player, you will find it amazing), but when the time comes, Litany of Hate may multiply your tactical choices in a spectacular way (fire with marines you couldn't otherwise, defend with marines undoing flankings, apply abilities that require right facing such as Defensive Stance, etc.). The more experienced you become, the better uses you will find for the Litany of Hate. You shouldn't use Litany of Hate in order to just move your own Black marines (barring the first rounds, of course), wasting the extra ability that it grants you. You don't know where nor when you are going to need the Litany. That's why keeping them still at the top or bottom will allow you to call for the Litany exactly when needed, and it will be ready. If you place them in the middle of the formation, you risk having other marines interfering with the Black team on their way to better positions, or you will have to move them in order to get one marine up or down, but it's up to you. Sometimes you will need the Litany of Hate to solve a critical situation, but at the same time supporting or firing will be a must to keep the Black Team alive: a great deal of support tokens on the Chaplain and Metraen could save the day momentarily while they intone the Litany, but don't do that if the one defending is facing 4 genestealers, even if he had 4 support tokens on him. In that case, you should look for other ways to solve your problems without the Litany.

By the way, if you hated Red team's Overwatch (and you were absolutely right on this matter), you'll note how the Red team may now **fire every turn in the direction you wish** (although you may change the Red facing just every other turn). If you combine Litany of Hate + Overwatch / Full Auto, you may now fire at will on the direction you are actually interested in: forget about wasting *Onward Brothers!* just to face the correct direction, and save it just for activating doors. Overwatch still won't kill genestealers before they attack neither from behind a Power Field, but guess what: ***it will kill stunt genestealers!*** Sadly, Purple's Forward Scouting is activated later than Litany of Hate, because if this weren't the case, you could create an incredible combo with Forward Scouting + Litany of Hate + Overwatch, knowing in advance where new genestealers would be spawned. As I said, that's not the case, so you'll still have to make a guess concerning the spawning terrains.

*Oh, uh, just one more thing...* Litany of Hate **also works on your own Black marines** ("Any team" is "Any team", so it includes the Black Team): that makes them an excellent asset to load Doors or activate any other kind of terrains, like we will see later under [Tactics](#).

### **Support (Armour of Contempt)**

Add +1 to your defense roll for each support token on your marine. This is not the best ability of the Black team, but it is a very good defensive ability: first, it's an ability that affects **both team members**. Second, it is a **unique** ability in the sense that you can math out the result of some defensive rolls. Such an advantage should not be overlooked: if you are going to make use of the Armor of Contempt (and you shall), don't place just 1 or 2 support tokens on the Chaplain: go for 3 or 4. Metraen should have 0, 1, 2 or 3, depending on the number of marine teams playing and on the support you'll be able to gather. The use of the order is obvious: any time a swarm stays in front of the Chaplain and he can't attack because he has already attacked the previous round, use the Armor of Contempt. If you need to roll a 5, try to have at least 4 support tokens.

If you need to roll a 4, try to have at least 3 support tokens, and so on. If the swarm contains 5 or more genestealers, obviously **math out the defense roll** with the tokens, or make very sure bets concerning the marines that are going to attack the swarm the Chaplain is facing (such as Heroic Charge, Zael with support tokens, etc.). If you can't assure the survival of the Chaplain because you won't have enough tokens, obviously then don't use the Armor of Contempt: move out and sacrifice another vanilla marine if you have the choice. If not, it will have to be Metraen, may the Emperor have mercy on his soul.

### **Attack (Traumatic Blow)**

As we've already said, even if the total number of casualties of the Black Team is just two per round maximum, the special ability of the Chaplain's attack can be described as outstanding: **hit or miss**, if he attacks the swarm in his position, it will be stunted until the next round and won't attack on that genestealer attack phase. However, be aware of the fact that the Traumatic Blow doesn't prevent the swarm from **moving** later in the event phase. Neutralizing a swarm in this way is THE BEST DEFENSIVE ABILITY IN THE GAME. Please note the advantages when compared to:

- *Counter Attack*: sure Counter Attack is most devastating concerning the number of casualties, but Lorenzo's ability requires several support tokens to work safely, while Traumatic Blow doesn't. If you don't roll a skull but a 4 or 5, the counter attack may be finished. With the Traumatic Blow (if you have correctly positioned Metraen, as suggested), you always dispose of 2 attacks on the swarm: no more, no less. The chance of killing a genestealer in the swarm is the same with both tactics: 50%; the big difference is Lorenzo may die when counter attacking, while Raziel is completely safe that round. I will however, say that Counter Attack works when flanked, while Traumatic Blow doesn't (but this game is about taking fewer risks as is possible, and counter attacking when flanked is a risk).
- *Defensive Stance*: it uses up one support token, and even then needs a roll. Defensive Stance doesn't work when flanked and it doesn't kill any enemies. Traumatic Blow is free, doesn't need any roll to work and may kill up to 2 genestealers (I will give it to you that it only works for the Chaplain, it wouldn't be balanced at all if Metraen could use it).
- *Block*: Block doesn't need any support token to be activated and works when flanked (bonus point), but again: you only have a 50% chance of blocking (not killing) when facing 5 genestealers or more. Raziel could face 10 genestealers and they still would be stunted. Traumatic blow doesn't need a roll and may kill genestealers, while Block fails on these two aspects.
- *Power field*: sure it matches the Traumatic Blow in the sense of working (I will never say it enough: not relying on the dice is invaluable in this game), but it has a really bad downside that ruins its value: it grants the swarm invulnerability (and that's why it shouldn't be used every other turn, as novice players tend to do, but occasionally on smaller, dangerous swarms). Traumatic blow doesn't rely on the dice roll neither, but the swarm may be attacked as much as desired (I mean "as much as is able") on that round. True: you can cast Power Field on any

swarm (bonus point) and you may stunt the swarm just in front of the Chaplain. That's why the Chaplain should always be in front of terrains.

As I said previously, support tokens are really priceless on this team, so most of the time you shouldn't spend them rerolling attack rolls: their attack is nothing special at all, and they have just 50% of hitting, so "if they miss, they miss": if you intend to slay 2 genestealers (or more) on the stunted swarm, plan attacking them with additional teams, don't just count on the Black team for this.

### **Value the Black Team:**

It is a complicated matter. When it comes to defense, they are the best. When it comes to offense, they are the worst. Supporting the rest, they are really very good, but perhaps not as good as the Yellow team. Their value heavily depends on which other teams you have in play: if you are playing, say a 3 teams game, and you draw the Black team as well as the Green, the Blue or the Yellow, you are actually hurting your chances of victory a lot, because you will seriously lack firepower. On the other hand, for instance, if you play a 4 teams game with the Black, the Purple, the Gray and the Red, you drew good because you'll have both great offense and great defense aboard. The fact that there are now more than 3 defensive teams on the Team Deck changes the games proportion, balance and perspective: although good defense is needed, of course, you don't want plenty of defensive teams, because that will hurt your offense (the ones that will win the game for you).

As for the individual valoration, the Chaplain is clearly better than Metraen, because he is the one who may strike the Traumatic Blow. I would rank him somewhere between Gideon and Lorenzo, but as I said, this won't reflect the fact that the Chaplain may be great in the formation, or just a burden. Metraen is not bad anyway: the second vanilla in the game with a defensive ability (the first and only one back then was Goriel) is not someone to be looked down on. That ranks him far above Valencio, Scipio, Omnio and at the same level as Deino (Metraen has no offensive ability, but his defensive ability is way better than Deino's Intimidation). Worse than Noctis and Goriel: if Metraen dies, the Chaplain can make it on his own perfectly.

To sum up: the Chaplain is a very, very "*tough hombre*", his team offers a really nice support to others, even if it lacks firepower. Thematically really well designed (that's what a Chaplain is good for), and depending on the rest of the teams you draw (or select), he can be an asset or a burden (imagine you play a 12 marine game, and you leave out the Flamer for the Black team: curse you, Fortune!). Metraen is not bad at all, well balanced (though I would have loved him to have some little offensive capabilities, rather than defensive, as in the Green team).

|                       |          |
|-----------------------|----------|
| Firepower             | ☹️       |
| Defense               | 😊😊😊😊😊😊😊😊 |
| Helping others        | 😊😊😊😊     |
| Other tricks / combos | 😊😊😊      |



### **Teams that work great with the Black Team:**

- Purple: in fact, they work great with every team, but especially Strategizing and Scouting Forward for the Black team, compensating their lack of mobility. The flamer may now face both directions thanks to Litany of Hate.
- Red: Leon may or may not cover backs, potentially covering 14 positions (the 7 he is facing, or the opposite 7) at any given round thanks to Litany of Hate, and adding much needed firepower at low cost. Overwatches value now increases notably (more on this later).
- Orange: from the same PoD expansion as the Black team, [see below](#). The Orange team provides much needed firepower, support tokens come in at a great pace, and they don't need any support tokens at all in order to rock, leaving place for the Black team to build up support.

### **Teams that work well with the Black Team:**

- Blue (providing additional support for the Black Team, although the formation will miss firepower if there are only 3 teams playing).
- Gray (power field is a little bit worse now when compared to the traumatic blow (although you can use the Power Field on any swarm), and this team requires a lot of support tokens, so not much left for the Chaplain, but they offer much needed firepower to overcompesate the defensively-oriented Black team).

### **Teams that don't work great with the Black Team:**

- Yellow (being a static team, the Black team doesn't need to redeploy as the rest of the teams, somewhat limiting the effectiveness of the Yellow team. The Black Team requires heavy firepower from the rest of the teams, and you cannot do that with the Yellow team without jeopardizing Claudio. Claudio's range 0 works very bad with the Chaplain's attack. The Heroic Charge doesn't stack with the Litany of Hate. With the Black team being a defensive one, Defensive Stance becomes redundant, especially since it offers little when compared to the Armour of Contempt and the Traumatic Blow). On the other side, “teleporting” the Chaplain anywhere is an asset, but in the long run a losing tactic if you don't redeploy him back at his original place soon enough.
- Green (same reasons concerning heavy firepower and redundant defensive abilities, although if you play with 12 marines, Gideon and the Chaplain may work together for an extremely super-defensive formation).

### ***Tactics:***

You can pretty much deduce the best tactic for the Black team from what's been said until now: the Chaplain waits for a swarm on the terrain he is facing (if it is the green terrain wait patiently, it isn't worth to move away because travelling will probably fix

the issue), play Traumatic Blow on that swarm (shoot the swarm with both the Chaplain and Metraen at his side, don't despair if both miss). The Chaplain is safe for now. Next turn, play Armour of Contempt to grant the Chaplain his survival again (ideally, you should have as many support tokens as you'll need to roll a 1 on the dice and be safe, or even better, you don't have to roll at all because the roll is automatically passed). While the Chaplain plays Armor of Contempt (and the round before), other teams **shouldn't be watching and clapping**, but lending him a hand with their bolters. Next turn, if there are genestealers left, play Traumatic Blow again and repeat ad infinitum, or as much as desired.

