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Foreword

Hi folks! This is Nano speaking (aka Friman), once again and one last time! Nowadays I barely play Death Angel (not because I got tired of it, but rather because of lack of time, lack of people to play with and surplus of new games to try), and since FFG and Games Workshop parted ways I thought the game would slowly and progressively die and no one would take a look at the guide anymore. However, I constantly see new users appearing in the forum and looking for advice because they somehow managed to get a copy, so I thought maybe this was an occasion to complete the guide with the Tyranid pack and the Location pack, as well as revisiting some older sections and adding links to more material such as videos from Youtube or PBF games. Although my gameplay has maybe gotten a little bit rusty in the last few years, my English has improved a bit, so I have little more to say, but I hope to say it correctly.

For those of you who don't know, I cancelled my old Friman account because of a discussion and a ban in the infamous "Heroquest25 affair". The guide was consequently taken down along with my account, but I gave the user Rob Robinson (zombiegod) my permission to re-upload the guide. I guess this will be the final iteration of it. I hope you like it and have as much fun reading it as I had writing it.

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 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 players enjoy it. The rants about "It's pure luck, just dice rolling, marines die so easily, etc." will also be refuted. As you'll see, Death Angel is not about luck, it's about planning wisely to counter 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.

Corrections, comments, objections on the contents or congratulations are most welcome.

PLAY LIKE A TEAM: (disclaimer)

It is simple. If you play Death Angel along 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 piece of 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.

By the way: the rule about playing your orders face down is **not meant** to play secretly or silently: the rulebook states that you can communicate and plan together as much as you wish (there are even examples of this in the rulebook, page 11); the rule is meant to prevent an alpha player to dictate the rest of the team which orders they should play. If this is the case, you'd better play anything else than Death Angel, because not coordinating carefully will lead to a defeat except in the rare cases you are used to play with a partner(s) so often that you don't need to tell each other which is your plan anymore because it seems obvious.

Second disclaimer: all along 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); excepting 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's 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 you may decide to skip with your marine any of these steps. Thus you could not 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 and 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.:

<https://images-cdn.fantasyflightgames.com/filer_public/29/ec/29ec8af2-7ff3-4a2a-ac5f-cb6da97dfa48/death_angel_faq.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. And that's all. That means another 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 Instints", 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 are you rerolling and which shots are you 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 genestealer 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 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 considered 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 twice in a row in the same order with the same team. The game would be too easy if every team were 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 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 stand in their places and travel with the formation to the new location. None of them is discarded unless by the effect of the Door or any other Event card. **Traveling, 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 the less marines moves joins the side with the more marines). On a draw, 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 definitely merged, and will be treated as a single swarm for all purposes in the future. If any two swarms that haven't attacked in this round merge in 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. That could lead to a marine with swarms at 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 answer to almost every possible doubt in this game and refers common mistakes by novice players (and veterans alike):

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

Also, make sure to check the compilation of questions addressed and answered by the designers (additional unofficial FAQ at BGG):

<http://boardgamegeek.com/filepage/81927/space-hulk-death-angel-additional-faq>

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". It's not that easy: you need practice and good, constant and extensive feedback 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 you can think the Green team is crap, the Gray 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. Always. That's very important because you'll have to take in 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 make 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 enough supported 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 start firing always with Scipio. Pay special attention to those 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 that means a risk for the marine's life.

PLACE PROPERLY YOUR MARINES:

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 factor than “being lucky” with the dice.

1. Red team:

- **Leon** (Assault Cannon) should be placed, if possible, around the middle of the formation, never in 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 activating 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 the 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 have it on the left.

Don’t focus just on 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).

Door (value 2)	◀	OMNIO		No terrain card
No terrain card	◀	SCPIO		No terrain card
Dark corner (3)	◀	ZAEL	⊕	No terrain card
No terrain card		CALISTARIUS	▶⊕	Ventilation Duct (4)
No terrain card		VALENCIO	▶⊕	Corridor (1)
No terrain card		LEON	▶⊕	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 focusing on covering as many backs as possible, 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", usually the ventilation duct; or 3 levels of alert, 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 (up or down, it depends) will be free to move when Gideon won't. Why? Because very often (or just sometimes, depending on the number of starting marines in the game) 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, is not a complete disaster, but then sometimes you'll have to attack with Noctis and Gideon won't have any target or the other way around, so you'll be partially 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's 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:

NOCTIS	▶	▲
Whoever 1	▶	▲
GIDEON	▶	▲ <u>Terrain</u>
Whoever 2		▲

Whether the genestealers move or not, they can be Blocked by Gideon (as in the example above), and be targeted by Noctis. But **be aware**: problems may arise later on, once "Whoever 1" has moved down, because then you'll be again in the first example situation (the "Wrong!" one).

Genestealers move upward:

Whoever	▶	▲
Whoever 1	▶	▲
GIDEON	▶	▲ <u>Terrain</u>
Whoever 2	▶	▲
NOCTIS	▶	▲

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"'s 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. Note, nevertheless, how this requires moving with 2 different marines that maybe don't belong to the same team; and if this is the case, 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, especially next to Gideon.

No terrain card	◀	CLAUDIO		No terrain card
Ventilation Duct (4)	◀	GIDEON		No terrain card
No terrain card	◀	ZAEL		No terrain card
Dark corner (3)	◀	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	◀	NOCTIS		No terrain card
No terrain card		DEINO	▶	Control Panel (2)
No terrain card		GORIEL	▶	No terrain card
No terrain card	◀	VALENCIO		No terrain card
No terrain card		SCIPIO	▶	Corridor (1)

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 for Leon, Calistarius, Deino and Goriel. In case any of them is 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 on the dangerous spots, 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:

DEINO	▶	▲
LORENZO	▶	▲ <u>Dark corner</u>
Whoever		▲
(DEINO)	▶	▲ <u>Door</u>
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 position where there is a terrain card at the left side and another one at the right side, (or even 1 position away), is a "hot spot". 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 to kill for sure. Consider Claudio as having a "killing aura" that you never should waste.

- **Goriel**: the best "vanilla", without doubt, should be 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	◄	GORIEL		No terrain card
No terrain card	◄	CLAUDIO		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: on 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

- i) Any vanilla marine for Claudio (if you want to sacrifice them)
- j) Any vanilla marine facing right for Goriel (if you don't have more firepower at your disposal)

In other words: you may now bring up or down a lot of marines in order to get advantage from 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 looking the right way. After redeploying them, leave them looking 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. A good position for him would be covering Zael's back, while Zael (the flamethrower) covers his, for example.

- **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 Calistarius, make him face the same direction (second best).

Corridor (1)	◀	SCIPIO		No terrain card
Dark corner (3)		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		CALISTARIUS	▶	No terrain card
No terrain card		Whoever		Control Panel (2)
No terrain card		Whoever		Ventilation Duct (4)

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.

Corridor (1)		SCIPIO	►	No terrain card
Dark corner (3)	◄	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		CALISTARIUS	►	No terrain card
No terrain card		Whoever		Control Panel (2)
No terrain card		Whoever		Ventilation Duct (4)

WRONG!

Same scenario: even if Scipio is covering the backs for two marines (*which is a good thing*), **probably** his shot will 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 interesting targets? You have wasted the Psionic Attack. What if Calistarius used his Psionic Attack the previous turn (after all, it is a very requested 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 at range a terrain card (should be 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) forces you often to move with the marine above or behind Zael, in order to put the flamethrower at 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 having in mind that the swarms may always move, and then will be either out of range, either onto you: be prepared to deal with either situation (one Strategize 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		▲
OMNIO	▶	▲ Ventilation Duct
ZAEL	▶	▲
Whoever		▲
Whoever		▲

WRONG!

Zael will not be able to target any moving swarm from the Ventilation Duct. Also, he doesn't need any help at all 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	▶	▲
ZAEL	▶	▲
Whoever		▲ Corridor
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	▶	▲ Ventilation Duct
ZAEL	▶	▲
Whoever		▲ Promethium Tank
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. Having in mind that there are 2 copies of this card in the Event deck, you should not leave that possibility in the hands of the Fortune, but be prepared for it, as well as for "Flanking Maneuver" (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 giving his back to a terrain card.

Certainly, sometimes it will be impossible for you (due to unforeseen events, horrible starting placement, *mutual contradictions in this advice* (if I place here this one, the other one gets too far away), etc.) having 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	◀	CLAUDIO		No terrain card
Door (value 2)	◀	GORIEL		No terrain card
No terrain card	◀	OMNIO		No terrain card
No terrain card	◀	LORENZO		No terrain card
Dark corner (3)	◀	NOCTIS		No terrain card
No terrain card	◀	GIDEON		No terrain card
No terrain card		VALENCIO	▶	Ventilation Duct (4)
No terrain card		SCIPIO	▶	No terrain card
No terrain card		DEINO	▶	No terrain card
No terrain card		CALISTARIUS	▶	Corridor (1)
No terrain card		ZAEL	▶	No terrain card
No terrain card		LEON	▶	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 for anyone (excepting 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 at range the red terrain, just the 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 to 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 on this formation (which, by the way, you may very well get as a result from the initial setup), you won’t last longer...

If that were 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 in 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	◀	VALENCIO		No terrain card
Door (value 2)		CALISTARIUS	▶	No terrain card
No terrain card	◀	OMNIO		No terrain card
No terrain card	(◀)	NOCTIS	▶	No terrain card
Dark corner (3)	◀	LORENZO		No terrain card
No terrain card		CLAUDIO	▶	No terrain card
No terrain card		GIDEON	▶	Ventilation Duct (4)
No terrain card		SCIPIO	▶	No terrain card
No terrain card		DEINO	▶	No terrain card
No terrain card		GORIEL	▶	Corridor (1)
No terrain card		ZAEL	▶	No terrain card
No terrain card		LEON	▶	No terrain card

There's still a lot of work to do, especially on the second half of the formation. Next round you'll probably have to move 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		OMNIO	►	No terrain card
Door (value 2)	◄	VALENCIO		No terrain card
No terrain card	(◄)	CLAUDIO	(►)	No terrain card
No terrain card	◄	ZAEL		No terrain card
Dark corner (3)	◄	NOCTIS		No terrain card
No terrain card		CALISTARIUS	►	No terrain card
No terrain card		GIDEON	►	Ventilation Duct (4)
No terrain card		LORENZO	►	No terrain card
No terrain card	◄	LEON		No terrain card
No terrain card		DEINO	►	Corridor (1)
No terrain card		SCIPIO	►	No terrain card
No terrain card	◄	GORIEL		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 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 redeploy correctly the Green team in a blink, while without them it may be a hard task. The same applies to correctly placing 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, it will work more 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		VALENCIO	►	No terrain card
Door (value 2)	◄	LORENZO		No terrain card
No terrain card	(◄)	DEINO	►	No terrain card
No terrain card	◄	ZAEL		No terrain card
Dark corner (3)		CALISTARIUS	►	No terrain card
No terrain card	(◄)	CLAUDIO	(►)	No terrain card
No terrain card		GIDEON	►	Ventilation Duct (4)
No terrain card	◄	LEON		No terrain card
No terrain card		NOCTIS	►	No terrain card
No terrain card		SCIPIO	►	Corridor (1)
No terrain card	◄	GORIEL		No terrain card
No terrain card		OMNIO	►	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 marine 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 PROPERLY YOUR MARINES:

From what's been said above, it is obvious that some marines are more valuable than others. You have to take this hierarchy in 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, choose a marine to spawn 2 genestealers behind him, 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 now a genestealer 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 is (by far) 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 times, 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 either. His move order (discard a blip from a chosen pile) is not bad, but it is very accidental (it may serve to travel at key moments, giving you the edge when there is a Door, for instance). But overall one blip less now and then doesn't make any big difference. The value of Scipio lies in the fact that if Calistarius dies, you must keep Scipio alive **at any costs**, 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. Being 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 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 in the bottom or keep 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 fact he raises the chance of killing: from 50% of the vanilla marine, to 66%. It may be worth placing 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, of course, the third ability: firing. Leon fires three times. That is for sure appealing; but that's quite all about it. After many, many games of experience, 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 time 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 of most 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 an 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 indestructible 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 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 it is 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 one: 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 one: Defensive Stance. It doesn't affect just 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 push 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-around character, very useful as attacking as defending. The problem, as we will see later, is to know how many tokens Claudio should 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 it 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 the 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 his supporting and moving abilities are incredibly useful and have no match, but his attack is simply devastating. He slays as many genestealers as the number rolled in 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 the one from Calistarius 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 always have 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 for 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 are the teams **as a group** of two marines, the rank gets this way (I'm thinking here most of the time about a 12 marine game):

VALUE PROPERLY YOUR TEAMS:

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 perfectly win games 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 in the game.

Firepower	😊😊😊😊😊😊
Defense	😬
Helping others	😊
Other tricks / combos	😊😊

2. Green (Gideon).

Mostly considered a defensive team, it also presents 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 time).

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 it seriously lacks 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 is useless, but moreover: they have both 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 games 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: its abilities affect not only marines and genestealers, but also Event Cards. All of them are brilliant, no one is circumstantial (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 Golden 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 [Place properly 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 as soon as possible several support tokens. 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 mentioning 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 either: he doesn't need more than 5. The first marine to be supported, if the situation allows it, should be Zael, who (again) must get alive to the final 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 no 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 fairy tales: 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 often support tokens, 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 that at least one or two shots from Leon hit, to cover anyone 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 **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 of him.
6. Gideon: one single token on Gideon should be enough in most cases. His high rate of success on attack and defense rolls make 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 dies with 2 or more tokens on him, these tokens would have been wasted, since you could have 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 in him if you are playing on **Blue B** configuration.

9. Noctis: although his offensive ability is good enough to not need a token (specially if it would be more useful on another marine), but 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 the fact that which marines are in danger and which are not, and having in mind if they will be on 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 up, place more or less these counters 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 in front of him 7 genestealers and next round he is going to use his Block. Removing a support token in exchange for a genestealer is not always that obvious.
- Same considerations are applied to the Event Card “Rewarded Faith”. Killing all genestealers in a swarm seems a good choice, but take in account too 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 (note that I’m not recommending it) to risk 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 traveling with way more than 5 genestealers alive, you are just not playing your game well).
- The Control Panel on the Teleportarium should not be used, except in desperate situations (in which it is using it, or 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, 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 ON SOLO MODE:

When I wrote this guide, some 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 differently here, depending on the teams you draw (or select, if you don't dare drawing XD).

