

Space Marines in the Underhive

SPECIAL RULES

VOW. A Space Marine squad must commit itself to achieving a specific aim during its time in the Underhive. The vow must be made when the squad is recruited and may be chosen from the following:

A) **Clean Sweep.** Kill 3 enemy gang fighters. A kill will only count if the model dies from rolling a Dead serious injury result or if the Space Marines capture a fighter and isn't rescued.

Reward: 50 Command Points

B) **Interrogation.** Capture 1 enemy gang fighters. An interrogation is only completed if the Space Marines capture a fighter and isn't rescued.

Reward: Roll 1D6: 1 – The information is useless. No reward.

2 – D6 Command Points

3 – 30 + 4D6 Command Points

4 – 30 + 6D6 Command Points

5 – 2D6x5 Command Points

6 – 2D6x10 Command Points

C) **Training Day.** Earn a total of 100 Experience points with your Scouts.

Reward: 25 Command Points + 2D6 additional Command Points per surviving Scout

D) **Grounded.** Survive a total of 5 battles.

Reward: 25 Command Points

- Once the squad has achieved its vow they return victorious to the headquarter and earn their reward. However, they often return to the Underhive as part of a new team. When the Space Marines return home all serious injuries are removed, you can also replace dead members or any you wish to retire with a fresh member of your choosing and buy new equipment. You must then pick a different vow and the squad heads back down into the gloom of the Underhive.

- Alternatively, the squad can return early without fulfilling their vow. The normal rules listed above still apply, but they don't earn a reward and each Space Marine must take a Leadership test. If the test is failed then they are removed from the squad and replaced with a fresh Space Marine. You must then pick the same vow and the squad heads downhive to try and absolve themselves.

- Any Scout that enters the headquarter with at least 200 Experience points or a Leadership of 9 must retire the squad as his outstanding qualities earns him a new place among the Space Marines.

Income. You have 1.000 Command Points to deploy your squad. Space Marines never collect income, but can spent earned Command Points on new equipment and squad members.

Starting Territory. Space Marines have no use for territories and are constantly on the move. They cannot capture territories from enemy gangs and since they don't start with a territory they have nothing to capture.

Hired Guns. Space Marines don't use hired guns.

Starvation. Space Marines gain synthesised sustenance from protein packs wired into their suits so they are immune to the effects of starvation.

Capture. Space Marines have no interest in ransoms or exchanges. The only way a gang can get back captured members is by playing a Rescue scenario against the Space Marines. Space Marines cannot be captured. Nobody would be so foolish to incur the wrath of the Astartes even more.

Leadership. Space Marines are led by a Veteran Sergeant. Any fighter within 6" of the leader can use the Leadership characteristic of the Veteran Sergeant when taking any Leadership tests. If the Sergeant is killed as a result on the Serious Injuries Chart the squad must return to the headquarter.

SPACE MARINES

Veteran Sergeant (1)

M	WS	BS	S	T	W	I	A	LD	Cost	Exp
4	5	5	4	4	1	5	1	9	320	200 + 1D6

Weapons: Knife, Power Armour (3+)

Skill Types: Agility, Combat Skills, Stealth, Muscle Skills, Ferocity Skills, Shooting

Space Marine (0-2)

M	WS	BS	S	T	W	I	A	LD	Cost	Exp
4	4	4	4	4	1	4	1	8	220	140 + 1D6

Weapons: Knife, Power Armour (3+)

Skill Types: Combat Skills, Muscle Skills, Ferocity Skills, Shooting

Enhanced Physique. Space Marines ignore being pinned and do not lose a point of WS and BS when suffering a flesh wound. They are still taken out of action once the number of flesh wounds reaches the amount of Weapon and Ballistic Skill (i.e. a Space Marine goes out of action if he suffered 4 flesh wounds). A Space Marine who goes out of action rolls twice on the Serious Injuries Chart and the player chooses which result will apply. However, this rule does not work against hits inflicted by weapons with the *High Impact* special rule.

And They Shall Know No Fear. Space Marines have the *Nerves of Steel* skill and never have to take a Leadership test if a friendly model goes down or out of action within 2". Additionally, they are not affected by *Fear* or *Stupidity*.

True Grit. Space Marines have the *True Grit* skill.

Killer Reputation. Space Marines have the *Killer Reputation* skill.

Rapid Fire. Space Marines have the *Rapid Fire* skill when shooting a Bolt weapon. Additionally all Bolt weapons have a 2+ ammo roll.

Armour. A Space Marine takes no penalties while wearing Power armour. He is immune to the effects of a photon flash flare and can re-roll a failed Toughness test against dangerous gases including Choke, Hallucinogen and Scare.

SCOUTS

Scout										
M	WS	BS	S	T	W	I	A	LD	Cost	Exp
4	4	3	4	3	1	4	1	7	120	60+1D6
Weapons: Knife, Scout Armour (4+)										
Skill Types: Agility, Stealth, Shooting										

Nerves of Steel. Scouts have the *Nerves of Steel* skill.

Infiltration. Scouts have the *Infiltration* skill.

Armour. Scouts take no penalties while wearing Scout Armour.

Well-prepared. Scouts have a 2+ ammo roll on all Bolt weapons.

SERVANTS

Servants (1 per Space Marine)										
M	WS	BS	S	T	W	I	A	LD	Cost	Exp
4	2	2	3	3	1	3	1	6	15	-
Weapons: Knife										
Skill Types: -										

Soulless. Familiars do not receive Experience.

EXPERIENCE

Unless stated otherwise, Space Marines gain experience and advances just like a regular gang.

Initial Experience

Veteran Sergeant	200	+ 1D6
Space Marine	140	+ 1D6
Scout	60	+ 1D6

Maximum Characteristics

M	WS	BS	S	T	W	I	A	LD
4	7	7	5	5	3	7	3	10

SPACE MARINE EQUIPMENT

Veteran Sergeant		Space Marine		Scout		Servant	
Boltpistol	25	Boltpistol	25	Boltpistol	25	Boltpistol	25
Bolter	35	Bolter	35	Bolter	35	Handflamer	20
Frag Grenades	25	Frag Grenades	25	Frag Grenades	25	Autopistol	15
Krak Grenades	40	Krak Grenades	40	Krak Grenade	40	Laspistol	15
Chainsword	25	Chainsword	25	Axe (Maul)	10	Stub Gun	10
Power Axe	45	Flamer	40	Sword	15	<i>Dum-dum Bullets</i>	5
Power Fist	95	Meltagun	95	Chainsword	25		
Shock Maul	45	Plasma Gun	80	Autogun	20		
Power Sword	50	Grenade Launcher	60	Shotgun	20		
Hand Flamer	20	Heavy Bolter	180	<i>Man-stopper</i>	15		
Plasma Pistol	30	Autocannon	260	<i>Hot-shot or</i>	5		
		Heavy Plasma	240	<i>Bolt Shell</i>	5		
		Gun	300	Needle Rifle	190		
		Lascannon	140				
		Missile Launcher	35				
		<i>Frag or</i>	50				
		<i>Krak Missile</i>					



FUTURE IDEAS

Where there is light, there is darkness... Look out for Chaos Space Marines coming to the Underhive very soon!