Of course, this tactic won't always work as easily as depicted. What happens if:

- a) the swarm moves away?
- b) the swarm flanks the Chaplain?

**a)** If the swarms moves away, just look at how wisely you placed your marines before: in a 3 / 4 teams game, the swarm will move to Metraen. There will be 2, 3 (maybe 4 at worst), so Metraen with one or two support tokens will be able to contain them with the Armor of Contempt. On this turn, try to fire at the swarm with other marines or bring them nearer for the next round. The next turn, you will have to attack with everything you've got, including the Black team. This may be a time for the Chaplain to spend one support token rerolling his attack in case he misses (have the Chaplain attack the last, after Metraen, because he will have more support tokens than him, and depending on if Metraen hit or missed, he may spend them or not), especially if the flamer is not coming after.

On a 5 / 6 teams game, I advised you not to place Metraen in the direction the swarm will move, because he probably won't have enough tokens to stop the bigger swarms with the Armour of Contempt. In that case, it is best to have a vanilla (or Gideon, but never Goriel) in that position, ready to move toward the Chaplain, again in order to put the Chaplain in front of the swarm and play Traumatic Blow if able, or Armor of Contempt if not. Gideon will work great too, because if he can move, he may place the Chaplain where needed, and if Gideon can't move, he can always Block and then you should attack with the Black team (if able). Don't play the hero stuff and try to attack a huge swarm with Gideon and just the backup of the Black team. You would be relying on the infamous "4 gets you three kills". [And we all know what happens by now.](#)

**b)** if the swarm flanks the Chaplain, bad luck (sometimes bad things happen to good people), but your best calls are two:

**1st:** if you spent Armor of Contempt the round before, you'll have to play Litany of Hate, have both the Chaplain and Metraen face the right way, have as many marines providing cover fire as you need (remember that with the Litany you can even have some marines turned around in order to cover you), and rely on support tokens to defend. If the situation is really desperate, change the Chaplain for Metraen, or for the vanilla guy and pray for him. If it was Gideon, it's your lucky day because you can, with the Litany, change his facing and use him to Block.

**2nd:** if you didn't spend the Armor of Contempt the round before, and you have enough tokens to math out the flanking swarm, this is the right time to play it, as long as you

have powerful marines covering your back. If not, you are just delaying the inevitable: the Black team will have to turn around.

In any case, the worst thing that could happen to you is, after being flanked, having another swarm spawned from the Chaplain's terrain. You can't deal with high numbers of enemies in front of you and behind you at the same time with the Black Team: they will need support right away! If this situation arises: call for Claudio, Adron, Zael... If any of them was right next to the vanilla you placed next to the Chaplain on a 5/6 teams game, you planned right. If you are playing a 3 teams game, you are not facing such huge swarms, you will be fine with Traumatic Blow / Armor of Contempt and a few shots here and there.

Remember that, as soon as the flanking swarm has been eliminated, it is imperative for the Black Team to change his facing back again to the direction of the terrain: don't play around just to cover other marines backs or such things. Face the terrain with both marines again as soon as possible.

So don't forget:

**THE BLACK TEAM IS THE ONLY TEAM IN THE GAME THAT MAY HOLD AGAINST ONE SWARM, STAYING SAFE 2 TURNS IN A ROW** (having enough support tokens, of course). **This is the advantage that defines the Black Team, and the advantage you are trying to exploit.**

Of course, you may try another way of playing, for instance running around with them and having them set apart. Just don't blame the Black team when you realize they don't perform as you expected, and they suck because you never have the appropriate order ready when you need it...

- Against small swarms, the Black team performs great: they excell at stopping them time after time and killing them soft... er, slowly. Just keep the swarm in front of the Chaplain and everything will be fine as long as you keep connecting Traumatic Blow and Armor of Contempt: once you've invested your first 3 support tokens, you don't have to care anymore about defending with this team.

- Against medium-size swarms the Black team still works very well, but don't forget to try and kill the right symbols on the genestealer swarm, in order to keep them stuck on the same place round after round.

- Against bigger swarms the Black team is good, but the bigger the swarm, the higher the probability of moving on the genestealer phase. That means that the Black team **is going to need help** for sure, due to their poor attack: other marines should help them reduce the swarm, or maybe another marine will have to put the Chaplain on the right place with the move order.

### **Other combos:**

- Don't forget that the excellent defensive abilities of the Chaplain may be a **life saver** for other marines too: although I advised you to keep the Black team static, nothing is stopping you from making a momentary redeploy resorting to the Yellow team, if the Traumatic Blow or the Armor is needed somewhere else. Just remember to put the Chaplain back on his proper place right afterwards, or

Metraen will miss him too much (or the other way around: have Metraen join the Chaplain on the next turn or as soon as possible: otherwise, you are interrupting your own and best combo).

- As I said, remember that a fleeing swarm may be brought back in place with the Purple Strategize, in order to have them taste the Traumatic Blow once again.
- Power field is usually redundant, but it may come in handy as a temporal break if the Black team gets flanked. They sometimes need such help when they get flanked.
- Lorenzo and the Chaplain may work well together, but you will need support tokens incoming at a high rate for this combo, so it's usually better go for Chaplain + Gideon.
- If you play with the Orange team (Adron and Kaphael), they may lend the Black team a hand with their lack of firepower, but usually you don't want to play Target Lock on a swarm in front of the Chaplain unless he is not ready (Traumatic Blow unavailable, not enough support tokens on him...): since the Traumatic Blow stunts the swarm, you would only use the Target Lock when attacking, and it's not worth it: Target a swarm facing Lorenzo, Zael or Calistarius and it will give you better results.
- As I said, "Full Auto / Overwatch + Litany of Hate" is impressive: heavy firepower and long range in any direction you wish.
- Teams that have a good range and/or heavy firepower (Red, Purple, Gray, Orange) work very well near the Black Team. Teams that don't have it (Green, Yellow, Blue) usually don't get good results (although we have already spoken about the possibility of placing Gideon on the right spot, next to the Chaplain in the direction the genestealers move. But placing him on any other spot nearby is a fatal tactical error).

### Other remarks:

- The Black Team performs extremelly well against **Broodlords** and **Adrenal genestealers** (from Mission Pack 1), negating its special abilities: take advantage of the team if you meet these creatures on your way through the Space Hulk.

- Although it could seem to you a good idea to pick any member of the Black team for the instinct on "Out of thin Air" (spawn 2 genestealers behind a given marine) because of their Armor of Contempt, in fact it is not a good idea unless you can deal with this issue immediately (Strategize, Claudio, Leon, Calistarius, shots from vanillas, etc). Neither is it a good idea to discard support tokens on these marines in exchange for attacks (as I said, tokens are invaluable on them). On the other hand, with Resupply it could be a good idea to pick the Chaplain if he is to get a total of 4 tokens on him. Surrounded may even be a good effect to play on the Chaplain if he can attack and he doesn't get too many genestealers on his back (take good care of the genestealers

without the Litany of Hate, because this time the Chaplain will have to play the Traumatic Blow).

- The Black team is **perfect for activating Doors or other terrains**. I hear you say: “What? The BLACK team? I thought it was the Red team that was good at loading doors... They are the ones who charge 2 support tokens instead of one!”. Yep, ok: let’s imagine you don’t have Leon near the door, but you have Valencio. So, no danger in sight. You decide to move toward the door and activate it with 2 support tokens. Wonderful. Now it’s the Event Phase, and guess what? Major spawn at the yellow terrain. Ow, did I forget to mention this is a 12 marine game? So, the major spawn consists of 5 genestealers... How are you going to deal with them with the powerful (single) shot from Valencio? Yeah, ok, you don’t want problems, so you’ll move upward and bring Gideon to defend on Support. But, did you forget? You cannot move, just because you MOVED the previous turn in order to bring Valencio to the door... Either you have the flamer near Valencio or you are in serious trouble, because Lorenzo is not going to save you, having you moved (he can’t move and counter attack at the same time). What about Leon? Oh, yes: he was far away. Calistarius, I hear you say? Covering the back of Zael, so no help at all. You are in serious trouble, son... Say goodbye to Valencio, who died just for the sake of loading a door with bad planning on your part. Even if it was Leon instead of Valencio, the only thing he got was 3 shots (and remember, he doesn’t usually hit with every shot he has).

Now let’s take a look at the same example with the Chaplain: he moves, activates the door. A major spawn is forecoming. Guess what? Perfect: Traumatic Blow and you are safe. Next turn? Either Armor of Contempt if you have enough tokens, or move away to place Gideon, Lorenzo or Zael there, use the Litany to turn back Calistarius... See the difference? Follow my advice: if there is a door near the Red team and the Black team, move with the Black team. One extra support token is not worth it unless you have the support ready for the red guy who activated the door.

Second advantage: as stated above, Litany of Hate allows you to use its special ability on any 2 marines. Even the Black ones. Please take a look at these examples:

|                  |   |                |   |                |
|------------------|---|----------------|---|----------------|
|                  | ◀ | Whoever        |   |                |
|                  |   | Whoever        | ▶ |                |
| Ventilation Duct | ◀ | Whoever        |   |                |
| Door             |   | Whoever        | ▶ | 2 GENESTEALERS |
| 1 GENESTEALER    |   | <b>METRAEN</b> | ▶ | Spore Chimney  |
|                  |   | <b>RAZIEL</b>  | ▶ | Dark Corner    |

This is the [Hibernation Cluster](#), for 6 marines.