First of all, every marine should get (ideally) 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 or 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 on a solo game, as opposed to one huge swarm on the other variants 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 his 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 oftenly. So you are exposed to lose any support token placed on Claudio, as before. Defensive Stance, like the green Block, loses a lot of power because you are really using a hammer to kill a fly (against smaller swarms you will probably be safe rerolling even without the Defensive Stance, but anyway), and it is costly on support tokens.

One of the most important things, maybe, on 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 on a solo game), with Gideon or Leon, to not attack with every team on 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 the first round, failing due to poor rolling, and then face one defense roll without tokens, and finally go pushing 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 having in sight the final location, if you get to draw Genestealer Lair.

And one other thing: the initial setup may play a lot in your favor, or against you: don't despair: as travelling takes more time on 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 watch carefully 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 (same as most games by 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 is it one for you? Except for the Green (which, *it is known*, is the worst), everyone argues about the best team being, claiming the title for their favourite one. Discrepancy hints at well balanced teams, and the fact that most people didn't understand that usually a balance between offense and defense is required in order to win: just defensive teams will 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

I will review in this section 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 in a door mean 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 placing a token on Valencio, in order to discard it in exchange for a standard attack? This token on another marine could be traded for much more dead genestealers or provide better defensive advantages.

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

- a) You need to imperatively 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 of doing nothing this round. If the Red team has in range the red and/or the orange terrain, probably some targets will 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 on the 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 face for sure 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 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 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 on 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 it’s like an attack reroll on your next round.
- e) *Gun Jam*. This Event Card prevents one Team that didn’t attack previously from attacking the 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 for 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 just to 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 in 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 genestealers 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. And 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 by 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 genestealer or two in range of Leon and Valencio, try to deal with them 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 Fielded, 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 3 times the same swarm. 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 properly your marines](#)). It is advisable (but not a must) that Valencio stands facing the same direction as Leon, either near Leon or either 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 by all means Leon's or Zael's back or something similar).

NEVER FIRE JUST FOR THE 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 CAN'T AFFORD.

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

Probability of killing	0 genestealers	12,5%
Probability of killing exactly	1 genestealer	37,5%
Probability of killing at least	1 genestealer	87,5%
Probability of killing exactly	2 genestealers	37,5%
Probability of killing at least	2 genestealers	50%
Probability of killing	3 genestealers	12,5%

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

Probability of killing	0 genestealers	6,25%
Probability of killing exactly	1 genestealer	25%
Probability of killing at least	1 genestealer	93,75%
Probability of killing exactly	2 genestealers	37,5%
Probability of killing at least	2 genestealers	68,75%
Probability of killing exactly	3 genestealers	25%
Probability of killing at least	3 genestealers	31,25%
Probability of killing	4 genestealers	6,25%

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. 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 travelling (that could be interesting if you are ready to load a Door again with the Red team, but I can't think about a lot 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 take out the genestealers for sure: face back in order to make use of the support tokens and 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 much genestealers in his position, Deino is next to him and the genestealers can't be eliminated by other means: move Deino to that position and pray for rolling a 5. Generally speaking, this ability is too much bold and isn't worth it, but, as a last resort in desperate cases 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 (if further attacks would take out genestealers for sure, for instance).

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 it 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, as the 3. 0, 4 and 5 would mean his death. In other words, 50% of chances 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 you favor 83,33% of the times, 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 (specially 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 maneuver 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)

Have in mind also that (as mentioned above) **the Counter Attack works always** (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 rolling a skull.

So, considering that the Counter Attack is a luxury, remember this: **DON'T SUPPORT JUST FOR THE SAKE OF SUPPORTING, when no additional benefit is forecoming**. 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 going, actually, 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, and not throwing it away at the first opportunity). **MAY LORENZO HAVE ALWAYS SUPPORT TOKENS ON HIM: 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 may come more in hand. That's why Lorenzo and Deino should be always facing a terrain at distance 2 (preferably one active terrain, red or orange), or at least be placed near 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 at range a dangerous terrain: 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 in 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 there 2 tokens, 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 "at 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 marines by Claudio or Goriel (if they have a good reserve of

support tokens) and face correctly 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 this ability (Defensive Stance), which is 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 at least 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 in the yellow marines: you should always consider bad luck as a factor when planning.

Attack (Heroic Charge): yes, Claudio's ability is for sure 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 with 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 five 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 makes 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 in his second charge, or in 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 more often the Heroic Charge, 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 playing 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 the 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 OTHERS 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 having 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 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 one". It is the least understood and the most difficult to play. Fools playing the Green team ruin games inevitably. 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 66% of chances of killing at least one genestealer (or even more, if you roll a 4). That means a team increasing significantly 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 probability of killing of 89%. Very likely. Now, **we don't have at all** this fantastic probability 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 a dangerous genestealer flanking a marine couldn't be slain by no one 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 wouldn't know before). The same could be applied to Noctis, but in the case you are interested on change his facing and fire 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 for 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 this ability "to kill more" if other terminators are going to target later on the genestealers you are about to attack with Run and Gun. Support tokens are more useful on the marines than spent this way.

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

Support (Block): as you may guess, 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'm going to remind you 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 meet in the end 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 side note 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 things such as constantly Run and Gun, supporting when he shouldn't 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 ride 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 are 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, 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 *wishful thinking* fool you. In order to pull off a plan like that in a realistic way, Noctis or Gideon should have on any of them 5 or 6 support tokens (most of which would be spent very probably). 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 the Heroic Charge use, 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.

We 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 at 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 doesn'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):

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

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

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

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 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 let us effectively neutralizing 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, as good as it is, it’s not 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 dice rolls nearly impossible every time, and you should remain in the final location more time than is plausible.

II. If Zael is in front of a terrain (although, in principle, he shouldn't), Forward Scouting is very useful, because it will let 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 was: a flamethrower flanked is a serious problem compared to a flamethrower having in range some genestealers. If the swarm you are about to target next round doesn't move out of reach of the flamethrower, leave the card in its place. A 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 maneuver is on its way... Plan accordingly.

IV. Think twice before discarding an Event or not. Don't look just at the text, like beginner players do. Take a close 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 inexperienced, you are in trouble...

The Event Card "Psychic Assault" should be sent to the bottom of the deck without further consideration 100% of the time. Not only because the text is lethal (33% of probability of losing a marine by 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!" combine very serious problems too (spawning 2 genestealers behind a marine or spawn 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 problem, because you followed my advice on 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 one blip pile is spawning 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 waiting 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 traveled and terrain cards will appear behind your marines, could be even beneficial... Remark that generally speaking, if the text on the card implies problems for the marines, the corresponding spawning symbols are usually minor or there are 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 advantages 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 **taking as little risks 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 forecoming 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 advices about deploying correctly the formation, you should be able to deal with spawns on no matter which terrain, so, generally speaking, it doesn't matter to know which terrain are the genestealers 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 do 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 overall along 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 on 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 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 deciding 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 moving 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 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 to 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 you 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 it spawns? 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 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, putting swarm 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 in range of the Librarian, Leon, Gideon (who has range 0), Lorenzo (with Counter Attack) or Claudio (if you have no option other than the Heroic Charge...) 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 same round the flamethrower to attack. It could place a swarm next to the flamethrower (and place it in front a yellow marine on Defensive Stance, or Gideon with Block) in hope of reaching it the next round with the flamethrower. 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 can'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): here we have, finally, the Jewel of 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 getting at least 3, preferably 4 or 5 if there are enough tokens on Zael to take the risk of rerolling again.

Support tokens on the flamethrower maximize in a very effective way its firepower and defy the bad luck (and Death Angel is all about having chances 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 on any other attack on 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 be always near the hot spots, and not near the weakest terrains or even worse: with no terrain at all in range because he is wrong faced or positioned. Zael must have at any given time 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 are 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 the ideal scenario, Zael and Calistarius face opposite directions and when the one attacks, the other doesn't, to prevent playing a round in which you can't attack neither with the flamer, neither 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 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 preferably 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 get safe, while it keeps it in range). Remember that the Yellow team may allow you to "teleport" Zael to more advantageous positions 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 to ashes its possible targets is a waste, round after round, and makes you lose the game.

Let's speak now about Omnio: his one additional shot comes in hand too from time to time, but do not take in account here previous considerations about shooting being advisable with both team members. The flamer on his own is worth to be fired, even if Omnio can't attack any target, as long as, remember, THERE IS 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 get 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 rid of just one blip. Maybe it could be interesting to remove it from Scipio on some occasions, but again: why would Scipio have such a support token?

Support (Power Field): this is one of the orders worst used by beginners in Death Angel. Yes, we all have been tempted indeed sometimes with using the Power Field and temporarily neutralizing that 5 genestealers swarm. Using this way the Power Field 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 even the Red team on Overwatch, neither any Event Card (Quick Instincts, For My Battle Brothers, Cleansing Flames...) can't 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 by the mean of 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 a 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 (are) in a uneasy position to you because nobody can target it, maybe because it is flanking 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 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 our 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, work also to stop gargantuan swarms, and don't present the disadvantage of the swarm becoming invulnerable (notice, however, that these tactics may fail on a 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: we 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 attacking with the other teams smaller swarms, or attacking the bigger swarm and using 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 every time. 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 our 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 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 fits best the situation and which don'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 them from retreating 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 in 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 any random number into the blip pile at no risks, because these genestealers can't attack Lorenzo or Deino. It is an appealing choice if Deino faces alone a swarm (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 in 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, eliminating this way as many genestealers as tokens in the loaded Door, before the genestealers attack. The outcome may be a comfortable travelling 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 be then 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 it 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), take carefully in account in which order 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 having 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.

"Crying 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 nothing about it. This is absolutely false: as we have seen, positioning correctly your

marines nullifies effectively 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 33% chances, 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 play on your side.

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 every time 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:

- Boosting with support tokens the most important dice rolls (that’s why the Librarian or the flamer need them in big numbers, because they are the most devastating marines). Each extra roll “exorcizes bad luck”. It is harder to roll 5 zeros in a row than to roll a zero in one dice roll. If Valencio, Omnio or Scipio miss, it’s no big deal: one genesteler 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.

- Reducing as much as you can the risks you 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 any other 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?

- Making 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 have really 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 (neither the worst, in which you roll 0 three times in a row). ALWAYS HAVE A PLAN B IF POSSIBLE. I mean, what happen if X miss his attack roll? Some other marine will have a shot left to fix it? Don’t count on every shot (specially the ones from marines without support) hitting its targets, 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 any marine is going to have for sure 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 in 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% chances 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 afterward some marine may or may not attack those 2 genestealers (and which marine could make the attack), and moreover: which position are those genestealers at? 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 will they 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 in account how marines are playing, how many are already dead, on which location you are now, and a lot more or 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>

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

DECIDE WHO LIVES AND WHO DIES, IF MANY DIE OR IF 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 most possibilities of surviving (even against the 3 flanking genestealers, he can count on everything except the 0: 83% chances of surviving). Against the 5 in front of him, he can count on the skulls plus one extra reroll, 75% chances of surviving), but he won't hurt any genestealer.

Lorenzo will kill very probably 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 it the other way: he has also 50% of dying...

The third option implies giving up and leaving for dead one marine among the less useful ones, because we think even Gideon may die, it is risky and losing him in 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 back some genestealers in 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 of 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 do Calistarius or Leon have? Where is Noctis? Can Valencio or Scipio shoot at one genestealer from the 5 they have in front of them? Even more important: 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 can afford not 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 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 in account all those factors and what do 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? 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 everyone of them, and the sooner the better). A 1 player game having the Green, Red and Yellow teams should support Leon a lot more than advised above, for instance. 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 in 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 in 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 making plans that are not broken by unforeseen causes (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 interested, as I said, to keep the swarms still. This is especially true when they face Gideon or Goriel (range 0). But I sometimes get asked: When is it beneficial to get the swarm moving and let different symbols 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: an 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 moves up (or down, whatever), because it will head toward Lorenzo, who has the Counter Attack ready. If such a swarm contained 2 claws, 1 tongue and 1 tail, *maybe* it could be worth it 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 in getting moved one swarm in range for Zael, etc.), but remember that is a very risky maneuver. If you counted the flanking symbols on the Event Cards (or look through the Event discard pile), your bet becomes safer.

KNOW THE EVENT DECK

(Take another look at 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 Cars 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 forbides 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 slew 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 you can, per the rules, 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 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 may play Defensive Stance: after triggering the Defensive Stance effect, he would will only be killed on 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 had plenty of support tokens on the Door...). Most of the time is 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 on 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 on the smaller blip pile): a good card, but you have to play it wisely. Take in account that if the smaller blip pile is on the same side as the Red or Orange terrain, you may have those genestealers you've just reshuffled back on that terrain (this is especially important when playing 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 many choices 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 on 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 on 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 whose 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 dead 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 on the same round the Event is drawn. What's more, with such a heavy restriction 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 Scpio 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 in the bottom of the formation and facing 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 some chances 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 on 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 appropriate cover of one 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 on 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 blips 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 away 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 on this round, but the card next round: if you chain up *They're Everywhere* with a double major spawn the next round, then you are really in trouble: you'll have probably too much 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 engaged. Usually, you'll have a lot of support tokens, specially 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 on the Deck: if this card is drawn on 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 on 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: as 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).

- *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** of 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 more probability of getting different symbols on the battlefield. The more symbols in play, the more probable it is to have one of them activated.** The more genestealers activate, the worse 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 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 much obvious, Watson:

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

This rule particularly applies to swarms currently standing in terrains. 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 are good, and not for sure.

Alright, it should be obvious why Tails next, but is 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 every time 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	20%	4	2	66%

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	40%	6	6	50%

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	60%	7	11	39%

Name	Terrain Value and color	In how many Event Cards?	Probability of receiving spawns	Major Spawn	Minor Spawn	Probability of Major Spawn
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Ventilation Duct, Spore Chimney	4, red	24	80%	11	13	46%
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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 advices about what to do in each one, and which pile pile you should generally thin out with the Gray team or Events if you have the opportunity (take my word for what it is: a 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 Dark Corner	Corridor Ventilation 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 specially 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 specially advisable in a 12 marine game to travel with the left side as cleared as possible, for several reasons we will see now).

Location 1A

(for 12 marines)

In general, Locations 1A are not that bad, because they all have a door. Take advantage of that. Unfortunately, the Service Shaft is **the most dangerous location in 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), reducing this way 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 quickly some powerful marines in order to have that area under control. You should obviously discard blips, if you have the opportunity, from the right 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 trouble when you have 12 marines at your orders. You should discard blips from the pile on the left side (not only there are fewer than on the right side, but they will run out faster having on this side the red and yellow terrains).