Both Raziel and Metraen are supported. The rest of the marines are not, but they can attack. Play Litany of Hate: Metraen moves up. Raziel moves up. Metraen faces left:

|                  |   |                |   |                |
|------------------|---|----------------|---|----------------|
|                  | ◀ | Whoever        |   |                |
|                  |   | Whoever        | ▶ |                |
| Ventilation Duct | ◀ | Whoever        |   |                |
| Door             | ◀ | <b>METRAEN</b> |   | 2 GENESTEALERS |
| 1 GENESTEALER    |   | <b>RAZIEL</b>  | ▶ | Spore Chimney  |

|  |  |         |   |             |
|--|--|---------|---|-------------|
|  |  | Whoever | ▶ | Dark Corner |
|--|--|---------|---|-------------|

Raziel activates the Spore Chimney (let's hope he rolls skulls). Metraen activates the Door. Now, play the Litany of Hate effect on them: Metraen faces right, Raziel faces left:

|                  |   |                |   |                |
|------------------|---|----------------|---|----------------|
|                  | ◀ | Whoever        |   |                |
|                  |   | Whoever        | ▶ |                |
| Ventilation Duct | ◀ | Whoever        |   |                |
| Door (1 token)   |   | <b>RAZIEL</b>  | ▶ | 2 GENESTEALERS |
| 1 GENESTEALER    | ◀ | <b>METRAEN</b> |   |                |
|                  |   | Whoever        | ▶ | Dark Corner    |

The rest of the marines may attack now and hopefully will take out some genestealers. If not, Raziel and Metraen defend and may use their support tokens, and are facing the correct way. Since you have to resolve the Move order step by step with both marines, no other team from the base game may do this (you **cannot** move, change facing and activate with one marine, and then move, etc., with the other marine, in order to redeploy your first marine after having activated whatever). They'll have to redeploy later on, to be back to their original positions (facing the same direction).

- The Event *Outnumbered* is the worst Event Card for the Black Team. This may undo all the patient work you've done throughout your game. Keep in mind if you've already drawn this event or not, when supporting the Black Team. Maybe waiting a little, instead of charging the Chaplain with 3 support tokens on your second turn, will pay its dividends.

- If you're up for a real challenge, try playing solo with the Black, Blue and Green teams: you'll get the poorest firepower on the base game + Marine Pack 1 expansion. If the game is driving you crazy, try Black, Orange and Gray (or Purple): you'll get über defensive and offensive powers, as well as plenty of support. (See what I told you about the value of the Black team?)

- Playing with the Black team + Deathwing: see the Deathwing guide (work in progress, *coming soon*).

## THE ORANGE TEAM:

(If you see them as Brown, please refer to the comments on “The Black Team”. Anyway, they’re Adron and Kaphael. Yes: Kaphael, starting with “K” as in “**K**ey”, not “R” as in “**R**eally, “Kaphael”? Couldn’t they come up with something better or what?)

As soon as I saw the pics depicting this team on Boardgamegeek, I commented:

- *Wow, this team makes Yellow team look like sissy girls... Broken.*

Of course, I was quoted and replied (on a rebuttal attempt), but I will save you the specific comments this time. Let's jump into the play style:

There are **two ways** of playing the Orange team:

- a) *The thematic way*, on which you know you are wielding the most powerful weapon in the formation (nothing less than a Missile Launcher!), and you rejoice at raining fire upon the enemies (*Bring them on!*), taking advantage of the great range the Cyclonic Value may pack (as far as 5, greatest in the formation, and far above Leon). You are the Angel of Death and you know it: you fire as much as you can, taking advantage of the “almost-for-sure killing”.
- b) *The intelligent way*, in which you know what you’re doing and you win the game, as opposed to the first way of playing.

We will review the last way in detail, leaving it up to you to explore the first one.

### **Best positions:**

This is really simple: remember what I said above about [placing Claudio at the hot spots](#)? Remember what I said about it? In case you were lazy enough not to click the link or you have a really bad memory, I will reverberate my words for you: “*The ability of killing with the Heroic Charge ignores facing and that’s a luxury you should take advantage of. Claudio **never** should be on top nor bottom of the formation, since that would waste potential positions in which killing for sure. Consider Claudio as having a “killing aura” that you never should waste*”.

Fine: I’m reminding you of that sentence, because you may change the word “Claudio” for “Adron”, and we are done with it. Ok, I hear you grunting, I’ll be a little more specific: Cyclonic Volley ignores facing, just as Heroic Charge. It kills up to three genestealers, as the Heroic Charge does. It is pretty much evident that you have to take advantage of these two luxuries in the same way you took advantage of the Heroic Charge. Yes, yes, yes, I’m aware of all the different things between the two abilities, that is:

1. Claudio may kill from different swarms, while Adron cannot.
2. The Heroic Charge always kills (as opposed to rolling a 0 with the Cyclonic Volley), while the Cyclonic Volley may fail.

You know what? It doesn’t matter for our purposes. You’ll see why later. For the moment, have a look at these examples:

Void Lock, 12 marines:

|                        |   |          |   |                             |
|------------------------|---|----------|---|-----------------------------|
| No terrain card        | 2 | Whoever  | 2 | No terrain card             |
| <b>Door (value 2)</b>  | 1 | Whoever  | 1 | No terrain card             |
| No terrain card        | 0 | ◀ADRON   | 0 | No terrain card             |
| No terrain card        | 1 | ◀KAPHAEL | 1 | No terrain card             |
| <b>Dark corner (3)</b> | 2 | Whoever  | 2 | No terrain card             |
| No terrain card        | 3 | Whoever  | 3 | No terrain card             |
| No terrain card        | 4 | Whoever  | 4 | <b>Ventilation Duct (4)</b> |
| No terrain card        | 5 | Whoever  | 5 | No terrain card             |
| No terrain card        | - | Whoever  | - | No terrain card             |
| No terrain card        | - | Whoever  | - | <b>Corridor (1)</b>         |
| No terrain card        | - | Whoever  | - | No terrain card             |
| No terrain card        | - | Whoever  | - | No terrain card             |

**WRONG!**

(In bold numbers, how far away are the positions he may target) Adron is on a bad position (though it could be certainly much worse). In order to target genestealers at the Door with his Cyclonic Volley, he needs to roll 1 or more. In order to target genestealers at the Dark Corner, he needs to roll 2 or more. In order to target genestealers on the Ventilation Duct, he needs to roll 4 or more. He cannot target genestealers on the corridor, nor more than one position below the Duct.

Since Adron's Cyclonic Volley **cannot be rerolled**, you only have one roll to get the range you wish (the good news is that you can roll first, then decide which swarm you target **later**). Keep in mind that rolling the 0 is an automatic miss, here's how difficult it is to hit at these ranges:

- Range 0: **83,33%**
- Range 1: **83,33%**
- Range 2: **66,66%**
- Range 3: **50%**
- Range 4: **33,33%**
- Range 5: **16,66%**

If we translate those percentages in "subjective terms", we will see how hard it is to hit at those positions:

|                          |   |          |   |                          |
|--------------------------|---|----------|---|--------------------------|
| <b>Likely</b>            | 2 | Whoever  | 2 | <b>Likely</b>            |
| <b>Almost sure</b>       | 1 | Whoever  | 1 | <b>Almost sure</b>       |
| <b>Almost sure</b>       | 0 | ◀ADRON   | 0 | <b>Almost sure</b>       |
| <b>Almost sure</b>       | 1 | ◀KAPHAEL | 1 | <b>Almost sure</b>       |
| <b>Likely</b>            | 2 | Whoever  | 2 | <b>Likely</b>            |
| <b>Half of the times</b> | 3 | Whoever  | 3 | <b>Half of the times</b> |
| <b>Unlikely</b>          | 4 | Whoever  | 4 | <b>Unlikely</b>          |
| <b>Very difficult</b>    | 5 | Whoever  | 5 | <b>Very difficult</b>    |
| <b>Impossible</b>        | - | Whoever  | - | <b>Impossible</b>        |
| <b>Impossible</b>        | - | Whoever  | - | <b>Impossible</b>        |
| <b>Impossible</b>        | - | Whoever  | - | <b>Impossible</b>        |
| <b>Impossible</b>        | - | Whoever  | - | <b>Impossible</b>        |



In other words, there are only **six** positions in which Adron can kill **most of the time** (rolling everything but 0). Four of them are just a waste (the ones on the right side), one could be interesting (below the Door) and only one of them is a terrain. Which one? The Yellow one. Hitting the Orange terrain is likely, but risky: you'll have enough range only 66.66% of the time (that is, 2 times out of 3). I wouldn't bet any marine's life on that %, since it is the same as the % he gets when he faces one genestealer and he has no support token nor defensive ability (not a situation you want to be in). You may reach position number 3 only 50% of the times and it is certainly unlikely to reach the Duct (only on a 4 or 5 roll, 33%).

As for Kaphael, he can reach just the same terrains as Adron (a waste, since the orange terrain will receive mainly minor spawns ([as we know](#)) and 3 kills with the launcher should be more than enough most of the times): you are wasting his extra shot, especially because he is not protecting Adron.

With the Missile Launcher, we are interested in reaching terrains, the most dangerous terrains, with a high probability of hitting (that is, having range). You don't have to be a genius to guess that the most advantageous position for Adron is this one:

|                   |   |               |   |                   |
|-------------------|---|---------------|---|-------------------|
| Very difficult    | 5 | Whoever       | 5 | Very difficult    |
| Unlikely          | 4 | ◀KAPHAEL (1)  | 4 | Unlikely          |
| Half of the times | 3 | Whoever       | 3 | Half of the times |
| Likely            | 2 | Whoever       | 2 | Likely            |
| Almost sure       | 1 | ◀LORENZO      | 1 | Almost sure       |
| Almost sure       | 0 | ADRON▶        | 0 | Almost sure       |
| Almost sure       | 1 | GIDEON▶       | 1 | Almost sure       |
| Likely            | 2 | Whoever       | 2 | Likely            |
| Half of the times | 3 | KAPHAEL (2) ▶ | 3 | Half of the times |
| Unlikely          | 4 | Whoever       | 4 | Unlikely          |
| Very difficult    | 5 | Whoever       | 5 | Very difficult    |
| Impossible        | - | KAPHAEL (3) ▶ | - | Impossible        |

Adron is hitting now **the most dangerous terrains 83.33% of the time**, as well as the positions the moving swarms from those terrains will go to. Although the Cyclonic Volley ignores facing, in fact facing right is less dangerous in case a major spawn from the red terrain moves and Adron has to defend (more probable than a major spawn moving from the orange terrain). As you see, Adron HAS TO BE NEAR DANGEROUS POSITIONS. That's why it's a wise decision to have him surrounded by Space Marines with defensive abilities:

- First, to protect him in case a swarm moves (Adron will move and the defensive marine will be moved with Block, Counter Attack, Defensive Stance, Armor of Contempt, Traumatic Blow, etc.)
- Second, because Adron can't fire every turn, so you'll have to defend every other turn.
- Third, because even with a 83.33% of success, Adron will sometimes miss. Then you have your plan B (note how when Claudio "missed" his Heroic Charge roll, there was no conceivable plan B at all).

**IF YOU ARE CLEVER, YOU WON'T SHOOT ANY FURTHER THAN AT RANGE 0 OR 1.** Why? **Because that roll can't be rerolled**, you already can't afford to roll 0, and you want to cut down your chances even more!!!!

That's why we placed Adron there: not because of the multiple tactical choices when it comes to fire, but because the positions he may reach with an 83% probability at best. If there's not one marine's life at stake, you could try to reach range 2, even 3, but I would say that in that case it is better to save the Cyclonic Volley and play Target Lock (or Purposeful Advance, if Target Lock is not available). Trying to fire at distance 4 or 5 and attempting to save the day this way, is simply throwing away your victory: you are not playing correctly if you attempt such moves.

One of the best things about Adron is you don't usually have to worry about covering his back: as his attack ignores facing, he is very capable of covering himself (as long as he may fire, of course): in the example above, you could have Gideon at Lorenzo's position, and it wouldn't matter too much.

As for Kaphael, it is not vital to place him at a specific position, but we suggest you choose 1 of 3 potential places:

- a) Kaphael 1 is placed in front of the terrain because Adron won't ever shoot at this position if you know what you're doing, and Maybe Kaphael can take advantage when Adron fires anywhere else, and remove one genestealer from the Door. But the most important thing is Kaphael may redeploy faster than other marines (I'm thinking of Valencio or the Black Team here) next to the Door thanks to his "double move" order, or has twice the possibilities of redeploying, as you want to see it.
- b) Kaphael 2 may add some firepower everytime Adron fires at the red terrain (and just in case he misses his roll), as well as targeting the green terrain.
- c) Kaphael 3 is just the option you have when other marines are wasting his fire range or attack on that position and there is no other vanilla nearby. Don't be afraid to place Kaphael there: he's nothing special.

Well, I know what you are thinking right now: I picked the most suitable example. What about the locations where there are no terrains at both sides in the middle of the formation? Alright, let's look at the:

*Toxin Pumping Station*, 10 marines:

|                        |  |         |  |                             |
|------------------------|--|---------|--|-----------------------------|
| <b>Corridor (1)</b>    |  | Whoever |  | No terrain card             |
| <b>Dark corner (3)</b> |  | Whoever |  | No terrain card             |
| No terrain card        |  | Whoever |  | No terrain card             |
| No terrain card        |  | Whoever |  | No terrain card             |
| No terrain card        |  | Whoever |  | No terrain card             |
| No terrain card        |  | Whoever |  | No terrain card             |
| No terrain card        |  | Whoever |  | No terrain card             |
| No terrain card        |  | Whoever |  | No terrain card             |
| No terrain card        |  | Whoever |  | <b>Control Panel (2)</b>    |
| No terrain card        |  | Whoever |  | <b>Ventilation Duct (4)</b> |

Where do you place Adron? Well, it's simple: do you remember the spawning percentages? It was simple: 20% chances of activating for every bar the terrain displays. So the Corridor has 20% of being activated, and the Dark Corner 60%. On the other side, the Control Panel has 40% of being activated (I mean receiving any spawning) and the Ventilation Duct has 80%. Clearly the side you want to effectively protect, if you have no other powerful marines there, is the right side. Place Adron here:

|                        |  |                |   |                             |
|------------------------|--|----------------|---|-----------------------------|
| <b>Corridor (1)</b>    |  | Whoever        |   | No terrain card             |
| <b>Dark corner (3)</b> |  | Whoever        |   | No terrain card             |
| No terrain card        |  | Whoever        |   | No terrain card             |
| No terrain card        |  | Whoever        |   | No terrain card             |
| No terrain card        |  | Whoever        |   | No terrain card             |
| No terrain card        |  | Whoever        |   | No terrain card             |
| No terrain card        |  | Whoever        |   | No terrain card             |
| No terrain card        |  | <b>KAPHAEL</b> | ▶ | No terrain card             |
| No terrain card        |  | <b>ADRON</b>   | ▶ | <b>Control Panel (2)</b>    |
| No terrain card        |  | Whoever        |   | <b>Ventilation Duct (4)</b> |

It's the least dangerous position (in front of the Duct would have been worse), he may target both the red and yellow terrains, as well as moving swarms, and Kaphael will lend him a hand: Adron is gonna need it, since it's possible that swarms will merge every other turn, and Adron doesn't have any defensive marine nearby.

If, on the other hand, the positions are already covered by powerful marines, place Adron below the Dark Corner (you'll have to forget the Corridor if you can't afford it), but remember that there you'll face mainly minor spawns: it could be worth saving his attack and waiting.

This scenario is less profitable for the Cyclonic Volley, since here you can't take advantage of the "ignore-facing ability", but maybe you will take out some flankings from the Ventilation Duct swarms.

### To sum up:

- Place Adron **near the most dangerous terrains**, because his attack takes out 3 genestealers.
- Place Adron in order to be ready to **fire at distance 0 and 1**, generally no further.
- Place Adron **on the hot spots**, because his attack ignores facing.
- Don't worry about Raphael, but if Adron needs a hand and you have no defensive power, place him next to him. Another good use for him is redeploying marines toward the Door, or activating doors himself.

If you want a graphic example of how to maximize the Orange team's abilities, [here you have one](#): in a singular "6 locations game" (with one extra *Hive Lords* location), Adron was required to roll a 2 on the Cyclonic Volley only two times (one of them in the final shot, and just because we wanted a fancy end). On the rest of his rolls he needed just 1 or more (16% difficulty). It's no wonder at all the Cyclonic Volley worked every time; you won't hear me complaining about the Missile Launcher being "too unreliable".

## ***Supporting the Orange Team:***

Kaphael is too much of a vanilla marine to be supported if not in danger. As for Adron, remember that his Cyclonic Volley **cannot be rerolled**, so there's no sense in supporting him with a lot of tokens: you'll have to support him only for defensive purposes. Half of the time it doesn't matter if he's been flanked: Cyclonic Volley ignores facing, so, hopefully, he won't need to defend. The only concern happens when he gets flanked and can't play Cyclonic Volley. Regarding frontal attacks, either you leave him unsupported and trust on his Target Lock (on the swarm and on him, receiving a lot of defensive power), or you foresee big trouble and leave a token on Adron in advance, just in case.

Anyway, the Orange team should be supported after the Purple, Gray, Black, Blue and Green. In other words, Adron doesn't usually need one token urgently, he can wait.

## ***Orange team orders:***

### **Move + Activate (Purposeful Advance)**

First of all, you have to clearly understand how the ability works: your marines may move, change facing, activate one terrain (as per the rules), and then they may move **and change facing again** (although not specified on the order card, click on: [Huge mistake on wording the expansion](#)). They may not activate another terrain on their second free move.

Useful, although not their best ability. If you intend to help others redeploying, you'll have to take in account their movement order:

- The **Red team** is the first moving.
- The **Black team** goes second.
- The **Gray team** is the third one.
- The **Yellow team** is the fourth.
- Now it's time for the **Orange team**.
- The **Purple team** moves sixth.
- The **Blue team** goes seventh.
- The **Green team** is the last to move.

Remember that you may combine both orange marines "double movement" in order to redeploy another marine many positions away from his current position, or move the Orange team one position and get back to an advantageous position.

**Example 1: using the Orange team to run:**

Pretty obvious: you don't want to break up the couple "Raziel-Metraen", and you want to redeploy Adron to position number 4, so you simply move twice with the Orange Team:

|         |   |                      |
|---------|---|----------------------|
| DEINO   | 1 | No terrain card      |
| LORENZO | 2 | No terrain card      |
| RAZIEL  | 3 | Ventilation Duct (4) |
| METRAEN | 4 | No terrain card      |
| KAPHAEL | 5 | Control Panel (2)    |
| ADRON   | 6 | No terrain card      |

First step: move Kaphael up.

|                  |   |                      |
|------------------|---|----------------------|
| DEINO            | 1 | No terrain card      |
| LORENZO          | 2 | No terrain card      |
| RAZIEL           | 3 | Ventilation Duct (4) |
| <b>KAPHAEL ▲</b> | 4 | No terrain card      |
| METRAEN ▼        | 5 | Control Panel (2)    |
| ADRON            | 6 | No terrain card      |

Second step: move Adron up.  
(Activate the Panel now if you wish)

|                |   |                      |
|----------------|---|----------------------|
| DEINO          | 1 | No terrain card      |
| LORENZO        | 2 | No terrain card      |
| RAZIEL         | 3 | Ventilation Duct (4) |
| KAPHAEL        | 4 | No terrain card      |
| <b>ADRON ▲</b> | 5 | Control Panel (2)    |
| METRAEN ▼      | 6 | No terrain card      |

Third step: with their extra movement step, move Kaphael up:

|                  |   |                      |
|------------------|---|----------------------|
| DEINO            | 1 | No terrain card      |
| LORENZO          | 2 | No terrain card      |
| <b>KAPHAEL ▲</b> | 3 | Ventilation Duct (4) |
| RAZIEL ▼         | 4 | No terrain card      |
| ADRON            | 5 | Control Panel (2)    |
| METRAEN          | 6 | No terrain card      |

Now use the last extra move from Adron to move him up too:

|                |   |                      |
|----------------|---|----------------------|
| DEINO          | 1 | No terrain card      |
| LORENZO        | 2 | No terrain card      |
| KAPHAEL        | 3 | Ventilation Duct (4) |
| <b>ADRON ▲</b> | 4 | No terrain card      |
| RAZIEL ▼       | 5 | Control Panel (2)    |
| METRAEN        | 6 | No terrain card      |

Contratulations: you've saved your first movement step thanks to the extra move granted by Purposeful Advance!