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 (specially 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. You should discard blips, if you have the opportunity, 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 has to turn around. This leaves the marines very vulnerable against possible generations the next round, especially 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 means 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 take 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 Conduit and Dark Corner on the left, and Control Panel and Corridor on the right. I **don't** recommend 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 little 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 phase. 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 genestealer is spawned there) . Up to you, don't say I didn't warn 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 spend 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 time 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 blessing 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 in 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)

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 for 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 raise 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 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 in 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, especially if you have more than 3 teams. In both scenarios, victory in this location is usually very easy, unless you arrive here with a ridiculous number of marines or, for instance, just with 2 teams. The biggest problem in this location is the bittersweet taste you get once you've won, because winning that easily becomes very anticlimactic...

- 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 discard 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 spending 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 time, 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 giving 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 it 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 what you can 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 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 it to use it against big swarms. Especially 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 praetorian 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 be 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 extremely 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 forthcoming 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 in 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 (of course, 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, all of them should 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, and, 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 on 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 further away the Brood Lords' swarms from ordinary swarms, making it more difficult for them to merge). When in doubt, you'll always have to 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, or 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 genestealer 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 times 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 to attack the swarm (this is particularly true in 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 reducing 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: 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, little more to be advised here but good luck.

DEATH SPIRAL

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

Remember that in Death Angel, being a cooperative game that requires team interaction in order to maximize our advantages, **the more marines you lose, the easier it becomes to lose additional marines subsequently** (fewer marines will have to take care of the same number of terrains and spawns with lesser 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 to the last location very much 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 fire every turn on the enemy, 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 choices 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. Roll now 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 to the game some tactical choices 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 space derelict 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 your 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 enjoying finding together 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 select secretly and silently your orders. This adds the tension and the rush feeling, while it keeps the space for talking. (Yes, I was joking about the "vital thing": any watch or clock will do too)
- *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 every Event Card on the Event Deck once you've played it.
- For an even more *thematic experience*, make this 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 usual.
 - 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 on 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't ever 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 choose instead 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	◀	CLAUDIO		No terrain card
Ventilation Duct (4)		NOCTIS	▶	Spore Chimney (4)
Door (2)		LEON	▶	Dark Corner (3)

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 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 on 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 having 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 color blinded so called them however 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: sometimes there are too many smartasses in the world.

Best Positions:

Positioning properly the Black Team: 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 be **always** 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 best be 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 reversely: on the direction the genestealers won't move to.

Why is this? Simple: the Black Team is an essentially 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, being their attack 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 side, 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 specially 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:

METRAEN	▶	▲
RAZIEL	▶	▲ Terrain

Genestealers move downward:

Terrain ▼	◀	RAZIEL
▼	◀	METRAEN

b) 5 / 6 teams:

Genestealers move upward:

(◀)	Whoever 1	(▶)	▲
	RAZIEL	▶	▲ Terrain
	METRAEN	▶	▲

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,

Genestealers move downward:

▼	◀	RAZIEL	
Terrain ▼	◀	METRAEN	
▼	(◀)	Whoever 1	(▶)

Alright, these two together, but where *exactly* in the formation do you place them? I use 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 shots nor firepower: they have both 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 need thus 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 are, thanks to their Litany of hate, covering the Black team's backs is 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 crush *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 straightforward and doesn't present a lot of tactical defies 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	2	1
8	3	2
10	3	0
12	4	0

As you see, this team requires a **really heavy investment on 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 support tokens than, say the Blue or the Gray team, by the moment when the game ends. Make supporting the Black team a high priority task: the sooner they get 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 other team. The practical application is that you may take good care of genestealers suddenly flanking anywhere on the formation, fix bad planning, or arrange your initial setup in a blink. It could be as effective as the Yellow 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 others.

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, applying 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 move your own Black marines (barring the first rounds, of course) and wasting the extra ability that it grants you. You don't know 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 when needed and it will be ready. If you place them in the middle 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 Lethany, 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 see other ways to solve your problems without the Litany.

By the way, if you hated Red team's Overwatch (and you were fully right on this), 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 in the direction you are actually interested: forget about wasting *Onward Brothers!* just to face the right direction, and save it just for activating doors. Overwatch won't still kill genestealers before they are attacking nor inside 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 that wasn'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.

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 should), 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 starting marine teams 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)

Even if the total number of casualties (as we've already said) of the Black Team is just two per round maximum, the special ability of the Chaplain's attack can just be described as outstanding: **hit or miss**, if he attacks the swarm in his position, such swarm will be stunt until next round and won't attack on that genestealer attack phase. Be aware, however, of the fact that the Traumatic Blow doesn't prevent the swarm from **moving** later on 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 give you, however, that Counter Attack works when flanked, while Traumatic Blow doesn't (but this game is about taking as few risks as 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 enemy. Traumatic Blow is free, doesn't need any roll to work and may kill up to 2 genestealers (I will give 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 50% of chance of blocking (not killing) when facing 5 genestealers or more. Raziel could face 10 genestealers and they still would be stunt. Traumatic blow doesn't need a roll and may kill genestealers, while Block fails on these two aspects.
- *Power field*: it matches the Traumatic Blow in the sense of working for sure (I will never say it enough: not relying on the dice is of inestimable value on 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 either, but the swarm may be attacked as much as desired (I meant "as much as able") on that round. True: while you can cast

Power Field on any swarm (bonus point), you may stunt just the swarm 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 stunt swarm, plan attacking them with additional teams, don't count just on the Black team on 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 team 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, if you play a 4 team game with the Black, the Purple, the Gray and the Red teams, for instance, you had a lucky draw 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 game proportion, balance and perspectives: 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 valuation, the Chaplain is clearly better than Metran, because he is the one who may cast 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 on the formation, or a dangerous burden. Metraen is not bad anyway: the second vanilla in the game with a defensive ability (the first and only 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 manage on his own perfectly.

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 for their lack of mobility. The flamer may now face both directions thanks to Litany of Hate)
- Red: Leon now may cover backs or not, potentially covering 14 positions (the 7 he is facing, or the opposite 7) at any round thanks to Litany of Hate and adding

much needed firepower at low cost. Overwatch now increases notably its value (more on this later).

- Orange: from the same PoD expansion as the Black team, [see below](#). The Orange team provides much needed firepower, incoming support tokens at a great pace and doesn't need any support token 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 overcompensate 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 be redeployed as the rest of the teams, limiting somewhat 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 badly with the Chaplain's attack. The Heroic Charge doesn't stack with the Litany of Hate. Being the Black team a defensive one, Defensive Stance becomes redundant, specially because it offers little when compared to the Armour of Contempt and the Traumatic Blow). On the other hand, “teleporting” the Chaplain anywhere is an asset, but in the long run a losing tactic if you don’t redeploy him back to 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 a super-defensive extreme on the formation).

Tactics:

You can pretty much deduce the best tactic for the Black team from what's been exposed 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'll have at least as much support tokens as you need to roll 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 him**, 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 swarm moves away, just look at how wisely you did place your marines before: in a 3 / 4 teams game, the swarm will move to Metraen. They 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 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), specially 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 won't probably 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 in order to put the Chaplain again 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.](#)

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 (image you play a 12 marines 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).

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 much 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 put 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 round 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 team 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. But 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 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 Blows and Armors 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 in 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** [wow, I wrote this bit at dawn and when revising the text I found I had written "may be a *light saber*", cool] 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 after, 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 to 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: 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 extremely well against **Broodlords** and **Adrenal genestealers** (from the 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

immediately with this issue (Strategize, Claudio, Leon, Calistarius, shots from vanillas, etc). It is neither 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 side, 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 much genestealers on his back (take good care of this 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. 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 on 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 on the yellow terrain. Ow, did I forget to mention this is a 12 marines 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 in order to bring Valencio to the door... Either you have the flamer near 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 use to hit 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 forthcoming. 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 there Gideon, Lorenzo or Zael, use the Litany to round 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.

- 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 on 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*? Didn’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 the Yellow team look like sissy girls... Broken.*

Of course, I was quoted and replied (on a refusal 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 on the formation (Missile Launcher, nothing less!), 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 on 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 up to you exploring 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 to not clicking 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*”.

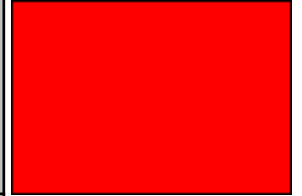
Fine: I’m reminding you of that sentence, because you may change the word “Claudio” for “Adron”, and we are done with it. Ok, I hear you grunting, I’ll be a little more specific: Cyclonic Volley ignores facing, just as Heroic Charge. It kills up to three genestealers, as the Heroic Charge does. It is 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 this examples:

Void Lock, 12 marines:

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



(In bold numbers, how far away are the positions he may target) Adron is in 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**). Having in mind that rolling the 0 is an automatic miss, here's how difficult 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 is to hit at those positions:

Likely	2	Whoever	2	Likely
Almost sure	1	Whoever	1	Almost sure
Almost sure	0	◀ ADRON	0	Almost sure
Almost sure	1	◀ KAPHAEL	1	Almost sure

Likely	2	Whoever	2	Likely
Half of the times	3	Whoever	3	Half of the times
Unlikely	4	Whoever	4	Unlikely
Very difficult	5	Whoever	5	Very difficult
Impossible	-	Whoever	-	Impossible
Impossible	-	Whoever	-	Impossible
Impossible	-	Whoever	-	Impossible
Impossible	-	Whoever	-	Impossible

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 time 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 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 now hitting **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, but 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 83,33% of success, Adron sometimes will miss. And 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 FARTHER 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 83% of probability are the 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, is Target Lock is not available). Trying to fire at distance 4 or 5 and pretend 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 3 potential places:

- 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.
- 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.
- 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:

Corridor (1)		Whoever		No terrain card
Dark corner (3)		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		Control Panel (2)
No terrain card		Whoever		Ventilation Duct (4)

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:

Corridor (1)		Whoever		No terrain card
Dark corner (3)		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		KAPHAEL	►	No terrain card
No terrain card		ADRON	►	Control Panel (2)
No terrain card		Whoever		Ventilation Duct (4)

It's the less dangerous positions (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 position is already covered by powerful marines, place Adron below the Dark Corner (you'll have to forget the Corridor if you can afford it), but remember that there you'll face mainly minor spawns: it could be worth it to save his attack and wait.

This scenario is less profitable for the Cyclonic Volley, since here you can't take advantage of the "ignore-facing ability", but you maybe 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 farther.
- Place Adron **on the hot spots**, because his attack ignores facing.

- Don't worry for 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 he won't need to defend (hopefully). 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 one (moving, I mean).

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)
KAPHAEL ▲	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
ADRON ▲	5	Control Panel (2)
METRAEN ▼	6	No terrain card

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

DEINO	1	No terrain card
LORENZO	2	No terrain card
KAPHAEL ▲	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)
ADRON ▲	4	No terrain card
RAZIEL ▼	5	Control Panel (2)
METRAEN	6	No terrain card

Congratulations: 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:

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

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

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

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

RAZIEL	1	No terrain card
METRAEN	2	No terrain card

OMNIO	3	Ventilation Duct (4)
ADRON	4	No terrain card
ZAEL ▲	5	Door (2)
KAPHAEL ▼	6	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 selecting Forward Scouting and move now 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 in the position the Orange team could reach. In this case, we were interested in 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 example a bit more complicated:

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

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

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

Move Adron up with his first move action:

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

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

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

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

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

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 see this kind of redeployment at the first look.

Alright, back into the easier moves:

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

No terrain card	SCIPIO	1
Ventilation Duct	LORENZO	2
No terrain card	METRAEN	3
Corridor	KAPHAEL	4
No terrain card	ADRON	5
No terrain card	RAZIEL	6

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	SCIPIO	1
Ventilation Duct	LORENZO	2
No terrain card	KAPHAEL ▲	3
Corridor	METRAEN ▼	4
No terrain card	ADRON	5
No terrain card	RAZIEL	6

Move Adron up:

No terrain card	SCIPIO	1
Ventilation Duct	LORENZO	2
No terrain card	KAPHAEL	3
Corridor	ADRON ▲	4
No terrain card	METRAEN ▼	5
No terrain card	RAZIEL	6

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

No terrain card	SCIPIO	1
Ventilation Duct	LORENZO	2
No terrain card	ADRON ▲	3
Corridor	KAPHAEL ▼	4
No terrain card	METRAEN	5
No terrain card	RAZIEL	6

As you can see if you check with the initial display, Adron has “jumped” for free Kaphael's position, swapping in fact 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, moving Adron up to position number 3.

Example 4: load Door **and** redeploy

No terrain card	LORENZO	1
Door	VALENCIO	2
No terrain card	KAPHAEL	3
Promethium Tank	ADRON	4
No terrain card	CALISTARIUS	5
No terrain card	DEINO	6

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	LORENZO	1
Door	KAPHAEL ▲	2
No terrain card	VALENCIO ▼	3
Promethium Tank	ADRON	4
No terrain card	CALISTARIUS	5
No terrain card	DEINO	6

Second: where exactly Valencio is more useful to you?

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

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

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

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

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

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. Gideon 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 put 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	LORENZO	1
Spore Chimney (GENX4)	◀ <u>ADRON</u> ▲	2

No terrain card	◀GIDEON▼ (BLOCK)	3
Dark Corner	OMNIO	4
No terrain card	◀NOCTIS	5
No terrain card	DEINO	6

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 move step, get back to position number 3 and place Gideon back where he was, ready to Block:

No terrain card	LORENZO	1
No terrain card (GENX4)	◀ GIDEON ▲ (BLOCK)	2
No terrain card	ADRON▼	3
Dark Corner	OMNIO	4
No terrain card	◀NOCTIS	5
No terrain card	DEINO	6

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 moves at 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 marines game. Although in a 12 marines 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 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 the 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 get not only two support tokens for the prize of one, but also more tactical choices on how to use the token. 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 **every one of them** has the offensive reroll waiting for them in case they miss on their first attempt, no matter who hits and who misses.

On the downside, it may happen that the target-locked swarm dies without having spent the token on it (specially on 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 well, 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 connexion:

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.

We inferred that the Target Lock still worked when attacked from behind because we had learned from the game itself that special abilities on the action cards always override the general rules if not stated otherwise, but apparently that was not the case here.