**Example 1: using the Orange team to redeploy another marine:**

|                |          |                             |
|----------------|----------|-----------------------------|
| <b>RAZIEL</b>  | <b>1</b> | No terrain card             |
| <b>METRAEN</b> | <b>2</b> | No terrain card             |
| <b>ADRON</b>   | <b>3</b> | <b>Ventilation Duct (4)</b> |
| <b>KAPHAEL</b> | <b>4</b> | No terrain card             |
| <b>OMNIO</b>   | <b>5</b> | <b>Door (2)</b>             |
| <b>ZAEL</b>    | <b>6</b> | No terrain card             |

We want to redeploy Zael next to the Red terrain, to the position number 4, and we want him to fire his Heavy Flamer. Actually, we can do that with just one Purposeful Advance. First step: we move Kaphael down to position number 5:

|                   |          |                             |
|-------------------|----------|-----------------------------|
| <b>RAZIEL</b>     | <b>1</b> | No terrain card             |
| <b>METRAEN</b>    | <b>2</b> | No terrain card             |
| <b>ADRON</b>      | <b>3</b> | <b>Ventilation Duct (4)</b> |
| <b>OMNIO ▲</b>    | <b>4</b> | No terrain card             |
| <b>KAPHAEL ▼▶</b> | <b>5</b> | <b>Door (2)</b>             |
| <b>ZAEL</b>       | <b>6</b> | No terrain card             |

(At this step, we get the chance of activating the Door with Kaphael as a “bonus”) Next, we move Adron down too:

|                |          |                             |
|----------------|----------|-----------------------------|
| <b>RAZIEL</b>  | <b>1</b> | No terrain card             |
| <b>METRAEN</b> | <b>2</b> | No terrain card             |
| <b>OMNIO ▲</b> | <b>3</b> | <b>Ventilation Duct (4)</b> |
| <b>ADRON ▼</b> | <b>4</b> | No terrain card             |
| <b>KAPHAEL</b> | <b>5</b> | <b>Door (2)</b>             |
| <b>ZAEL</b>    | <b>6</b> | No terrain card             |

It's time for the Orange extra movement step: Kaphael goes down once again, and Zael is moved up:

|                  |          |                             |
|------------------|----------|-----------------------------|
| <b>RAZIEL</b>    | <b>1</b> | No terrain card             |
| <b>METRAEN</b>   | <b>2</b> | No terrain card             |
| <b>OMNIO</b>     | <b>3</b> | <b>Ventilation Duct (4)</b> |
| <b>ADRON</b>     | <b>4</b> | No terrain card             |
| <b>ZAEL ▲</b>    | <b>5</b> | <b>Door (2)</b>             |
| <b>KAPHAEL ▼</b> | <b>6</b> | No terrain card             |

And finally Adron goes down and put Zael to position number 4:

|         |   |                      |
|---------|---|----------------------|
| RAZIEL  | 1 | No terrain card      |
| METRAEN | 2 | No terrain card      |
| OMNIO   | 3 | Ventilation Duct (4) |
| ZAEL ▲  | 4 | No terrain card      |
| ADRON ▼ | 5 | Door (2)             |
| KAPHAEL | 6 | No terrain card      |

If we didn't want Zael to fire, but to reach even position number 2 (who knows why, just imagine a different terrain configuration, or another danger at the left side), all we had to do is select Forward Scouting and now move Omnio for Zael, and then Zael for Metraen.

Actually, if you pay attention, what we did here with the Orange team was exactly the same as in the previous example: moving both twice in the same direction. The only difference is just a conceptual one: in the first case, we were interested on the position the Orange team could reach. In this case, we were interested on the position Zael could reach.

That's why both examples were numbered **Example 1** (No, it wasn't actually a mistake, you smartass...).

Well, that was pretty straight forward, wasn't it? Let's check another bit more complicated example :

**Example 2: Using the Orange team to redeploy each other:**

|                 |          |   |
|-----------------|----------|---|
| No terrain card | RAZIEL   | 1 |
| Dark Corner     | KAPHAEL  | 2 |
| No terrain card | VALENCIO | 3 |
| Spore Chimney   | SCIPIO   | 4 |
| No terrain card | METRAEN  | 5 |
| No terrain card | LEON     | 6 |
| No terrain card | ADRON    | 7 |
| No terrain card | DEINO    | 8 |

We want to redeploy Adron from position number 7 to position number 3. We can do it with the Purposeful Advance, if the Red team may move this round too:

It is the Red Move + Activate step: move Valencio up, bringing Kaphael down:

|                 |            |   |
|-----------------|------------|---|
| No terrain card | RAZIEL     | 1 |
| Dark Corner     | VALENCIO ▲ | 2 |
| No terrain card | KAPHAEL ▼  | 3 |
| Spore Chimney   | METRAEN    | 4 |
| No terrain card | SCIPIO     | 5 |
| No terrain card | LEON       | 6 |
| No terrain card | ADRON      | 7 |
| No terrain card | DEINO      | 8 |

Now Leon (or he could have moved before Valencio, it doesn't matter here): move him down, in order to get Adron moved up:

|                      |                 |          |
|----------------------|-----------------|----------|
| No terrain card      | <b>RAZIEL</b>   | <b>1</b> |
| <b>Dark Corner</b>   | <b>VALENCIO</b> | <b>2</b> |
| No terrain card      | <b>KAPHAEL</b>  | <b>3</b> |
| <b>Spore Chimney</b> | <b>METRAEN</b>  | <b>4</b> |
| No terrain card      | <b>SCIPIO</b>   | <b>5</b> |
| No terrain card      | <b>ADRON ▲</b>  | <b>6</b> |
| No terrain card      | <b>LEON ▼</b>   | <b>7</b> |
| No terrain card      | <b>DEINO</b>    | <b>8</b> |

Next step: Orange Purposeful Advance: move Kaphael down and try to blow up the Spore Chimney:

|                      |                   |          |
|----------------------|-------------------|----------|
| No terrain card      | <b>RAZIEL</b>     | <b>1</b> |
| <b>Dark Corner</b>   | <b>VALENCIO</b>   | <b>2</b> |
| No terrain card      | <b>METRAEN ▲</b>  | <b>3</b> |
| <b>Spore Chimney</b> | <b>◀KAPHAEL ▼</b> | <b>4</b> |
| No terrain card      | <b>SCIPIO</b>     | <b>5</b> |
|                      | <b>ADRON</b>      | <b>6</b> |
| No terrain card      | <b>LEON</b>       | <b>7</b> |
| No terrain card      | <b>DEINO</b>      | <b>8</b> |

Move Adron up with his first move action:

|                      |                 |          |
|----------------------|-----------------|----------|
| No terrain card      | <b>RAZIEL</b>   | <b>1</b> |
| <b>Dark Corner</b>   | <b>VALENCIO</b> | <b>2</b> |
| No terrain card      | <b>METRAEN</b>  | <b>3</b> |
| <b>Spore Chimney</b> | <b>KAPHAEL</b>  | <b>4</b> |
| No terrain card      | <b>ADRON ▲</b>  | <b>5</b> |
|                      | <b>SCIPIO ▼</b> | <b>6</b> |
| No terrain card      | <b>LEON</b>     | <b>7</b> |
| No terrain card      | <b>DEINO</b>    | <b>8</b> |

It's time for the free Orange movement step: move first **Kaphael** down:

|                      |                  |          |
|----------------------|------------------|----------|
| No terrain card      | <b>RAZIEL</b>    | <b>1</b> |
| <b>Dark Corner</b>   | <b>VALENCIO</b>  | <b>2</b> |
| No terrain card      | <b>METRAEN</b>   | <b>3</b> |
| <b>Spore Chimney</b> | <b>ADRON ▲</b>   | <b>4</b> |
| No terrain card      | <b>KAPHAEL ▼</b> | <b>5</b> |
|                      | <b>SCIPIO</b>    | <b>6</b> |
| No terrain card      | <b>LEON</b>      | <b>7</b> |
| No terrain card      | <b>DEINO</b>     | <b>8</b> |

Finally, move now Adron up with his free movement step:



|                      |                  |          |
|----------------------|------------------|----------|
| No terrain card      | <b>RAZIEL</b>    | <b>1</b> |
| <b>Dark Corner</b>   | <b>VALENCIO</b>  | <b>2</b> |
| No terrain card      | <b>ADRON ▲</b>   | <b>3</b> |
| <b>Spore Chimney</b> | <b>METRAEN ▼</b> | <b>4</b> |
| No terrain card      | <b>KAPHAEL</b>   | <b>5</b> |
|                      | <b>SCIPIO</b>    | <b>6</b> |
| No terrain card      | <b>LEON</b>      | <b>7</b> |
| No terrain card      | <b>DEINO</b>     | <b>8</b> |

And there you have him, ready to fire next turn.

Note that was possible only because the Red team moved first: if there were Purple, Blue or Green marines instead of the Red ones, the same move would have been impossible. You'd have to be able to immediately see this kind of redeployment.

Alright, back into the easier moves:

**Example 3: using the Orange team to jump each other:**

|                         |                 |          |
|-------------------------|-----------------|----------|
| No terrain card         | <b>SCIPIO</b>   | <b>1</b> |
| <b>Ventilation Duct</b> | <b>LORENZO_</b> | <b>2</b> |
| No terrain card         | <b>METRAEN</b>  | <b>3</b> |
| <b>Corridor</b>         | <b>KAPHAEL</b>  | <b>4</b> |
| No terrain card         | <b>ADRON</b>    | <b>5</b> |
| No terrain card         | <b>RAZIEL</b>   | <b>6</b> |

Here you want simply to get Adron to position number 3, but you'd like to keep Kaphael below him, not above him; you want to have Metraen next to Raziel **and** keep Lorenzo where he is.

Move Kaphael up:

|                         |                  |          |
|-------------------------|------------------|----------|
| No terrain card         | <b>SCIPIO</b>    | <b>1</b> |
| <b>Ventilation Duct</b> | <b>LORENZO_</b>  | <b>2</b> |
| No terrain card         | <b>KAPHAEL ▲</b> | <b>3</b> |
| <b>Corridor</b>         | <b>METRAEN ▼</b> | <b>4</b> |
| No terrain card         | <b>ADRON</b>     | <b>5</b> |
| No terrain card         | <b>RAZIEL</b>    | <b>6</b> |

Move Adron up:

|                         |                  |          |
|-------------------------|------------------|----------|
| No terrain card         | <b>SCIPIO</b>    | <b>1</b> |
| <b>Ventilation Duct</b> | <b>LORENZO_</b>  | <b>2</b> |
| No terrain card         | <b>KAPHAEL</b>   | <b>3</b> |
| <b>Corridor</b>         | <b>ADRON ▲</b>   | <b>4</b> |
| No terrain card         | <b>METRAEN ▼</b> | <b>5</b> |
| No terrain card         | <b>RAZIEL</b>    | <b>6</b> |

It doesn't matter who moves for free now: just change Adron for Kaphael:

|                         |                  |          |
|-------------------------|------------------|----------|
| No terrain card         | <b>SCIPIO</b>    | <b>1</b> |
| <b>Ventilation Duct</b> | <b>LORENZO</b>   | <b>2</b> |
| No terrain card         | <b>ADRON ▲</b>   | <b>3</b> |
| <b>Corridor</b>         | <b>KAPHAEL ▼</b> | <b>4</b> |
| No terrain card         | <b>METRAEN</b>   | <b>5</b> |
| No terrain card         | <b>RAZIEL</b>    | <b>6</b> |

As you can see if you check the initial display, Adron has “jumped” for free to Kaphael’s position, in fact swapping positions with Metraen.

Note that if it would have suited you, **on the previous step** you could have also brought Lorenzo next to Adron, placing Kaphael on position number 2, and then Lorenzo next to Metraen, then moving Adron up to position number 3.

Example 4: load Door **and** redeploy

|                        |                    |          |
|------------------------|--------------------|----------|
| No terrain card        | <b>LORENZO</b>     | <b>1</b> |
| <b>Door</b>            | <b>VALENCIO</b>    | <b>2</b> |
| No terrain card        | <b>KAPHAEL</b>     | <b>3</b> |
| <b>Promethium Tank</b> | <b>ADRON</b>       | <b>4</b> |
| No terrain card        | <b>CALISTARIUS</b> | <b>5</b> |
| No terrain card        | <b>DEINO</b>       | <b>6</b> |

Here we want to activate the Door and get Adron to position number 3 all, with just one Purposeful Advance.

First step: move Kaphael up and activate the Door:

|                        |                    |          |
|------------------------|--------------------|----------|
| No terrain card        | <b>LORENZO</b>     | <b>1</b> |
| <b>Door</b>            | <b>KAPHAEL ▲</b>   | <b>2</b> |
| No terrain card        | <b>VALENCIO ▼</b>  | <b>3</b> |
| <b>Promethium Tank</b> | <b>ADRON</b>       | <b>4</b> |
| No terrain card        | <b>CALISTARIUS</b> | <b>5</b> |
| No terrain card        | <b>DEINO</b>       | <b>6</b> |

Second: where exactly is Valencio is more useful to you?

- a) If in front of the Door, stay still with Adron now and do nothing.
- b) If in front of the Promethium Tank, move Adron up and it’s over.

Let’s suppose you want him in front of the Door again (after all, he’s really good at activating doors).

Time for the second Orange free movement: Move Kaphael down again:

|                        |                    |          |
|------------------------|--------------------|----------|
| No terrain card        | <b>LORENZO</b>     | <b>1</b> |
| <b>Door</b>            | <b>VALENCIO ▲</b>  | <b>2</b> |
| No terrain card        | <b>KAPHAEL ▼</b>   | <b>3</b> |
| <b>Promethium Tank</b> | <b>ADRON</b>       | <b>4</b> |
| No terrain card        | <b>CALISTARIUS</b> | <b>5</b> |
| No terrain card        | <b>DEINO</b>       | <b>6</b> |

Finally, move Adron up and you have him on position number 3:

|                        |                    |          |
|------------------------|--------------------|----------|
| No terrain card        | <b>LORENZO</b>     | <b>1</b> |
| <b>Door</b>            | <b>VALENCIO</b>    | <b>2</b> |
| No terrain card        | <b>ADRON ▲</b>     | <b>3</b> |
| <b>Promethium Tank</b> | <b>KAPHAEL ▼</b>   | <b>4</b> |
| No terrain card        | <b>CALISTARIUS</b> | <b>5</b> |
| No terrain card        | <b>DEINO</b>       | <b>6</b> |

**Example 4: using the Orange team to activate any terrain at risk zero:**

|                              |                         |          |
|------------------------------|-------------------------|----------|
| No terrain card              | <b>LORENZO</b>          | <b>1</b> |
| <b>Spore Chimney (GENX4)</b> | <b>◀ GIDEON (BLOCK)</b> | <b>2</b> |
| No terrain card              | <b>ADRON</b>            | <b>3</b> |
| <b>Dark Corner</b>           | <b>OMNIO</b>            | <b>4</b> |
| No terrain card              | <b>◀NOCTIS</b>          | <b>5</b> |
| No terrain card              | <b>DEINO</b>            | <b>6</b> |

Here we have the Green team perfectly placed. The previous round Adron has fired his Cyclonic Volley so he can't attack this round. Four genestealers have appeared on the Spore Chimney and we are ready to Block with Gideon, who already has plenty of support tokens, and the rest of the marines are well supported too. So, a good move now would be trying to "deactivate" the Spore Chimney with Adron. With any other marine (except Kaphael, obviously), we couldn't do that without wasting Gideon's block, or putting the marine in danger (4 genestealers ready to attack in front of him). But not with the Orange team, thanks to their double move action:

Move Adron up, face the Spore Chimney and try to roll skulls:

|                              |                          |          |
|------------------------------|--------------------------|----------|
| No terrain card              | <b>LORENZO</b>           | <b>1</b> |
| <b>Spore Chimney (GENX4)</b> | <b>◀ ADRON ▲</b>         | <b>2</b> |
| No terrain card              | <b>◀GIDEON ▼ (BLOCK)</b> | <b>3</b> |
| <b>Dark Corner</b>           | <b>OMNIO</b>             | <b>4</b> |
| No terrain card              | <b>◀NOCTIS</b>           | <b>5</b> |
| No terrain card              | <b>DEINO</b>             | <b>6</b> |

You know what? You actually made it! Congratulations, the Chimney is gone. But... Four genestealers still stand in front of you, so, with your second movement step, get back to position number 3 and place Gideon back where he was, ready to Block:

|                                   |                               |          |
|-----------------------------------|-------------------------------|----------|
| No terrain card                   | <b>LORENZO</b>                | <b>1</b> |
| No terrain card<br><b>(GENX4)</b> | <b>◀ GIDEON ▲<br/>(BLOCK)</b> | <b>2</b> |
| No terrain card                   | <b>ADRON ▼</b>                | <b>3</b> |
| <b>Dark Corner</b>                | <b>OMNIO</b>                  | <b>4</b> |
| No terrain card                   | <b>◀NOCTIS</b>                | <b>5</b> |
| No terrain card                   | <b>DEINO</b>                  | <b>6</b> |

You can do the same for activating Doors in front of genestealers, Control Panels, etc (if you are thinking about the *Hulk Breach* (PoD expansion location), please use Kaphael).

**This move is exclusive to the Orange team: you can't do that with the Yellow team.**

### **To sum up:**

- If you use it to move the Orange team itself to get access to better positions, you are actually saving one order, as you get two movements for the price of one (as long as they don't need just one movement, obviously). Combining this with another team move order and the proper timing, you can redeploy to almost everywhere on a 6 marine game. Although in a 12 marine game the Yellow movement is clearly better, there are some tricks only available to the Orange team (change the position of several marines getting them together or apart; activating Doors for free while defending them, etc.).

- Litany of Hate + Purposeful Advance is a very good combination, because you will be able to move twice with your marines and change the facing of the marines you intend to have redeployed (plan in advance, as the Litany of Hate effect is triggered before Purposeful Advance).

- Purposeful Advance + Intimidation also works very well, as the Blue team goes after the Orange: you will be able to redeploy Blue marines, and then activate them in order to reach farther positions and finally use Intimidation in positions that were previously out of range for them.

### **Support (Target Lock)**

I will be brief, just one word: **broken**. You don't get only two support tokens for the price of one, but more tactical choices on how to use the token(s). Sometimes the moral dilemma around “should I spend the token to reroll the attack or to reroll the defense?” magically disappears, as you can spend the target lock rerolling your attack, and in case you missed again, keep your own support token for defensive purposes. Placing a support token on a swarm is arguably better than placing it on one marine: that way, every marine that fires has the opportunity to reroll in case he misses. Remember the good old days where you supported Lorenzo /Deino /Noctis /Gideon /Claudio /Goriel... just in case they would miss their only shot, and then they hit on their first attempt, not using that support token that could be useful later on other marine? Well, these days are over, sweetheart: now **everyone of them** has the offensive reroll waiting for them in case they miss on their first attempt, no matter who hits or who misses.

On the downside, it may happen that the target-locked swarm dies without having spent the token on it (especially in solo play, if you were forced to Target-Lock one single genestealer), but it is very, very rare on games with more than 6 starting marines. Anyway: if it happened, you are rolling good, so nothing to complain about. What did you lose? One support token? Actually no, you got the Orange ordinary support token anyway!

Another downside is that maybe you won't have any support token left to place on the swarm. Again, look at it this way: your formation has 12 support tokens on the Space Marines / Door / Location card, so you're actually playing well.

### **Playing Target Lock in order to reroll against flanking genestealer attacks (IMPORTANT):**

The wording on the Target Lock order reads exactly this way:

*"After resolving this card's action, place a Support Token on a swarm. Any Space Marine may spend this Support Token to reroll an attack roll or a defend roll in which this swarm participates. If the swarm is destroyed, discard the Support token."*

Following the rules on the Action Card, most of us interpreted that even defend rolls from behind could be rerolled spending just the Target Lock token, when the flanking swarm was the one Target-Locked. After all, it was *"a defend roll in which this swarm participates"*. But alas, no! Have a look at the [Second Huge Mistake on wording the expansion](#).

In case you didn't have any available internet connection (or are reading this on a pdf version):

From Brady Sadler:

*No. Space Marines may never reroll the die when they are attacked from behind. The rules specifically state that support tokens may only be discarded when the Space Marine is facing the swarm that is attacking him. Since the support token placed on a swarm (by the "Target Lock" Action card) is intended to function much like a support token on a Space Marine, this rule still applies.*

So, were we retarded or what? Why did we infer that the Target Lock still worked when attacked from behind? Because we have learned from the game itself that special abilities on the action cards always override the general rules if not stated otherwise.

Anyway, I'm not against nerfing the Orange team: in fact, restricting the power of Target Lock puts on the table a bit of the much needed balance to the expansion. So the official response brings common sense to a Team that already nullified flankings with the Cyclonic Volley (they didn't need a second ability ignoring facing too). I'm just upset because you can't leave such an important doubt up to the "text interpretation", but thumbs up for the official Target Lock rule: the Orange team is still unbalanced and the best by far, but not savagely broken or unplayable.

- **Abilities that work great with Target Lock:** *Psionic Attack* (another free reroll in order to keep the slaughter going is always welcome), *Counter Attack* (same reasons, but even more important, as it may save Lorenzo's life), *Lead by Example* (actually transforms the Target Lock into a real support token on the marines, so not much lost rerolling), *Dead Aim* (greatly improves the chances of killing at least one genestealer on that swarm).

- **Abilities that get a little boost with Target Lock:** *Run and Gun* (not comparable to the boost you get with Deadly Aim, but anyway), *Overwatch* on Valencio (you still spend one token but now you'll probably hit and you definitively get two shots in a row if you need them), *Flamer Attack* (it's not the same case as the librarian: you save one support token on Zael, but he shouldn't need it to wreak havoc upon the xenos), *Block* (it saves Gideon's life almost for sure if you place the other support token on him and he's not facing 5 genestealers or more).