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 the "text interpretation", but thumbs up for the official Target Lock rule: the Orange team is still imbalanced 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 definitely get two shots on 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 back the entire swarm, 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
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Range 0	83,33%	3
Range 1		
Range 2		
Range 3		
<i>Range 4</i>		
Range 5		

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 the 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 go 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 it 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	66%
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:
 - o 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.
 - o It always works: great advantage, but it is only an advantage 16,66% of the time.
- Disadvantages of the Heroic Charge:
 - o Range 0-1: not a great disadvantage, since you should use Cyclonic Volley at the same range.
 - o Fewer tactical options: using the Cyclonic Volley you may always roll first, and then, if you rolled well, target a more dangerous swarm that is farther away if you wish, instead of a less dangerous swarm at range 0-1.
 - o 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 properly your marines](#)", 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 at which firing with Adron's Storm Bolter, as opposed to the 1 position Claudio may attack with his Lighting Claws. Not really a big

con, but once more: less tactical choices for the Yellow team. Orange team Attack is arguably better, although not incredibly better.

- Red Team Attack:

- Advantages of Full Auto:
 - o Range 3 guaranteed. The Cyclonic Volley has just 50% of chances of attaining range 3. Full Auto is certainly better at picking targets far away.
 - o 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.
 - o May use support tokens to be rerolled in case of missing (good advantage, but comes at a prize: having and spending support tokens).
- Disadvantages of Full Auto:
 - o 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.
 - o 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).
 - o 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 it 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:
 - o 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.
 - o 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.
 - o 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:

- o 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 don't support 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.
- o Requires facing. Again, a 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 time 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		ZAEL	►	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		ADRON	▶	⚡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		ADRON	▶	⚡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		ADRON		⚡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 than 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 sure with him (I mean: you don't have to roll to check 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 devastating other 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.

On a 6 marines 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 on 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 is 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: really 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 roll of main character that otherwise Cyclonic Volley has: moving twice on a 6 man formation is almost as good as the Yellow Reorganize, and let you do things that you couldn't with Reorganize (see [above](#)).

On an 8 marines 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.

On a 10 marines game: Reorganize is somewhat less effective, but you'll need the Cyclonic Volley. A good combination offense-defense will help too.

On a 12 marines 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 deal effectively with them.

On 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 to reroll one defensive roll (hope 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 with the Orange. First, Zael has a limited range, same as Cyclonic Volley (if you use it correctly), so you won't be able to cover large 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 more rerolling with the flamer won't make a big difference here either, 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 his own, thanks to his Purposeful Advance. They don't absolutely need the help from the Yellow Reorganize, especially on a 6 or 8 marines 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 everytime 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 in 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 really 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	RED
Good but needs help	GREEN
Good but not great on offense	BLUE
Great but not good on offense, depends on other teams draw	
Great	GRAY
The more space marines on play, the greater they are	YELLOW
Great	PURPLE
Outstanding, amazing, kickass	ORANGE

To sum up:

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

- **Playing with the Orange team + Deathwing:** see the Deathwing guide.

DEATHWING EXPANSION

I assume previous knowledge of the precedent part of the guide (how to play the Blood Angels) before venturing in with the Deathwing. If you haven't read it and tried to skip to this part, I suggest you go back and read it thoroughly.

If you don't master the base game, the Deathwing is probably going to be probably too much for you: you cannot run if you haven't learnt how to walk. Be patient; this part is not going anywhere: it can wait until you've read the fundamentals.

Alright, here we are now, have you finally read it? Nice. Now you can:

Forget everything you thought you knew:

The Deathwing plays very, very differently from the Blood Angels (and I mean **really a lot differently**). Trying to use the same gameplay or tactics you used with the Blood Angels, will lead to a bitter defeat with the Deathwing.

You'll have to take risks. You'll have to push your luck. And, at the same time, you'll want to push your luck as little as possible. Knowing **when** to push and **how far** will be the key to succeed with the Deathwing.

You'll have to forget everything, erase your old thinking patterns, and rediscover a new whole set of tactics for the Deathwing, a new form of play.

5 lessons to be known by heart when playing the Deathwing:

First lesson:

Positioning and correct facing with the Deathwing marines is not as important as it was with the Blood Angels. Although some Deathwing marines clearly perform better in certain positions or next to others, the Deathwing has a lot of options to compensate for inadequate facing or positioning.

For instance:

- 1: **Angel Watch:** support, creates a pool of support tokens for every marine.
- 3: **Beachhead:** support, prevents spawnings, ignoring facing.
- 4: **Gun Servitor:** support, slay genestealers ignoring facing, ignoring range.
- 7: **Servo Arm:** move, activate terrains at 1 distance, ignoring facing.
- 8: **Stubborn Devotion:** move, transfer support tokens from one marine to another.
- 9: **Trail of Destruction:** move, slay genestealers ignoring facing.
- 13: **Hellfire:** attack, ignoring facing, ignoring distance.
- 15: **Deathwing Assault:** attack, ignoring facing.

In addition, 2 Space Marines from different teams have effectively at least range 3 when they attack (Boreas and Exanimare).

Alright, so what's not to like? Well, here comes the...

Second lesson:

The Deathwing lacks firepower when compared to the original Blood Angels.

Although many of their attacks ignore facing and have good range, they suffer from either:

- a) poor number of casualties.
- b) no possibility of reroll (*instead of attacking* nature).

Let's quickly review the original teams to make a comparison:

Green Team: Gideon had range 0, but had a 66% chance of killing, and a multiple killing attack. Same as Noctis. They could kill up to 6 genestealers, most probably 2 per attack order. They had a killing move order.

Red Team: Leon had an awesome range 3, could shoot up to 3 times per attack. Valencio was nothing spectacular, but they could load Doors very efficiently, and fire every round if desired thanks to Overwatch. On average, 2 kills per attack, more kills when travelling (provided a Door terrain).

Blue Team: poor offensive power (just 1 kill on average), but both marines had range 2, and boosted other attacks with support tokens (like the Flamer Attack or the Psionic Attack).

Yellow Team: Claudio had range 0, but it usually didn't matter, since if needed, you could resort to Heroic Charge, and grant him range 1 and "ignores facing". His killing ratio was awesome (3 genestealers slain for sure). Goriel had range 2.

Gray Team: the Librarian attack was simply devastating, as he had good range (2) and the possibility of free extra attacks. Support tokens on him were a sure bet. Scipio had range 2. This team had no limit to its killing potential.

Purple Team: awesome. Not only great accuracy, but also multiple kills at the cost of range 1. Rerollable. Omnio had range 2.

In other words:

Green		Gideon	Noctis
	Multiple kills	Yes	Yes
	Effective range	0	2

Red		Leon	Valencio
	Multiple kills	Yes	No
	Effective range	3	2

Blue		Lorenzo	Deino
	Multiple kills	No/Yes	No
	Effective range	2	2

Yellow		Claudio	Goriel
	Multiple kills	Yes	No
	Effective range	1	2

Gray		Calistarius	Scipio
	Multiple kills	Yes	No
	Effective range	2	2

Purple		Zael	Omnio
	Multiple kills	Yes	No
	Effective range	1	2

There is only one team that is incapable of multiple kills on each attack: the Blue team. I've marked "No/Yes" because they are very capable of multiple kills when defending (something not to be looked down). So in sum, every team may take down more than 2 genestealer per turn. EVERY TEAM.

Let's take a look now at the Deathwing squads:

Blue		Zaltys	Jericho
	Multiple kills	No	No
	Effective range	2	0

Light Green		Arbalan	Gabriel
	Multiple kills	Yes	No
	Effective range	0	2

Red		Hephaestus	Raphean
	Multiple kills	No	Yes

	Effective range	2	2
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Dark Green		Nestor	Exanimare
	Multiple kills	Yes/No	Yes/No
	Effective range	2	2

Purple		Uriel	Charon
	Multiple kills	Yes	Yes
	Effective range	1	1/2

Gray		Menelauis	Boreas
	Multiple kills	Yes	No
	Effective range	12	3

Do you notice something important? Exactly, there are 2 teams that are not capable of multiple kills (Zaltys and Nestor teams).

But that's a trap: among the rest of the teams, Arbalan is capable of multiple kills only at range 0, and only at a high cost of support tokens. In fact, those 2 heavy limitations make him almost useless and we should count him as incapable of effectively killing multiple genestealers.

Raphean has range 2, but again: his multiple killing comes at a very high price (1 support for each kill), so we won't be able to trigger his ability most of the turns, but in particular occasions, when absolutely called for.

And I didn't forget the ability of kill up to 4 genestealers from the Apothecary team: it is simply too random and too risky to rely on it any strategy but the most desperate ones. So effectively counts as a "desperate measure" that will trigger only 50% of the times, nothing like Heroic Charge from Claudio.

So, in reality, **actually only 2 teams are capable of multiple killing every other round** in the Deathwing: Purple and Gray. In exchange, both marines on the Purple Team are capable of multiple killing (but then at range 1 only). There are no cons concerning range for the Gray team: unlimited for Menelauis, great for Boreas.

What does it tell us? **That the teams are not balanced at all**. If you usually play solo and draw 3 teams deprived of multikilling, you'll have a real hard time. If, on the other hand, you draw Red, Purple, Gray, everything will be fine (even a cakewalk). But even if you play 6 teams, the Deathwing will give you trouble: they cannot take down as many genestealers per turn as the Blood Angels, yet they have to face the same major spawns of 5 and minor spawns of 3...

The Deathwing lacks firepower in the form of devastating attacks. Your one and only powerhouse is the Librarian team: Menelauis has a devastating attack with unlimited range, and Boreas has range 3. That's all. But the Librarian, although he has the ability to kill anywhere (compared to the restricted range of the Flamer), lacks a very important feature: the possibility of rerolling. And that's a very important one... Roll 1, or even worse: 0; and you're in great trouble... Roll 0/1 with Zael or 0/4/5 with Calistarius, and nothing happens: reroll your attack, counter bad luck.

The same problem arises with the Purple Deathwing team: it's all or nothing. Although they have a very good accuracy against small swarms, they're in trouble against bigger swarms: their ability is too much risky because it cannot be rerolled. Same as Claudio's... but Claudio always kills for sure, while those 2 cannot say the same.

Third lesson:

The Deathwing lacks defensive abilities. Well, let's compare again:

Defensive abilities in the Blood Angels:

- 1: *Block*. Very good. Effective and for free.
- 2: *Defensive Stance*. Effective, too, in different circumstances, and may be triggered by both marines. Con: **costly**.
- 3: *Counter Attack*: awesome. The ultimate defensive technique. As said in the previous guide: deals with the problem, doesn't delay it.
- 5: *Strategize*: not a very good defensive ability per se (lets you "shake off" one swarm away from the Purple team), but may be combined with any of the previous one to create a nice defense against a nastily positioned swarm.
- 6: *Power Field*: **for free and for sure**, doesn't rely on the dice. Brutal.
- 11: *Intimidation*: one of the *push your luck* abilities that I don't recommend, but there you have it, in case Counter Attack is not available, or Deino is in imminent danger, or there's not much risk in using it.

Alright, I counted 6 abilities.

Let's review now the defensive abilities of the Deathwing:

- 2 *Nartheicum* from Apothecary Nestor. Cons: **expensive**, consumes support tokens. Only works 50% of the time for each token spent. Only works on adjacent marines, not on himself.
- 5. *Force Barrier* from Librarian Menelauis. Cons: **expensive**, consumes support tokens. Must be paid for every time it's used (against swarms flanking and in front of him). Pros: works always, without dice.

And that's all.

Final score: Blood Angels 6 – Deathwing 2.

Not only the Blood Angels multiply by three the defensive options of the Deathwing, but 5 out of those 6 are usually better than both Deathwing defensive abilities (which are expensive and sometimes rely too much on luck (*Nartheicum*)). The Blood Angels really displayed versatility when it came to defense, something the Deathwing lacks.

Fourth lesson:

The Deathwing lacks mobility. There's no "Yellow Team" in the Deathwing that will allow you to reorganize your formation in a blink. This is the prize you have to pay for having several "ignores facing" attacks and great range.

Only one team in the Deathwing (the Blue Team, Zaltys and Jericho) has the special ability of pushing 1 position away from another marine (note: not *other marines*, but just *one*). This is very limited when compared to the old Yellow team. Note that usually it won't matter too much (remember the first lesson), but you want to be extra careful about where you move and how you move your marines, since mistakes in this area will be unforgiving with the Deathwing.

As for any other special abilities that may complement very well defensive abilities (such as the original *Onward Brothers*, *Strategize*, *Stealth Tactics*, *Forward Scouting*): the Deathwing cannot discard blips, can't manipulate the event deck, and can manipulate engaged genestealers just in a very limited way.

Fifth lesson:

Alright, so far we have reviewed 4 features, 1 positive and 3 negative. Before you give up and think "Well, so much for a new Chapter, they lack firepower, defense and mobility, they're crap", you'll want to learn the last lesson:

The Deathwing has to rely on combos, not on individuals, to attack and defend.

Not understanding this is fatal. The Deathwing is actually a very good chapter, and they stand up to the challenge, but that's not obvious the first time you play them. You'll have to discover, use, exploit and abuse particular combos of actions that sometimes are complex (including **3 actions** combos). That's the nature of the power of the Deathwing: more than ever, they have to play like a team, or be utterly defeated. More than ever, **you'll have to know very clearly the order in which every team moves, because it is very, very relevant.**

More than ever, **you'll have to know very clearly the order in which every team attacks, because it is very, very relevant.**

The Deathwing offers you the new ability of "pool sharing" support tokens: that's something you didn't have in the Blood Angels: more than ever, **you'll have to be wise and careful about how you support and whom you support**, because the rules of the game have changed.

Once you've understood that the Deathwing is all about combos, once you know their 3 disadvantages and their one advantage, once you have clear in your mind the fifth lesson, you'll have to:

Become a pool player:

Have you ever played billiards/pool? At least you know the game for sure (sure you've seen famous movies such as *The colour of Money*, or *The Hustler*). Well, let me just use it as an example:

When an inexperienced player plays pool, he just takes the “stick”, points at the “white ball” and then tries to “put” one coloured ball in a “hole”. If he is successful, then rinse and repeat until he misses.

But, when an experienced player plays pool, **not only** he aims the *cue ball* with the *cue*, and *pockets* his target. He **also** has a very clear idea of what he is going to do in his next turn, and in two turns in the future. A professional player always plans 3 turns ahead, because it is very important not only to pocket the actual shot, but also to leave the white ball in the perfect spot for his next shot, and so on. **That** is the **main difference** between a pro and an amateur in pool, it is not having a very good aiming or knowing how to jump the ball, shooting with effects, etc.

Well, playing the Deathwing is like playing pool: you won't go far by just planning one round and executing your plan. For instance, you could:

- Attack with the Librarian because he can, and his attack is awesome, you have to use it every other turn.
- Attack with Arbalan because he can, and his attack is awesome, and he maybe won't have any targets in range next turn.
- Support with the Chaplain because he can't attack, and I can't wait for the next round, to have his fantastic *Deathwing Assault* available.
- Move with Zaltys because he can't support, and I can't wait for the next round, to have his fantastic *Angel Watch* available.

Maybe I needed to attack with the Librarian that turn. And maybe Arbalan won't have a target in front of him next turn. And maybe I needed one support token and I used the Chaplain to get it, because I had no use for moving him. But **I made at least 4 big mistakes with that order selection, no matter the scenario**. Even if I can survive through this round, I will probably be in big, big problems for the next round. I have not played having in mind what I will do next round, breaking some very useful combos that could be available in the future: now I'll have to wait 2 turns to have those combos available to me again.

More than ever, you'll have to devise a strategy, not only for the current round, but also for the next one. It is imperative that you learn to name by heart the order of all the 18 actions on the Deathwing, like this:

1: **Angel Watch.**

2: **Narthecium.**

3: **Beachhead.**

4: **Gun Servitor.**

5: **Force Barrier.**

- 6: Interrogation.
- 7: Servo Arm.
- 8: Stubborn Devotion.
- 9: Trail of Destruction.
- 10: Baiting a Stealer.
- 11: Mind Worm.
- 12: First Legion.
- 13: Hellfire.
- 14: Fury of the Lion.
- 15: Deathwing Assault.
- 16: Swift Sword.
- 17: Secrets of the Brethen.
- 18: Terminator's Aim.

Alright, fear not if this is too much for you at once (it was indeed for me, at least at the beginning): actually, support orders are not important, so we can forget about their order for now. Just 12 orders left to learn by heart now. But, among these, there are 3 milestones:

1. Which movements are resolved before Baiting a Stealer?
2. Which movements are resolved after Baiting a Stealer?
3. Which attacks are resolved before Deathwing Assault?

Now only one important thing to remember: First Legion is the last Move order.

Don't focus on remembering this order:
1: Angel Watch. 2: Narthecium. 3: Beachhead. 4: Gun Servitor. 5: Force Barrier. 6: Interrogation.
This order is the most important one (particularly if the Light Green team is in play):
7: Servo Arm. 8: Stubborn Devotion. 9: Trail of Destruction.
▲ 10: Baiting a Stealer. ▼
11: Mind Worm. 12: First Legion.
This order is important (particularly if the Purple team is in play):
13: Hellfire.
14: Fury of the Lion.
▲ 15: Deathwing Assault. ▼

16: Swift Sword.
17: Secrets of the Brethen.
18: Terminator's Aim.

Don't worry if you don't understand why. We'll do like in kung-fu movies: do your homework, and you'll understand why later. I promise I'm not playing around. For now, the only thing you have to do is become a *Kung-Fu-Pool Player*. Easy, isn't it?

Properly placing the Deathwing marines:

Yes, yes, I know... I told you in the first lesson that “Positioning and correct facing with the Deathwing marines is not as important as it was with the Blood Angels”, and then you have again the same old section about “Place Johnny here, and Billy there”. Well, I said that it was not “that important”, not that it made no difference. Despite having a lot of abilities in order to compensate for placing and facing, and despite those issues not being vital now, the Deathwing will certainly perform a lot better if carefully deployed than if mindlessly left alone. Enough with the chit chat, here you have the tips:

Blue Team:

Sergeant Zaltys (Power Sword and Storm Bolter) is very well implemented as the leader of the formation: since his abilities are usually focused on helping other marines, and you’ll want to trigger often *First Legion* in order to pull off combos, the best place for him is near terrains that can (and should) be activated (Doors, Panels, etc.). This way, if you need to use the *First Legion* ability, you won’t waste a Move order in exchange for just the special ability. If there are no doors in play, try to place Zaltys always in **the half bottom** of the formation (just if possible, without screwing plans). You’ll understand why later on, trust me.

The perfect place for **Jericho** (Thunder Hammer and Storm Shield) depends a lot on which ones the rest of the teams in the formation are; but due to his zero range, he will often be useless on the top or bottom of the formation (where terrains show up rarely); for this reason, he obviously needs to be in front of a terrain, or next to a terrain in the direction the genestealers move. If you put him in front of a red terrain, the terrain will be activated often (almost 50% chances of getting a major spawn), and then two things may happen:

- a) It receives a major spawn (and/or the spawning genestealers merge with some previous one at the position) and the genestealers stay locked. Fine, but actually the Blue team is a very poor team in terms of firepower: as commented, Jericho doesn’t have any ace up the sleeve: just a standard attack (in other words, 50% chances of killing just one single genestealer). Because of his miserable stats (no abilities + zero range), Jericho is not a marine you may want to place support tokens on. This only aggravates his situation when it comes to attacking... If Sergeant Zaltys is far away and can’t lend a hand, things can get ugly. You better have additional firepower ready, or Jericho will kill up to 1 genestealer, and then face a very dangerous defense roll with no special abilities either.
- b) The red terrain receives a major spawn (and/or the spawning genestealers merge with some previous one at the position), *and then the swarm moves*. You cannot tell which is worse, if this situation or the previous one: in this case you can’t even attack with Jericho, and he will be utterly useless this round (unless you

may use him to deploy another marine), because the swarm has become unreachable for him.

Ok, let's try and place him in front of a green terrain. You know what? This way he won't disturb the rest. Not a bad idea, except for the fact that you're giving up one attack every other round, and the green terrain usually cannot be activated either, so his movement is wasted also.

The yellow terrain seems like a good choice, and indeed it is (it gets activated 40% of the times). Except for the fact that once it is activated, it receives major spawns (the ones we don't want) 50% of the time. Be careful, because doors are always yellow terrains. You better have also Zaltys ready around Jericho.

That only leaves us with the optimal choice: the orange terrain: though it is activated a lot of times (60% chance), it is the terrain that receives the most minor spawns (66% of minor spawns). There we will face maybe one single genestealer that Jericho can easily dispatch on solo play. Of course, if you're playing with 12 marines, then the minor spawn are 3 genestealers, and you better have some backup for Jericho.

The Blue team must NOT be together (one next to another). Remember the lesson about properly placing the original Green team (Gideon and Noctis)? Well, this is worse because they perform very differently, and they need even more space between them. Their Attack order is too bad to plan around it (marginal profits): if you can make them "cleaners", well done. If both can attack, do it. Watch what may happen if you place them together:

DARK CATACOMBS				
6 BLIPS				6 BLIPS
Dark Corner		HEPHAESTUS	▶	
	◀	CHARON		
Door	◀	RAPHEAN		Ventilation Duct
		NESTOR 1 support	▶	Corridor
1 GENESTEALER	◀	URIEL		
		JERICO	▶	
		ZALTYS	▶	3 GENESTEALERS

WRONG!

SUPPORT, MOVE, ATTACK	SUPPORT, MOVE, ATTACK
SUPPORT, MOVE, ATTACK	SUPPORT, MOVE, ATTACK

Consider how you're in deep trouble with the blue team: assuming the Blue team cannot move this round, Zaltys will need someone to take care of those 3 genestealers: they're too much for him, and going defense mode (assuming you may use support) is not an option: three genestealers are certainly too much even for one or two supports. Sadly, Zaltys cannot receive help from anyone; look: Jericho has range 0, so if Zaltys attacks, we won't (and cannot) have a target for Jericho. Nestor and Uriel could lend a hand, but oh cruel fate!, Jericho is precisely blocking one position that prevents Uriel from targeting the 3 genestealers, as well as Nestor. In other words, Jericho is being just dead weight in that position.

To sum up: you want to move often with the Blue team, so make the most of their movement, and make them have access to terrains that can be activated. Jericho has range zero and a pathetic attack, so place him in a spot where he may smash small amounts of genestealers (1-2 max) in case of spawning. Keep them a bit far away from each other, but both with an interesting terrain in range.

Oh, and if Apothecary Nestor is in play, you should try to place Jericho next to him! (you'll see why later, my Kung-Fu apprentice)

Purple Team:

There are two abilities that condition the positioning on the Purple team. The first and obvious one is their amazing *Deathwing Assault* (more on this later). Because of the nature of this attack, this will imply the positioning of Chaplain Uriel and Charon will be heavily dependent on the number of teams you play with and which teams are in play. If you can, place the Chaplain Uriel on the half top of the formation. Remember what I told you about placing Zaltys down? Well, watch this situation:

Door	◀	NESTOR		
2 GENESTEALER	◀	ZALTYS 1 support		
Dark Corner 1 GENESTEALER	◀	HEPHAESTUS		
1 GENESTEALER	◀	EXANIMARE		
		JERICO	▶	Ventilation Duct 1 GENESTEALER
		CHARON	▶	1 GENESTEALER
		RAPHEAN	▶	Corridor
		URIEL 2 supports	▶	

WRONG!

SUPPORT, MOVE, ATTACK	SUPPORT, MOVE, ATTACK
SUPPORT, MOVE, ATTACK	SUPPORT, MOVE, ATTACK

You're now on the genestealer attack phase. In this round, you've previously triggered one of the best combos in the Deathwing (more on this later), having the Blue and Purple teams supporting on the same round.

The only problem is, Zaltys and Uriel are placed exactly like I told you **not**. Let's see what happens:

Here come the defense rolls!

First, Zaltys: he rolls a 3. Nice, because he gets to keep his support token and thus we will be able to trigger *Angel Watch* this round if needed (otherwise we should have rerolled and lost his special ability).

Now defense roll for Hephaestus. He rolls 1 and is about to die. Obviously, you don't want him to die, and you have the opportunity to trigger the *Angel Watch* from Sergeant Zaltys in order to have an extra reroll. Here comes the hard choice: Hephaestus is actually not the best marine in the game. In fact, Exanimare is much better, and he'll have to take another defense roll right after Hephaestus, with the same odds... What if I save Hephaestus thanks to *Angel Watch*, but then I lose Exanimare? Not a good deal... So you've made your triage, and decide to sacrifice Hephaestus, just in case (wouldn't it be horrible to spend the support token on him, fail again, and then lose Exanimare too?). Alright, here comes Exanimare with his roll: 4. Guess what, you maybe could've actually saved Hephaestus. But you made your call, alright.

It is time now for Jericho. And, how convenient, the damned rolls 0. What now? You face again the same dilemma as before: do you spend your only support token on Zaltys to save Jericho, or do you keep it, because next comes Charon? Well, having learned your lesson, you spend your token. Reroll and cross fingers... lucky, Jericho rolls a 2. He's saved. round for Charon: he rolls 1, and falls. Well, now you could use some *Angel Watch*, couldn't you? Unfortunately, Zaltys is out of tokens. Say bye-bye to Charon, one of your best men.

Ok, so you've lost two marines, Hephaestus and Charon, and saved Zaltys and Jericho. Not the best scenario. But let's see what happens just changing positions between Zaltys and Uriel, like I advised:

Door	◀	NESTOR		
2 GENESTEALER	◀	URIEL 2 supports		
Dark Corner 1 GENESTEALER	◀	HEPHAESTUS		
1 GENESTEALER	◀	EXANIMARE		
		JERICOHO	▶	Ventilation Duct 1 GENESTEALER
		CHARON	▶	1 GENESTEALER
		RAPHEAN	▶	Corridor
		ZALTYS 1 support	▶	

RIGHT!

SUPPORT, MOVE, ATTACK	SUPPORT, MOVE, ATTACK
SUPPORT, MOVE, ATTACK	SUPPORT, MOVE, ATTACK

Here we go taking defense rolls like before! Let's imagine Uriel rolls: 0, 1, 5. That means he has lost every support token, but finally made it against two genestealers. Now, thanks to his Interrogation ability, each one of his support tokens may be placed on another marine (you have to decide one at a time, not at the end of all rolls. I simplify for the sake of the example). Guess who? Of course, they all go to Zaltys. Now Uriel has zero tokens, but Zaltys has 3 on him. Taking decisions is going to be a lot easier this time. Again, let's imagine Hephaestus fails. You have 3 tokens on Zaltys, and you have your priorities well defined: *you want to have at least one support token on him when it comes to Charon's roll*. So you decide that spending 1 right now is perfectly affordable. Here goes your token, Hephaestus rerolls let's say a 4, he makes it. Again, luck's on Exanimare's side and he makes it on the first roll. But Jericho rolls 0 this time (don't you hate him?). Having still 2 support tokens on Zaltys, you decide you can take another chance at the cost of risking Zaltys' life: reroll, and Jericho makes it. Let's suppose Charon fails again, Zaltys spends his last support token and then finally makes it.

The most important thing here is not that you hypothetically saved every marine because you had more support tokens on Zaltys (thanks to having Uriel above), although that's important: but the key was that actually you **had more available**

choices to make, and could decide which ones to risk, and which ones to sacrifice. You wouldn't have spent 3 tokens on Jericho nor Hephaestus, saving at least 1 or 2 for Charon. You would have let Hephaestus and Jericho die had they rolled a second 0, even with tokens on Zaltys. That's the important difference.

I guessed by now you've realized the Chaplain is a good defender, because if you use his *Interrogation* against an ordinary swarm (not more than 2 or 3) with some tokens on him, is a win-win situation for you: either you pass the roll and your Chaplain is safe, either you give potential rerolls for another marines, potentially multiplying the support tokens you play with. Every time your Chaplain is loaded with tokens and has his *Interrogation* ready, make him defend. You're saving supports.

Charon's position is not that critical, but important as well. As we said, he should be either around the Chaplain, either in hot spots. But never, as the original Claudio, at the top nor the bottom of the formation; don't waste his "killing aura". Unlike his partner, Charon has range 2 (against 1 for the Chaplain), and that may make a difference sometimes.

Dark Green Team:

Again, the exact positions for **Apothecary Nestor** (Narthecium and Storm Bolter), and brother **Exanimare** depend a lot on the number of teams, and which ones are in play. In solo play, Nestor will be ok in almost any position, because he will be able to trigger either *Trail of Destruction* (against genestealers in his position) or *Narthecium* (in order to save an adjacent marine), or shoot around with range 2.

Placing Exanimare requires a bit more planning, because although he has usually range 3 (if not more), and may trigger the *Trail of Destruction* too, *Narthecium* is not an option for him.