**Abilities that don't work well with Target Lock:** *Intimidate* (if you actually shuffle the entire swarm back, the Target Lock token is wasted and could had been more useful on another swarm), *Power Field* (why grant an offensive/defensive bonus to a swarm that cannot be attacked nor attack?), *Defensive Stance* (you need to actually spend your own support token to trigger Defensive Stance, so either you spend the Target Lock rerolling the first attack, or if you face 5 genestealers or more, the Target Lock is useless), *Heroic Charge* (cannot be rerolled), *Cyclonic Volley* (cannot be rerolled, creating a little thematic paradox: the Orange team target-locks swarms, but can't further benefit from such target-locking with Adron).

**Other remarks:**

- Don't forget you may have played Target Lock on **several swarms** at the same time if you have enough tokens left. Nothing in the rules is said about targeting **the same swarm** several times (in that case you could use Power Field on that swarm while waiting for its second Target Lock and then unleash devastating Flamer Attacks, Counter Attacks, etc.). My guess is that's a legal move, but who knows...

**Attack (Cyclonic Volley)**

Here you have again the numbers for the Cyclonic Volley:

| Firing distance | Probability of hitting | Genestealers killed |
|-----------------|------------------------|---------------------|
| Range 0         | 83.33%                 | <b>3</b>            |
| Range 1         |                        |                     |
| Range 2         | 66.66%                 |                     |
| Range 3         | 50%                    |                     |
| Range 4         | 33.33%                 |                     |
| Range 5         | 16.66%                 |                     |

If you fire at one swarm previously Target-Locked with Kaphael and you are willing to discard the token on the swarm, you get these figures (same as any other standard attack):

| Support tokens spent (other than Target Lock) | Probability of hitting |
|---|------------------------|
| 0   | 75%                    |
| 1   | 88%                    |
| 2   | 94%                    |
| 3   | 97%                    |
| 4   | 98%                    |

|   |     |
|---|-----|
| 5 | 99% |
|---|-----|

Well, as we have been reviewing the best positions and the rest of orders for the Orange team, most of the most important things have been said: the Cyclonic Volley is one of the best attacks in the game, if not the best. Probably I'm not telling you anything you didn't know already, so let's get on with some considerations perhaps you didn't make:

**Don't be blinded by the power of the Cyclonic Volley:**

There are actually some situations in which you **don't** want to use the Cyclonic Volley. For instance: you have 1 support token (or two) on Adron and you want him to fire at **range 2**: it is **vital** for your plans to kill just **one** genestealer (of course, Adron is facing the right way). No other marine may take that shot. Ok, if you take a look at the numbers, you'll find that actually is better to fire the Storm Bolter (standard attack. Yes, Adron has one, too: he is not forced to use the Missile Launcher every time he attacks).

|   |            |
|---|------------|
| Probability of killing that genestealer using the Cyclonic Volley   | <b>66%</b> |
| Probability of killing that genestealer using the standard attack   | 50%        |
| Probability of killing that genestealer using the standard attack and willing to spend one support token to reroll in case of miss    | 75%        |
| Probability of killing that genestealer using the standard attack and willing to spend two support tokens to reroll in case of miss   | 88%        |
| Probability of killing that genestealer using the standard attack and willing to spend three support tokens to reroll in case of miss | 94%        |

So, as long as you have at least one support token on Adron, as you may see, you have better odds using the ordinary Storm Bolter (75% against 66%). If you have two or three support tokens on him, your chances rise even more.

The same case would apply if you want to kill just one genestealer at distance 0 or 1, but in that case you would need two tokens or more to beat the Cyclonic Volley odds, and be willing to spend them instead of keeping them for defense. The conditions required for this hypothesis to work are more extravagant, but hey, they may happen.

Alright, let's compare now some characteristics and statistics concerning attacks:

Orange Attack compared to:

- Yellow team Attack:

- Advantages of the Heroic Charge:
  - It may kill from different swarms: good advantage, but since Cyclonic Volley ignores facing too, it is not a great advantage: there are not that many situations in which killing from different swarms actually saves the day and was mandatory because no other plan could be conceived.

- It always works: great advantage, but it is only an advantage 16.66% of the time.
- Disadvantages of the Heroic Charge:
  - Range 0-1: not a great disadvantage, since you should use Cyclonic Volley at the same range.
  - Fewer tactical options: using the Cyclonic Volley you may always roll first, and then, if you rolled good, target a more dangerous swarm that is farther away if you wish, instead of less dangerous swarm at range 0-1.
  - It can be **lethal (for Claudio)**: and now we find the reason why Cyclonic Volley is certainly better. Some may argue that on a 0 with the Cyclonic Volley some marine will die too. Refer to “[best positions for the Orange team](#)”, and “[place your marines properly](#)”, in order to know why this is false. You may devise a Plan B in case the Cyclonic Volley fails. This plan B may include finally resorting to the Heroic Charge, since the Orange order is numbered 17B, and the Heroic Charge is numbered 18 (another advantage for the Cyclonic Volley). You may not do anything at all in case Heroic Charge fails: Claudio is dead. Even if the Heroic Charge is lethal only 16.66% of the time, the risk is high enough to not use it every other turn, specially on the first locations. With the Cyclonic Volley, you can happily start firing, if you want, and use it every other turn. As I’ve told you tons of times: the way of beating this game is **taking as few risks as possible**. And the Heroic Charge is a risk: chances are on your side, but the penalty when you fail is enormous.

Apart from that, when not using the Heroic Charge, Claudio has attack range 0, Adron has range 2. This gives you 5 positions for firing with Adron’s Storm Bolter, as opposed to the 1 position Claudio may attack with using his Lighting Claws. Not really a big con, but one more: less tactical choice for the Yellow team. Orange team Attack is arguably better, although not incredibly better.

- Red Team Attack:

- Advantages of Full Auto:
  - Range 3 guaranteed. The Cyclonic Volley has just a 50% chance of attaining range 3. Full Auto is certainly better at picking targets far away.
  - Leon may fire three times at different swarms. Now this is really a good advantage, as opposed to the Heroic Charge. Killing from different swarms **and** at range 3 for sure gives you a tactical flexibility the Cyclonic Volley does not present without too much risk.
  - May use support tokens to be rerolled in case of a miss (good advantage, but comes at a price: having and spending support tokens).
- Disadvantages of Full Auto:
  - Requires facing. The Cyclonic Volley ignores facing, so the secure range 3 of Full Auto is compensated here, and by far, with more interesting tactical choices.
  - Lower casualty ratio: take a look at the [Full Auto statistics](#): just 12.5% of killing 3 genestealers. Cyclonic Volley kills 3 genestealers for sure 83% of the times at range 0-1. And even if you fire at range 2, if we add a



potential of killing from Kaphael (50% chance), we will see that the Orange team kills more enemies per turn than the Red one (not considering Overwatch).

- Expensive if you want to hit for sure: you will need a lot of tokens to match the killing ratio of Cyclonic Volley, as well as using Overwatch.

To which is necessary to add the supplementary advantage of Leon having range 3 vs. range 2 for Adron. Actually, you will use the Cyclonic Volley and Full Auto for different purposes and on different scenarios, so there's no sense in determining a winner here: both are different, but, obviously, the Cyclonic Volley is cheaper and gives you more in return.

- Gray team Attack:

- Advantages of Psionic Attack:

- Range 2 guaranteed: not as good as Full Auto, but still beats the recommended range 0-1 for the Cyclonic Volley and will reach most of the appealing targets if the Librarian is well placed.
- May kill from different swarms: again, this is an advantage especially on games with 6-8 marines. On games with 10-12 marines, you will probably want to reduce one single big swarm.
- No potential killing cap: the Librarian could hit endless waves of enemies if you are lucky with the dice and he has support tokens on him. The Cyclonic Volley just kills 3 genestealers, no more.

- Disadvantages of Psionic Attack:

- Lower killing rate: actually, it is very rare that you could maintain a killing ratio of 3 genestealers per attack with the Librarian. You would need a lot of support tokens you probably won't have unless you unsupport other teams. The Librarian is devastating, but you'll have to patiently wait to deliver his killing blows. The Cyclonic Volley does not need preparing: simply fire and kill 3 per turn. Even with support tokens, it's not common seeing a Librarian attack that ends with 4 genestealers dead. The Cyclonic Volley, once again, gives you more in exchange for nothing.
- Requires facing. Again, big advantage for the Cyclonic Volley.

I'm sorry for the Librarian's fans (I know there are a lot out there), but the evidence shows the Cyclonic Volley is far superior in most of the occasions. You may find that the Psionic Attack is better than the Cyclonic Volley because when the Orange team is playing together with the Gray team, the first will offer the latter a lot of rerolls, thanks to Target Lock, and Psionic Attack will get a boost on effectiveness. But that does not prove it is better. On the other hand, Power Field offers little to Cyclonic Volley.

- Green team Attack: not much sense in comparing those two, because the options and uses are very, very different. Although the Green team could kill up to 6 genestealers per turn, we all know this happens just 2,8% of the times without rerolling. If both attack, the chance of killing 3 genestealers or more is just 30%. But they need range (heavily severed with Gideon) and when they can ignore facing (Run & Gun), they are

back to the classic 50% of hitting. Obviously the Orange attack is better, again with more killing rate and overall more range.

- Blue team Attack: idem: not much sense in comparing, since the Blue Attack serves the purpose of boosting other team's attacks.

- Black team Attack: come on, that would be totally unfair, even insulting...

- Purple team.

Now we're talking. It is very interesting indeed to compare the former most devastating attack in the game to the new Cyclonic Volley.

Let's check some numbers concerning the Flamer Attack. First advantage for the Flamer: its attack can (and should) be rerolled:

|            |  |             |   |              |
|------------|--|-------------|---|--------------|
| Position 1 |  | Whoever     |   | ⊕ Position 4 |
| Position 2 |  | <b>ZAEL</b> | ▶ | ⊕ Position 5 |
| Position 3 |  | Whoever     |   | ⊕ Position 6 |

50% chances of killing **at least** 3 genestealers in positions, 4, 5 or 6.

75% chances with **one** support token.

88% chances with **two** support tokens.

94% chances with **three** support tokens.

As you can see, the numbers of the Flamer are really good: we are only reviewing when it kills at least 3 genestealers, but have in mind that Zael can kill up to five (something the Missile Launcher can't. Ever). Anyway, the average kill ratio for Zael without support tokens is 2,5. How do we compare this with the Cyclonic Volley?