If you play a 6 team game, however, you'll have to pay closer attention: you'll need to resort to the *Trail of Destruction* more than you'd like, and that implies properly placing both marines (remember **only one of them** may trigger it).

All in all, the Dark green team almost plays itself, you don't have to care a lot about their positions. If anything, place the Apothecary next to hot spots (in order to have targets for him too when Exanimare fires on his own, and to properly use his abilities).

Red Team:

Again, there's not much to say about placing the Red team: **Hephaestus** (Technomarine, Servo Arm) has a special ability to activate terrains at distance (and ignoring facing), so usually he'll be ok no matter where, at least in solo play.

Raphean has an amazing (if costly) ability when firing, so again, don't place him at top nor the bottom when the end of the game is near, because you'll waste potential killing positions, but as you don't usually want to trigger his ability in the early-mid game, it doesn't really matter.

Light Green Team:

Sergeant Arbalan (Lighting Claws) suffers from the same problem as Jericho: range zero. That's most annoying, especially because unlike Claudio, Arbalan doesn't have any means to increase his attack range. The only trick he's got is a (very expensive) multi-killing ability. Planning around this ability is unwise. The interesting abilities they both have are *Baiting a Stealer* and *Beachhead*.

If you play a game with a lot of marines (10-12), you want to exploit *Beachhead* as much as you can, in order to trigger travelling sooner and face fewer genestealers all along the game. If you play a game with fewer marines (solo or 2p), then *Beachhead* is generally not a good investment (we will review this in detail later, don't worry), but want to exploit *Baiting a Stealer* as much as you can, because that may lead to powerful combos (more on this later).

To sum up, the configuration of the Light Green Team is heavily dependent on the kind of game you play. Generally speaking, you want them both in front of terrains (see *Beachhead* to learn more about it).

Gray Team:

The key with the Gray team is not to move them, but to have them moved (more on this later). As the **Librarian Menelaus** possesses *the only reliable defensive tactic* in the Deathwing, you'll want to push him in front of the most dangerous swarm.

Boreas usually gets moved around all along the game, the only important thing is to have him **covering the back of Menelaus**, if you can, every second. Menelaus fires often and facing is a luxury you can't afford with him, so if he gets one genestealer on his back, Boreas is your plan B in case the Librarian rolls a 0.

Important:

Do not block the Doors:

VOID LOCK				
5 BLIPS				5 BLIPS
Door	◀	JERICO		
	◀	ZALTYS 1 support		
Dark Corner	◀	METRAEN		
		GABRIEL	▶	Ventilation Duct
		ARBALAN	▶	Corridor
		RAZIEL	▶	

WRONG!

SUPPORT, MOVE, ATTACK **SUPPORT, MOVE, ATTACK** **SUPPORT, MOVE, ATTACK**

You may activate the Door this round thanks to Jericho. But, unless Zaltys moves down, you won't be able to activate it again next round (no marine may reach it by then because both blue marines are in the way). The Blue team is the only one who can fix this kind of problems in the Deathwing: once they move, you're on your own in the next round.

The Deathwing Teams in detail:

The Gray Team:

Alright, we'll begin right away with the jewel of the crown! The Gray team is **absolutely awesome**. To the point that I think it is maybe the best team available in the whole game, including expansions (over Purple team from Blood Angels (Flamer), Gray team from Blood Angels (Librarian) and Orange team from SMP1 (Missile Launcher)).

Why do I have them in such a high regard? Well, it's easy to explain:

Uber defensive and offensive capabilities, all in the same team. In fact, their attack and their support are excellent, so much that although their move order is usually good also, you don't want to use it if you can avoid it.

Oh, and the "vanilla" guy wields an assault cannon. What else can I say?

Let's review their orders:

Support:

Force Barrier (5).

The *Force Barrier* is your first, best and almost only defensive tactic.

It has one con:

- It is expensive. You have to spend one support token in order to trigger this ability, and you have to pay each time it is triggered (it may be activated up to two times per round, if your Librarian is flanked).

And it has three advantages:

1st: ignores flanking.

2nd: works always (no need to roll the dice).

3rd: neutralizes any swarm, no matter the size.

As I said above, this is your only purely defensive order in the whole formation, and you must use it very carefully. If your Librarian is in danger, do not hesitate: make use of it! The big problem is how to evaluate when your Librarian is in danger: once you've rolled the dice, you cannot resort to *Force Barrier*. So, if your Librarian faces just one genestealer and has 2 support tokens on him, you cannot roll once, roll a 0, and then decide to use the *Force Barrier* in order to avoid a second roll.

Of course, the *Force Barrier* should be used **always** when Menelaus is flanked. Even against just one genestealer. I will say it again: the Librarian is the **best marine** of them all. And not just "best" in the same sense Zael or Calistarius were the best men in the Blood Angels, no. He's the best in the sense **the whole Deathwing depends on him**. Lose him, and you throw away about 75% of your chances of winning. Spending one support token against the possibility of losing him two times out of six is a bargain.

Remember also that the swarms surrounding a marine always attack from the left side before, then from the right side. That's important if you only have one support token to spend (although the Librarian should always have enough tokens to cast the barrier as many times as necessary).

In general, using *Force Barrier* to stop a swarm of 1 or 2 genestealers, is a waste (in the sense of bad playing forced upon you). Even if you want to use *Force Barrier* everytime a genestealer stands in the Librarian's position (unless he is really loaded on support tokens and faces just one genestealer), you are using it wisely when the *Force Barrier* prevents a **huge swarm** from attacking.

Don't make a mistake influenced by the old *Power Field*: the swarm against whom *Force Barrier* was used **may (and should) be attacked** as much as desired, nothing prevents you from slaying those genestealers.

As your best defensive tactic, you will often want the Gray Team to be moved in order to use the *Force Barrier*:

DARK CATACOMBS				
4 BLIPS				5 BLIPS
Dark Corner 1 genestealer	◀	JERICHO		
2 genestealers		RAPHEAN	▶	Ventilation Duct 5 genestealers
Door		MENELAUIS 2 supports	▶	Corridor
		HEPHAESTUS	▶	
	◀	ZALTYS 1 support		
		BOREAS 1 support	▶	
SUPPORT, MOVE, ATTACK		SUPPORT, <u>MOVE</u> , ATTACK		SUPPORT, <u>MOVE</u> , ATTACK

If the Red Team couldn't play the Attack order, in this case we want to move Raphean down (as a bonus Hephaestus may face left – or not – and activate the Door thanks to his *Servo Arm*), and leave Menelaus at the most dangerous position: he will be able to prevent the attack from 2 flanking genestealers on the left side and 5 on the right side, and still have 1 support left. Next round we can attack with both the Red and Gray Team, targeting the flanking genestealers and saving Raphean's life.

Move:

Mind Worm (11).

The *Mind Worm* is a very good ability, sadly a bit darkened by the other two. As we've said, the Attack and Support orders are so good that you'll seldom be using *Mind Worm*. In fact, you want to use it only when the Gray team has supported the previous round

and in the actual round there are not enough genestealers to justify an attack. That's because *Mind Worm* could save you several support tokens, but in fact doesn't provide any real one for the Librarian (invaluable when using *Force Barrier* and to prevent any risks with the *Hellfire*).

As commented, the Gray Team **should rely on other teams to get moved where it matters, being pushed by the rest** in order to use *Force Barrier*, and when they're not supporting, should be attacking as a rule of thumb.

In other words, even if you really want to find a lot of uses for *Mind Worm*, you'll realize how the Gray team often spends their time exploiting this sequence: Support – Attack – Support – Attack – Support – Attack... (Get a support token – defend, use *Hellfire*, Get a support token – defend, use *Hellfire*... see the combo?)

Mind Worm gets a lot better and sees more uses when you play solo or even with 4 teams, because then the *Force Barrier* and *Hellfire* are not a must every other turn, and you can afford to save them (depending also on the rest of the teams you draw).

Finally, this order works very well with [*Fury of the Lion*](#) (Light green team), because it allows Sergeant Arbalan to reroll his first attack in case he misses, then he may spend one support token (as per the *Fury of the Lion* ability), and get another extra attack with a free reroll, and so on. The main problem is there are better alternatives to spend support tokens in the Deathwing (and you need those), Sgt. Arbalan has range zero, and may or may not be in range of the Librarian.

Of course, standard attacks such as the ones from Zaltys and Jericho (Blue team) get a great boost from *Mind Worm* too (specially since if you save one attack from the Blue team, you are granted the *Swift Sword* special ability); as well as Gabriel (Light green), Nestor and Exanimare (Dark green), and Hephaestus (Red team). Sadly, great special attacks which can't be rerolled, such as *Secrets of the Brethren* (Raphean) or *Deathwing Assault* (Purple team) can't combo with *Mind Worm*, due to their "instead of attacking" nature. In other words, it's just a boost for the worst marine attacks (raising their chances to hit from 50% to 75%). If 3, 4 or more marines are going to benefit from *Mind Worm*, I'd say it is a good investment. If you're going to use for a single reroll on a single standard attack, then you better have no other better option, because otherwise you're playing wrong.

Mind worm usually presents timing problems such as "No marine near the Librarian may make a standard attack", or "They may attack, but are facing the opposite direction as the Librarian", "The Marines that may attack are too far from the Librarian", etc. That's due to the circumstantial use of the *Mind Worm*: planning around this ability is really not worth it.

5 BLIPS				5 BLIPS
		ZALTYS	►	
Ventilation Duct	◄	ARBALAN 1 support		
		JERICHO 1 support	►	3 GENESTEALERS
Dark Corner	◄	MENELAUIS 2 supports		
		NESTOR	►	Door
		EXANIMARE	►	
	◄	GABRIEL		Corridor
	◄	BOREAS		

RIGHT!

SUPPORT, MOVE, ATTACK	SUPPORT, MOVE, ATTACK
SUPPORT, MOVE, ATTACK	SUPPORT, MOVE, ATTACK

Here we have a good example of a nice use of the *Mind Worm*: there are just 3 genestealers in play; that hardly justifies resorting to *Hellfire*; plus Boreas has no target at all in range. If I could support, Force Barrier could be used against those 3 genestealers, but then I would spend one Support for sure, because the Blue team would be forced to move and the Light and Dark green teams can't take 3 genestealers on their own (due to bad facing and poor firepower). If, on the other hand, I play *Mind Worm*, Menelaus can activate the Door, Boreas can face right (having eventual swarms at range), and I can use the Mind Worm ability against the only swarm in play, which can be attacked by Jericho (twice if the first one is a miss), Zaltys (twice if the first one is a miss), Nestor (twice if the first one is a miss), Exanimare (twice if the first one is a miss). That's a total of up to 8 possible attacks for 3 casualties. Good odds...

I have burnt 2 attack orders, but consider how well placed is the Light Green team in order to use the *Beachhead* ability and make sure the next round there are no major spawns on the red nor green terrains...

Attack:

Hellfire (13).

Ok, don't get too excited and fooled by it. Of course, if you roll a 5, the Librarian made your day. But remember this roll can't be rerolled. That means some rounds you'll roll just 1 or 2. Even worse, the so much feared 0. So, what's the moral of the story? Well, first of all:

NEVER EVER USE HELLFIRE WITHOUT SUPPORT TOKEN(S) ON MENELAUIS (at least once the game has gone past the first round).

That's your first lesson. Except maybe your first roll on your first round (after all, if you roll a zero on that one, you may as well reshuffle the cards and start a new game), always plan for the worst and have at least 1 support token on the Librarian before using *Hellfire*. If he spent his time with the *Force Barrier* the round before, obviously you'll have to have another team supporting the Gray team and providing a support token for Menelaus.

Take notice: Zaltys cannot discard one of his support tokens while using *Angel Watch* for the Librarian's *Hellfire*, as this is not an attack roll, but an "instead of attacking" roll. The Apothecary Nestor, on the other hand, *could* spend one support token while using *Nartheicum*, in order to save the Librarian after he rolls a 0 while using *Hellfire*, providing Nestor were next to Menelaus. However, that's a very bad idea, because it's simply too risky: if Nestor is using *Nartheicum*, that means Nestor is supporting. If Nestor is supporting, why not put that support directly on Menelaus? Yes, I know that on paper, the odds are on your side using *Nartheicum*: you are betting against 1/6 of possibilities (rolling a 0), and then 50% (*Nartheicum* not working). But it is not about the probabilities, it is about gain – loss in absolute terms: the Librarian is a wager you never want to put on the table, not even on a 95% chance of winning. You'll lose the game for sure 5% of the time.

The average roll (and thus, killing ratio) of *Hellfire* is just 2,5. That is, in your plans the Gray team kills probably just 3 genestealers max (2,5 + 0,5 from Boreas). If more kills are a must, you'll have to add more firepower from other teams or you're relying too much on luck. As the roll can't be rerolled, it is always a very good idea to **have a plan B** (support tokens to defend, more attacks, other tactics) in case you rolled the 0 and everything goes south.

Pick your targets carefully. Remember the great thing about *Hellfire* is not the number of casualties, but the fact you may kill *everywhere in the formation* (even from different swarms, ignoring range, ignoring facing). That means sometimes you'll be better slaying 3 different genestealers flanking 3 different marines than slaying a single swarm of 3 in front of a marine. Which genestealers you should kill is very important when playing a large number of teams, and you combine *Hellfire* with *Deathwing Assault*, as we'll see later.

Consider when you **don't** want to use *Hellfire*: yes, if you were thinking "I can never go wrong with this", indeed you can. There are some instances where you don't want to trigger the librarian special attack. For example:

DARK CATACOMBS				
4 BLIPS				5 BLIPS
Dark Corner	◀	ZALTYS		1 GENESTEALER
1 GENESTEALER		BOREAS	▶	Ventilation Duct
Door (1)	◀	MENELAUS 3 supports		Corridor

	◀	ARBALAN		
		GABRIEL	▶	
		JERICHO	▶	

In this case, you have only 2 problems (let's assume the blue team cannot attack). First, there's one genestealer flanking Zaltys. Second, there's only one genestealer flanking Boreas. Both are vital in this game (solo game, and look at the rest of the marines). Well, you could think: just two! It's *Hellfire* time! Certainly, the odds are good that you roll a 2 or more (66%) and get rid of both genestealers. But consider what will happen if you a 0: no genestealer slain, plus a big problem: Boreas is flanked and no one can help; what if he misses too, and leaves Zaltys unprotected as well?

And what if you roll just 1? Do you kill the genestealer behind Boreas, knowing that the other one could still be slain by Boreas? You're risking Zaltys, who is by far the best man on the Blue team... Or do you kill the genestealer behind Zaltys in order to save him for sure, thus wasting definitely Boreas' shot?

This is why you want to **take first your shot with Boreas**: if he misses, then no worries: resort to *Hellfire* with the Librarian and try to save the day. But if he hits, then it's way better for you trying to take a standard attack with Menelaus. He's got 3 support tokens, and if he fails he can very well spend 1, 2 or even 3 supports. If we assume Zaltys can support, the odds are on your side, because the standard attack can be rerolled up to 5 times (or more if the Light green team supports too), while *Hellfire* is just one roll, and may cost you 1 support token in exchange for nothing.

As you want to take off one and just one genestealer, and your Librarian has a lot of support tokens, there's no need at all to go for an overkill attack which can't be rerolled.

Let's have a few words about Boreas: he's a very good marine, despite not having any special ability on the cards: never forget that his attack range is 3. Really, this team is more than enough, it's a Dream Team: Boreas can usually fire anywhere if you play with 3 or 4 teams, meaning that every time you plan to use *Hellfire*, Boreas will probably have targets to fire at. The most important position you want to fire at with Boreas is (as previously said) the back of the Librarian. This is the most important spot to cover when you roll 0 with *Hellfire*. Generally speaking, if Boreas has support token(s) on him, you should trigger first *Hellfire* (if needed), and then see what happens. That will give you a clue about whether it is necessary to spend his tokens in case of a miss, or not.

A final note: *Hellfire* (and thus the Gray team) escalates badly: in solo play, this is AMAZING. You can pretty much clean everything in a single shot with the Gray team. Sadly, when playing with 12 marines, even a roll of 5 is usually not enough to kill every genestealer in the formation. Unfortunately, *Hellfire* will still be your best attack, so you'll have to make the best of it anyway (more on this later) and resort to it any other round.

The Red Team:

The bad thing about the Red team (**Technomarine Hephaestus** and brother **Raphean**) is they are both average (I'd say even below average when compared to the Blood Angels). The good thing is they're easy to play and because of the nature of their orders, they really don't require a lot of planning. Let's check them:

Support:

Gun Servitor (4).

This is clearly **their best order** (and even one of the best orders in the Deathwing). Don't be fooled by the special attack of Raphean, because it's pretty circumstantial. On the other hand, their *Gun Servitor* is an order that you want to **use every other turn**, for 2 reasons:

- 1st: it provides exactly what the Deathwing desperately needs: support tokens.
- 2nd: it provides exactly what the Deathwing desperately needs: more firepower.
- 3rd: it is *free*, unlike other abilities in the Deathwing.

I'm not joking nor exaggerating, that extra shot when the Red team supports can make a huge difference all along the game. You may realize that only two teams may kill genestealers every round in the Deathwing: the Dark Green one and the Red one. Except the Dark Green team needs to resort to a risky ability, when the Red team doesn't.

Ok, besides praising its virtues, there's not much to say about *Gun Servitor*: it plays quite straight forward. Place a support token, take a shot. Just remember important details such as: "it is not mandatory to fire with the marine which received the support token"; as long as that marine had a previous support token, you may take the shot with him.

You should take advantage of the exceptional ability: this attack **may kill** flanking genestealers, and has **unlimited range** (as you may support any marine in the formation, and then take the shot with him). That means that every time you are able (unless you can't / don't want to support that marine and he's not already supported), you should try to slay one flanking genestealer thanks to *Gun Servitor* (plan A). If this doesn't work (sadly, only 50% chances), go to the previously planned "plan B" (attacks from other teams, moving with the flanked team). Do not think that *Gun Servitor* automatically will work (cannot be rerolled), and plan concordantly.

The *Gun Servitor* should help you to roll more comfortably with *Hellfire* or *Deathwing Assault*, and may save you support tokens when using standard attacks such as *Terminator's Aim* or *Swift Sword*.

In any case, it combines very well too with other Support abilities such as *Force Barrier* or *Interrogation*, and even most Move abilities.

If you play along with the Gray team, I'd advise to use *Gun Servitor* the round *Hellfire* is used, and save the standard attack for the round Menelaus is resting. Two shots from the Red team are actually better because could lead to 2 casualties (obviously), and you

need more firepower when you can't resort to *Hellfire*. What's more: in the case you need additional firepower you could trigger the Red special attack *Secrets of the Brethren* (which would be overkill in addition to *Hellfire*).

Move:

Servo Arm (7).

Remember the “*Onward Brothers!*” from the original Red team (Leon and Valencio)? Well, this is about as bad because it is as circumstantial. It allows brother Hephaestus (and only him, thematically accurate but mechanically unfortunate) to activate any terrain at range 1 and regardless of facing. If the old *Onward Brothers!* had one big problem and that was that while there were no doors in play, it was useless; this *Servo Arm* is a bit better in the sense that almost every location has a terrain that may be activated (not only doors, but also Control Panels, Promethium Tanks, Spore Chimneys, Hull Breaches, etc.). Sadly, at the same time is a bit worse because you won't get any special power besides activating the terrain (no more double loading doors), and because as only Hephaestus may use the special ability, if the terrain is really far away (may happen if playing with 10 or 12 marines), the *Servo Arm* won't be of much use sometimes.

As both *Gun Servitor* (very good), and *Secrets of the Brethren* are needed every round due to the low firepower on the Deathwing, this makes our third order, *Servo Arm*, a waste of time, and something we should avoid unless absolutely called for.

In other words, the Red team can attack every round, that's their advantage, that's the asset we're trying to maximize. As they get no substantial benefit from their moving ability, you should ignore it as much as possible, and get the Red team pushed around (if possible, around the middle of the formation). Move them only if it is **a must** to fix their facing or activate a key terrain. (Another good use of *Servo Arm* might be to activate a Promethium Tank in front of Jericho in hope of getting him killed... just kidding)

Attack:

Secrets of the Brethren (17).

Well, standard attack for both marines, unless you wish to activate Raphean's ability, and kill as many genestealers as supports on Raphean (respecting facing and range).

This ability is interesting. For most of the game, you actually don't want to activate it. First, because Raphean, apart from this ability, is a standard marine which won't often use his support tokens for anything amazing during the game (unlike Menelaus, Uriel or Zaltys). Spending just 1 support token to kill 100% sure 1 genestealer seems like a bad investment, because you have 50% chances of killing that genestealer and at the same time saving your token, and only 25% chances of losing the token and not killing the genestealer. In other words, unless killing that single genestealer is absolutely vital and no other marine may do anything about it, just keep your support token and fire normally.

Once Raphean has 2 support tokens on him and you choose to discard both to *Secrets of the Brethren*, things are different: you're **not only assuring the killing, but granting him extra attacks**. And that's the ability we are interested in: multiplying the kills per round in the formation, since as we all already know, the Deathwing lacks firepower.

Once triggered with a lot of support tokens, the ability is really impressive. But nevertheless, it is very expensive: generally speaking, 1 genestealer per support token is **not** a good deal, unless you know when and which genestealers you are killing. And there's another problem with it: as previously stated, Raphean should not receive a lot of support tokens. That's when the obvious combo enters play: *Stubborn Devotion* (from Purple team) + *Secrets of the Brethren* will allow you to suddenly load a good amount of support tokens on Raphean, ready to be instantly fired away.

For this same reason, I advised you previously to not fire with the Red team the same round you're using *Deathwing Assault*: this will break the combo "Purple Move + Red Attack", as you won't be able to combine those two if both teams attacked the same round. Better use their *Gun Servitor* in combination with *Deathwing Assault*, to free up their attack for the time the Purple Team may use a move order. And there's yet another reason that's even better: the Red team attacks **after** Purple's *Deathwing Assault*, not before, so they cannot make any *Deathwing Assault* easier for the Purple team.

Thus, the Red team works greatly with the Purple team in play, and sadly lose some points if they're played without the Purple team, as this will force you to place "dead" support tokens on Raphean all along the way.

As *Secrets of the Brethren* is very expensive but at the same time really effective when needed, you should save it like an Ace up the sleeve. Don't use the Red Attack in conjunction with *Hellfire* nor *Deathwing Assault*, unless you can't avoid it. That's because if in the next event phase you get some nasty spawnings in nasty spots, you'll still need a multi-killing ability for that round, and the Red team may give you this (even if at a high cost). Don't trigger it often, as generally speaking, the more time you await, the more support tokens you'll have to burn with Raphean.

Sidenote: of course, pay attention to the attack order: if both marines may attack the same swarm and Raphean has support token(s) on him, you should always attack first with Hephaestus, then decide if triggering the special ability is worth it.

A final note: *Secrets of the Brethren* becomes an incredibly good ability when fighting *Tyranids* (from the Tyranid Enemy pack expansion) or Broodlords. This kind of enemies shield themselves behind regular genestealers, so any multi-killing ability that kills for sure (same as old *Heroic Charge* from brother Claudio) is simply wonderful, as it allows us to not rely on luck when we want to eliminate a specific, nasty enemy (such as a Ravener). Don't forget this.

The Light Green Team:

Sergeant Arbalan (Lighting claws) and brother **Gabriel** are a very particular squad. They escalate in a very strange way: the more marines in play, the better they are (kinda like the old Yellow team), but you won't find them very useful in a solo game (unlike the Yellow team), and you will curse them specially if you didn't draw the Purple nor the Blue teams. Anyway, here are their orders:

Support:

Beachhead (3).

Beachhead is the most interesting order in the Light green team. It's awesome in a game with 12 marines. That means a major spawn of 5 genestealers can be prevented thanks to *Beachhead*. Even better: as both marines may use *Beachhead*, you could even prevent 10 genestealers from spawning (double major spawn), and the same marine may benefit from the Beachhead effect several times (if he has several terrains in his position). That's a very good deal and will give you the edge. Sadly, you can't foresee in any precise way when a double major spawn is coming, or from which terrains, so the ability is usually not that awesome. If you have bad luck, you'll support with the Light green team when no major spawn may be prevented, and you'll get 2 major spawns the round they cannot use *Beachhead*. Nevertheless, you want both marines to be very well positioned (usually in front of terrains, unless they can be pushed) in a 12 marines game, just in case you guessed right and may prevent a major spawn.

Alright, so which ones are the best positions for them? Let's take a look at the combination of spawning points in the event cards:

Red + Orange appears the most: in 12 Event Cards.

Red + Yellow appears in 9 Event Cards.

"Red + Green", "Orange + Green" and "Orange + Yellow" appear 3 times each one.

Yellow + Green is a combination that never appears.

That tells us *a priori* you should never place your light green marines in front of the yellow and green terrains (at the same time), for this is wasting for sure the possibility of activating *Beachhead* with both marines (and probably with just one of them, too). But keep on reading, because there are other factors much more important than this one.

Now let's review again the frequency of spawning and probability of receiving a major spawn:

Red terrain: 80% chances of getting spawns. 46% chances of major spawn.

Orange terrain: 60% chances of getting spawns. 39% chances of major spawn.

Yellow terrain: 40% chances of getting spawns. 50% chances of major spawn.

Green terrain: 20% chances of getting spawns. 66% chances of major spawn.

As you ideally want to prevent a major spawn of 5 genestealers (3 genestealers could be ok, too, but is not optimal), that is telling us that the orange terrain *a priori* is not the best good choice for placing a light green marine; because even if it gets activated frequently, it will receive minor spawns more times than not. The only problem is, this is a false conclusion: the orange terrain has the lowest probability of a major spawn *in relative terms*, **but** in absolute terms will receive more major spawns than the green terrain all along the game.

Alright, what's your conclusion, then? That the Red terrain is the best place to put one light green marine? Well, actually that's not true either. Even if out of the 10 beneficial events in the event deck, 6 display major spawns on the red terrain, 7 on the orange terrain, 4 on the yellow terrain and only 3 on the green terrain (and it's fantastic to benefit from the event effect while not having major spawns), actually you **don't want to block every possible spawning**. That's impossible because you can prevent spawns only every other turn, but most important: **you want to deplete one blip pile as soon as possible to travel while the other blip pile is as full as possible**. This is the way you fight fewer enemies all along the Space Hulk. This is the way you maximize your chances.

So, forget about figures, forget about colours. Focus on blip piles. There's one at the left side of the formation, and another one at the right side. The blip pile that's going to more probably be depleted is the one with the red terrain at his side (if there are 2 red terrains, try to deactivate the Spore Chimney). You are not interested in blocking any spawn (either major or minor) from this side of the formation (be it on the red terrain, or the other one at this side). **You have all the reasons to try and block every spawning at the opposite side of the formation** (the side with no red terrain). Be it on orange, yellow or green terrains. If you manage to get a major spawn from the red terrain, and block any other spawn on the other side (or even block 2 spawns from the other side, while you await for spawns in the red terrain), odds are good for travelling the next round with fewer genestealers.

In other words, it doesn't do any good to you to block a major spawn from the red terrain, if next round you'll get again a major spawn from that terrain + another major spawn you cannot prevent now from the other side of the formation, and you're still not travelling. **Use Beachhead in order to have one blip pile** (the pile on the opposite side of the red terrain) **not depleted** (or almost full) **when you travel**, if you can. That's its real power. Managing this ability in a 6 squads game is key to victory, it is a must, and you'll probably not win if you don't play the Light Green team well. Consider they can, thanks to their Beachhead, "eliminate" (thanks to preventing them from spawning) more than 15 genestealers all along the game. That's very good numbers for them, even if they're not killing everything on sight in a spectacular way.

Ok, that was for a 12 marines game. More or less the same rules will apply to 10 marines. What about soloing or playing 8 marines? Well, in this case, **forget about Beachhead**. If the most genestealers you can prevent is a major spawn of 2 (or even 2 majors spawns, meaning 4 genestealers), this is not a good deal, unless you're full of support tokens and desperately need to avoid having more genestealers on the formation.

Spawning genestealers in a 6 *squads* game is like a waterfall of enemies: if you can let the water fall only on the side you need and travel in one turn, you're playing great. On the other hand, in a 3 *squads* game, spawning enemies is like dripping. It will happen slowly, and you'll seldom travel, depleting one blip pile in just one turn. Allocating resources to stop the dripping is not worth it. Not to speak about minor spawnings: "One support token for one genestealer?" No, thanks, you can do more than that thanks to *Secrets of the Brethren* (3 genestealers for 3 support tokens is not the same as 1 genestealer for 1 support token, as we saw), and you should be able to kill more than 1 genestealer per support token spent, on average.

Finally, **properly timing *Beachhead* is crucial**. Generally speaking, you want to use it on the round prior to not having available *Deathwing Assault* nor *Hellfire* (more on this later).