First, we have to consider the number of positions Adron may fire at, and at which %:

#### Cyclonic Volley















|            |   |  |              |   |              |
|------------|---|--|--------------|---|--------------|
| Position 1 | ⊕ |  | Whoever      |   | ⊕ Position 4 |
| Position 2 | ⊕ |  | <b>ADRON</b> | ▶ | ⊕ Position 5 |
| Position 3 | ⊕ |  | Whoever      |   | ⊕ Position 6 |

83% chances of killing 3 genestealers in positions 1, 2, 3, 4, 5 or 6.

|            |   |  |              |   |               |
|------------|---|--|--------------|---|---------------|
| Position 1 | ⊕ |  | Whoever      |   | ⊕ Position 6  |
| Position 2 | ⊕ |  | Whoever      |   | ⊕ Position 7  |
| Position 3 | ⊕ |  | <b>ADRON</b> | ▶ | ⊕ Position 8  |
| Position 4 | ⊕ |  | Whoever      |   | ⊕ Position 9  |
| Position 5 | ⊕ |  | Whoever      |   | ⊕ Position 10 |

83% chances of killing 3 genestealers in positions 2, 3, 4, 7, 8 or 9.

66% chances of killing 3 genestealers in positions 1, 5, 6 or 10.

|  |  |              |   |   |
|--|--|--------------|---|---|
| Position 1  |  | Whoever      |   |  Position 8  |
| Position 2  |  | Whoever      |   |  Position 9  |
| Position 3  |  | Whoever      |   |  Position 10 |
| Position 4  |  | <b>ADRON</b> | ▶ |  Position 11 |
| Position 5  |  | Whoever      |   |  Position 12 |
| Position 6  |  | Whoever      |   |  Position 13 |
| Position 7  |  | Whoever      |   |  Position 14 |

83% chances of killing 3 genestealers in positions 3, 4, 5, 10, 11 or 12.

66% chances of killing 3 genestealers in positions

50% chances of killing 3 genestealers in positions 1, 7, 8 or 14

And we could go on with positions 15, 16, 17, 18, 19, 20, 21, and 22. But there is no need: we all know the percentages at this point.

We can affirm that as long as all you need is 3 kills or less, the Cyclonic Volley is superior, until Zael gets 2 or 3 support tokens. But there is also the advantage of multiplying the potential positions to kill on: at 83% of hitting, Adron doubles the number of positions Zael can reach, and it goes on and on, as long as we sacrifice potential range for hitting percentage.

With no support tokens, Adron is clearly better. Playing at the same percentage (50%), Adron reaches 11 positions more than Zael.

On the same positions Zael may target, Adron relies less on luck even when Zael has one support: Adron keeps beating him with 83% vs. 75%.

With 2 support tokens on Zael, he is better Adron at those 3 positions, but again Zael has limited range and thus offers fewer tactical choices.

If you need 3 kills, but 4 or 5 kills would be fantastic, I personally would choose Zael if he had 3 or 4 tokens on him, no less. When 5 kills are a must, the Cyclonic Volley, on the other hand, is not an option.

Unless you are facing a 4 (or more) genestealers swarm and Zael has 3 tokens or more, I would trust Adron: 3 kills are a certainty with him (I mean: you don't have to roll to check the number of casualties) and missing only on 0, he relies less on luck.

Also, you can roll first and decide later which swarm you want to target with Adron: you don't have that possibility with Zael, who must decide the target first and roll later.

Finally, Zael has range 1 and the Storm Bolter is never ever an option for him: the Flamer will always be better. Adron has range 2 with his Storm Bolter. If you need to kill for sure one genestealer at distance 2, Zael is not an option.

So, each one has their uses, but overall, again the Orange team beats the other team: the fact they don't need tokens at all for attacking is invaluable: not only their attack is devastating, but they save support tokens for making other devastating attacks, such as the Flamer Attack or Psionic Attack.

**In short:** the fact of having a sure killing of 3 genestealers per impact, the fact that you can use this attack without fear of dying, and the fact of ignoring facing and having potential range 5 (offering thus several tactical choices when firing) makes the Cyclonic Volley **unbeatable** and preferable most of the times and in most situations to any other attack.

### ***Value the Orange Team:***

As with the rest of the teams, the Orange team will perform better or worse, depending on the number of teams and which ones are playing.

In a 6 marine game: here you are really using a hammer to kill flies. The good news is, thanks to having just 6 marines, there will be a lot of hot spots, probably with terrains on the right and left side at the same (or adjacent) position(s). Adron may reach everywhere in the formation, wherever he is placed (although I warned you about firing at distance 4 or 5)

The bad news is that Cyclonic Volley really shines when you face spawns of at least 3 genestealers, so... sometimes you'll have to waste the Cyclonic Volley to kill just a swarm of 2 (or perhaps just 1). Try to avoid this situation if you can. With 6 marines, it is a good idea to have Adron and Kaphael set apart from each other and facing opposite directions: this way it's more probable that, although Adron kills just one or two, Kaphael may kill another one. As I said, the problem here is more or less the same as with the Flamer: actually, you don't need that much firepower, and more range or more attacks would be welcome. Anyway, they still rock because of their orders, and redeploying now takes the role of main character that otherwise Cyclonic Volley has: moving twice on a 6 man formation is almost as good as the Yellow Reorganize, and lets you do things that you couldn't with Reorganize (see [above](#)).

In a 8 marine game: this is one of the best situations for the Orange Team: Cyclonic Volley kills any major spawn, you'll have hot spots, and Purposeful Advance still really counts a lot.

In a 10 marine game: Reorganize is somewhat less effective, but you'll need the Cyclonic Volley. A good combination of offense/defense will help too.

In a 12 marine game: the spawnings are really huge now, and every shot counts: the Cyclonic Volley is really helpful here, but you will need to be correctly positioned in order to effectively deal with them.

In any number of marines game: the value of Cyclonic Volley and Purposeful Advance may vary, but Target Lock will always **ROCK AND ROLL**.

### **Teams that work great with the Orange team:**

- Green: the Green team offers you a Plan B in case the Cyclonic Volley fails, it's very useful to let the Orange team load doors at risk zero, and the advantages of Target Lock for Gideon (and Noctis when firing) are great, since it allows you to

reroll one defensive roll (hopefully skulls when Blocking) or one attacking roll (a miss could be a skull or a 4).

- Blue: as the Green, the Blue team offers you a Plan B in case the roll on the Cyclonic Volley fails (or you are not able to fire that turn), it will allow the Orange team to load doors, and they get big advantages from Target Lock for Lorenzo.
- Gray: this team grants more attack range on the formation, gets really big advantages from the Target Lock for Calistarius, finishes off smaller swarms and offers the Power Field for those smaller swarms menacing Adron, as a defensive tactic.
- Red: this team provides great attack range (something risky to achieve with the Orange team), and cleans up smaller swarms (something the Orange team can't do). As a bonus, they can take turns with the Orange team loading doors or be redeployed faster toward the Door terrain.
- Black: there is no need for Plan B because even if the Cyclonic Volley fails, the Chaplain stunts the swarms in front of him (or may play Armor of Contempt), although Litany of Hate is a bit useless for the Orange team, who ignores facing (when using the Cyclonic Volley), the Orange team next to the Black team offers the much needed firepower the Black team lacks.

### **Teams that work well with the Orange team:**

- Purple!!! Well, yes: maybe you are surprised, but the Purple team doesn't stack as good as the previous ones with the Orange team. First, Zael has a limited range, same as Cyclonic Volley (if you use it correctly), so you won't be able to cover long distances on the formation with these two. Second, Strategize is useless for the Orange team most of the time, since Adron ignores facing when attacking and one position more or less away won't make a big difference if you have correctly placed the Orange team. Third, Target Lock offers little to Zael, since the Purple team should have a lot of support anyway and one extra reroll with the flamer won't make a big difference here neither, if you have correctly supported him.

### **Teams that don't work well with the Orange team:**

- Yellow: the Orange team, although in need of fast redeployment sometimes, can make it on their own, thanks to Purposeful Advance. They don't absolutely need the help from the Yellow Reorganize, specially on a 6 or 8 marine game. Also, the Yellow team has limited attack range (even with the Heroic Charge), same as Gideon, but his defensive ability is costly on support tokens (not as Gideon), and above all: they jeopardize Claudio every time they attack in exchange for 3 kills: that is not needed anymore because now you have the Cyclonic Volley.

## Advantages of the Orange team:

Lots of them:

- Ignoring facing (second attack in the game that ignores facing, way better than Heroic Charge)
- Great firepower (3 genestealers killed, and at very low cost of support tokens, because there is no rerolling possibility)
- Support tokens independent (since there's no reroll for the Cyclonic Volley, there's no sense in charging Adron with support tokens unless you need them for defense or the standard attack)
- Great mobility (second team in the game that may move more than one position away), particularly on solo mode.
- Not very much "luck dependent" (83% of hitting and killing 3 genestealers just with Adron, better than most teams: a standard attack with one support token has just 75% of hitting and does not get 3 casualties).
- Great supplying support tokens (2 per Support order, and one of them is actually a Target Lock, as we have seen)

## Disadvantages:

- Not great range if you play them well (just fire at distance 0 or 1).
- Kaphael is not the best vanilla marine you may think of: one moving ability and the rest of him is a life assurance, in case Adron dies, for the Target Lock (say hello, Valencio, Scipio, Omnio: you have a new partner)

Ranking with precision the Orange team is really easy: as Tina Turner put it, they are **simply the best**. On top of the Purple team (but, as I said, this list is subjective):

## Ranking:

|  |               |
|--|---------------|
| Good but not great   | <b>RED</b>    |
| Good but needs help  | <b>GREEN</b>  |
| Good but not great on offense                              | <b>BLUE</b>   |
| Great but not good on offense, depends on other teams draw | <b>BLACK</b>  |
| Great  | <b>GRAY</b>   |
| The more space marines on play, the greater they are       | <b>YELLOW</b> |
| Great  | <b>PURPLE</b> |
| Outstanding, amazing, kickass                              | <b>ORANGE</b> |

## To sum up:

|                       |          |
|-----------------------|----------|
| Firepower             | 😊😊😊😊😊😊😊😊 |
| Defense               | 😊😊       |
| Helping others        | 😊😊😊😊😊😊   |
| Other tricks / combos | 😊😊😊😊😊😊   |

- **Playing with the Orange team + Deathwing:** see the Deathwing guide (work in progress, *coming soon*).

## CREDITS

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- Thanks to FFG and Corey Coniezcka for creating such a great game (and the PoD expansions, which are certainly welcome) and many others. Keep them coming.
- Thanks to the BGG users for sharing the enthusiasm for *Space Hulk: Death Angel (The Card Game)*.
  - I took the english name for the cards from:  
<http://www.boardgamegeek.com/filepage/61246/detailed-cardlist-for-death-angel>
  - I took the chance of survival when engaged with various sized swarms and using various support tokens from:  
<http://www.boardgamegeek.com/filepage/61517/space-hulk-death-angel-chances-of-survival>

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