Sidenote: *Beachhead* will prevent any kind of spawning at the marine(s)' position, not only the ones generated from spawning symbols: it will also prevent spawnings from Event special abilities or Locations, such as *They're Everywhere!* or *Out of Thin Air*. Keep that in mind.

Move:

Baiting a Stealer (10).

At first glance, this special ability may not seem too much. Only one marine on the team may trigger it, and the genestealer swarm he may pull can't change sides on the formation. But once you've mastered the *Deathwing*, you'll discover amazing combos thanks to it. They can be pulled solo as well as with 8, 10 or 12 marines, depending on the marines surrounding the Light green team. That's why I told you to remain vigilant about which teams move before and which move after the Light green team.

Teams moving **before** the Light green team (that is: Red, Purple and Green) may set the trap, pushing them to positions where genestealers stand. Teams moving **after** the Light green team may finish genestealers off activating Promethium tanks, Hull Breaches or some Control Panels. (the problem is the Gray team is one of them, and of course you'll never want to risk Menelaus, and seldom Boreas; on the other hand, you may very well risk Jericho).

Let's see some advantages of *Baiting a Stealer*:

1st: undo flankings + activating terrains. Even if every space marine may undo one flanking thanks to moving (just round him around), *Baiting a Stealer* allows you to undo flankings, move and activate a terrain. For instance:

VOID LOCK				
4 BLIPS				6 BLIPS
Door		ZALTYS	►	
1 GENESTEALER		ARBALAN 2 supports	►	
Dark Corner	◄	BOREAS		

		MENELAUIS	►	Ventilation Duct
	◄	GABRIEL		Corridor
		JERICO	►	
SUPPORT, MOVE, ATTACK		SUPPORT, MOVE, ATTACK		SUPPORT, MOVE, ATTACK

Usually, you'll have to just turn around with the flanked marine (Arbalan) and that's it. If you move up or down, you'd leave Zaltys unprotected and flanked anyway, or Boreas facing a defense roll. But thanks to Baiting a stealer, you're able to move up Arbalan, face left, activate the door, and then trigger Baiting a stealer and leave Arbalan defending with 2 support tokens, which is more than Zaltys or Boreas have.

2nd: *Baiting a Stealer* + Gray or Blue team moving afterward:

LOCOMOTIVUS				
4 BLIPS				5 BLIPS
Control Panel 1 GENESTEALER		GABRIEL 1 support	►	
		ZALTYS	►	
3 GENESTALERS	◄	ARBALAN		2 GENESTEALERS
Promethium Tank		JERICO	►	Ventilation Duct 2 GENESTEALERS
	◄	BOREAS		
		MENELAUIS 2 supports	►	Hull Breach 1 GENESTEALER
SUPPORT, MOVE, ATTACK		SUPPORT, MOVE, ATTACK		SUPPORT, MOVE, ATTACK

The goal is to get into the same position 5 genestealers thanks to *Baiting a Stealer*, then blow them up activating the Tank:

Arbalan moves down. Gabriel faces left. Arbalan uses *Baiting a Stealer*: move down to the Promethium Tank the swarm containing 3 stealers on the left side.

Boreas moves up and activates the Promethium Tank, blowing up 5 genestealers (and maybe himself, take care). In this particular example I couldn't move that round with the Blue team (Jericho's obviously a better cannon fodder than Boreas), so I had to choose Boreas.

Please note: you cannot perform that move with the Light green team alone, as the special ability from *Baiting a Stealer* only enters play once you've fully accomplished every step on your move order, thus you cannot apply "Baiting a Stealer" effect, and

then activate the tank. **The order must be:** move any marine(s), change facing with any marine(s), activate terrain(s) with any marine(s), use *Baiting a Stealer's* special ability with one marine.

3rd: *Baiting a Stealer* + *Mind Worm* (+ *Swift Sword* and/or *Secrets of the Brethren* and/or *Terminator's Aim*):

With this combo, we need 2 swarms of genestealers one position away from each other, any Light green marine in front of any swarm and the Librarian in range. If everything's right, you may merge both swarms thanks to *Baiting a Stealer*. Next step: apply *Mind Worm* to the swarm once the Librarian takes his action. Then rain fire upon the single swarm with the standard attacks (such as the mentioned above). As every attempt gets a free reroll, you should kill a lot of them, but be careful when merging big swarms: don't bite more than you can chew, and remember that eventually the light green marine may have to defend against the surviving genestealers...

4th: *Baiting a Stealer* is wonderful against Broodlords, if you don't want them to merge with swarms next to them (and you don't want it to ever happen). Lure the Broodlord far from the reinforcements: when alone the beast is very easy to kill.

There are a lot more combos involving *Baiting a Stealer*, but we will review some of them in the future, as they involve 3 actions, some of which we haven't explained yet.

Attack:

Fury of the Lion (14).

Well, sadly the best thing about Fury of the Lion is its spectacular name. Unfortunately, it's all talk.

The Light green team is **severely handicapped** when it comes to attacking because of the range 0 of Arbalan. There are some ways to fix it, but sadly not as good as the old Green team (Gideon and Noctis). They don't benefit from a *Dead Aim*, the only special ability is for Arbalan (which, again, has range 0), is very expensive and seldom useful. If only Gabriel could resort to it, it would be a bit better, but still not on par. If you compare *Fury of the Lion* with the old *Psionic Attack* from the Librarian Calistarius, Arbalan is laughable: he has to spend one support token to do exactly what Calistarius did for free every time he killed.

What's more, nothing assures you that after spending 1 support token for an extra attack, you're going to hit for sure (only 50% chances, laughable again), so you may burn through really a lot of support tokens (for extra attacks and for rerolls) to kill just 2 or 3 genestealers.

You cannot actually say "With a great power comes a great disadvantage (range 0)", because *Fury of the Lion* is not even good.

Sometimes Arbalan has no target at all, but you're forced to attack with Gabriel because of the lack of firepower of the rest of the teams. That's giving up one attack, and that's why, all in all, Gabriel is actually the best man in the team, despite his Sergeant.

Gabriel may use *Beachhead* like Arbalan, may use *Baiting a Stealer* like Arbalan, and may fire at range 2, something Arbalan can't. He cannot spend support tokens to get

extra attacks, but in general that's something you don't want to, anyway. I remind you that using *Secrets of the Brethren* to kill just 1 or 2 genestealers (and at range 0-2) was not really a good deal, imagine when you have to burn those tokens just to get a *chance* of killing.

Plus we should add that Arbalan is not that good to invest a lot of support tokens on him (he usually gets one to occasionally activate *Beachhead* when supporting, and he's good to go).

Of course, you may plan around *Fury of the Lion* if you don't have a lot of firepower in your formation. The only problem is the teams that combo well with *Fury of the Lion* are exactly the Purple and Gray teams, which indeed offer the best firepower in the Deathwing. Take a look at this combos, which may come in hand from time to time:

Stubborn Devotion + *Mind Worm* + *Fury of the Lion*:

We had already spoken about *Mind Worm* + *Fury of the Lion* (a combo that makes *Fury of the Lion* worth considering, saving support tokens), but if you add [*Stubborn Devotion*](#) (from Purple team) to the pack, with the appropriate timing the combo may be game very good against a particular nasty swarm: *Stubborn Devotion* may allow you to relocate a lot of support tokens on Arbalan, *Mind Worm* gets you a free reroll on every attack, and *Fury of the Lion* extra attacks for your support tokens.

Again, don't be fooled by the theory: remember if you only have one support token on a marine with no special defense ability against one single genestealer, it's wiser to keep the token for defense if no one is going to attack that genestealer later. Once the swarm is bigger than 3, then, on the other hand, you'll have better odds spending the token. My advice is to stop when you still can, don't let the rage be your guide, as we all know, rage leads to blah, blah, blah, dark side of the force.

Even if you're not forced to resort to *Fury of the Lion*, it's always interesting to place Arbalan in front of terrain, as I said, because of his range 0. If you're playing solo, he may very well take care of minor or major spawnings in front of him. If you're playing with more teams, then obviously he doesn't escalate well, and will need a hand. And by "a hand", I mean "a lot of help".

Finally, remember that the Light green team attacks **before** the Purple team. That's very important concerning *Deathwing Assault* if you don't have the Gray team in play to lend a hand. We'll get to it right now, don't worry.

Sidenote: of course, pay attention to the attack order: if both marines may attack the same swarm and Arbalan has support token(s) on him, you should always attack first with Gabriel, then decide if triggering the *Fury of the Lion* is worth it.

The Purple Team:

While maybe not as impressive as the Gray team, the **Chaplain Uriel** (Crozius Arcanum and Storm Bolter) and brother **Charon** are at least as important, because while the Gray team consumes up a lot of support tokens, the Purple team usually provides them where it matters, besides having good attacking and overall supporting abilities.

The Purple team is one of the hardest teams to play well. That's because they have a lot of synergies, as they're really involved in a lot of combos with a lot of teams. Maybe you think you're using them right because you kill a lot with their *Deathwing Assault*, but it's not as easy as that, I fear.

Support:

Interrogation (6).

Interrogation is an amazing ability. If you haven't discovered it yet or don't agree with this statement, you need to play more the Deathwing. In order to get the best out of it, you need to place the Chaplain in spots where he'll maybe lose one support token. Do I mean to put him in front of a 5 size swarm? OF COURSE NOT. But placing the Chaplain in front of 1 or 2 genestealers, with 2 or 3 supports on him is always a good move (see the win / win situation in the example above, section "Place properly your marines").

Ok, is it all about spending support tokens while defending? Sadly, the Chaplain cannot attack while playing his support order, **but** there's another moment in the round when he may spend or discard support tokens (remember the order says "for any reason"). And that's the Event Phase. Out of the 40 event cards in the game, there are 6 that will force (or offer) you to discard a support token, either for a reward, or as a punishment.

These are:

"Stalking from the Shadows" (x2).

"For my Battle Brothers" (x2) (as per the official response from Corey Konieczka, the game designer, this event is not optional, and you'll have to discard 1 support token even if the marine has no genestealer engaged with him).

"Outnumbered".

"Rewarded Faith".

* Please be aware: "Resupply" won't affect the Chaplain ability, as it reads "move" and not "spend" nor "discard". It would be fantastic, but alas...

Ok, so 6 out of 40 is not irrelevant. Actually, this is 15% of the cards in the event deck. Odds are very good that you'll see at least a couple of these cards as events along the game. Now imagine you draw "Rewarded Faith" while the Chaplain has 5 support tokens and faces a swarm of 5 genestealers in front of him. Not only will he slay the entire swarm, but the formation will keep the support tokens, giving them to another marine.

Stalking from the Shadows is a nasty event that may be triggered on the Chaplain for no harmful effects (besides relocating the tokens).

Each and everyone of those events is worth having while the Chaplain is supporting (though, unfortunately, will sometimes appear while he's attacking or moving). Each and everyone of those events is shouting "The Chaplain should be supporting as much as he can, for most of the game, in order to not catch him out of guard".

For these same reasons, the Chaplain is one of the men in the Deathwing that **should have on himself a lot of support tokens**. They're seldom a bad investment, since he can spend them and transfer them while using *Interrogation*, or directly transfer them thanks to his *Stubborn Devotion*.

Alright, let's go with one the best combos in the Deathwing:

Angel Watch + Interrogation:

Angel Watch reads: "Any other Space Marine may spend Support Tokens from *Sergeant Zaltys* to reroll the die **while attacking or defending** during this round".

Interrogation reads: "Each time *Interrogator-Chaplain Uriel* spends or discards a Support token this round (for any reason), you may place 1 Support Token on any other Space Marine".

While we didn't have any official answer on this subject, it seemed clear that you could activate both abilities and **make Uriel indestructible against swarms of size 4 or less**. That's how the combo works: defend with Uriel having 1 support on him. Roll. If Fail, the Uriel has spent one support token – place it on Zaltys. Roll again. If Fail, then use Angel Watch: Zaltys is not spending his support tokens, but Uriel: pay attention to "Any other Space Marine may spend (...)", and **not** "Zaltys may spend Support Tokens to give another Space Marine a reroll while attacking or defending". As it was Uriel spending one support token from Zaltys, he got to replace that support token on any Space Marine (Remember the part about "for any reason": that surely includes spending tokens from Zaltys' Angel Watch, as well as event cards". So, rinse and repeat. As long as Uriel is failing his roll, you may reroll again and place that support token on Zaltys, which allows him to reroll again, until Uriel rolls the 5, 4, 3 or whatever he needs. The combo even works with Uriel not having one support token on him at the start, as long as Zaltys has got at least one.

This was an **invaluable defending technique**, and a very much needed one, as that gave us to sure and solid defenders in the Deathwing: the Librarian Menelaus, and the Chaplain Uriel. It was a must when playing the whole Deathwing (12 marines), as it could stop swarms of up to 4 genestealers at a low cost.

Sadly (very sadly, at least for me), there was an official response¹ from Corey Konieczka, stating that this combo shouldn't work, as apparently Uriel gets to use his ability only when he discards his own support tokens, and not Zaltys'.

¹ You may find it here, along with other clarifications: <http://boardgamegeek.com/filepage/81927/space-hulk-death-angel-additional-faq>, thanks to Vorakesh on BGG for posting it)

This was very unfortunate for me, since it made the 3/6 player game pretty much unplayable, as swarms of 5 genestealers were suddenly being spawn everywhere (and even more when merging), and we were left with only one solid wall (Menelaus) to stop them while the poor firepower of the Deathwing reduced their numbers. Of course, the game can still be won without the combo, but it will depend much more on luck than on tactics. A lot more. To the point where I'd prefer playing solo or with just 8 marines.

Of course, you can still pretend the combo works as worded (recommended when playing a 3 or 6 player game).

On a solo game, on the other hand, with smaller swarms, you can hardly notice the difference, as Uriel still gets to place his tokens on Zaltys, as long as Uriel doesn't run out of tokens your investment is safe.

All this story tells us that the Purple team has a great synergy with the Blue team, and you should look carefully to not break the availability of this combo: every time the Purple team attacks or moves, you shouldn't be supporting with the Blue team. Who knows if next round you will need to resort to "Angel Watch + Interrogation". Plus, Blue move + Purple Attacks works wonderfully, so try to synchronize them to support at the same time.

If you support with the Blue team while the Purple team is attacking or moving; or you support with the Purple team while the Blue team is attacking or moving, you're effectively breaking a useful combo that won't be available to you until 2 rounds later. So be careful there.

Anyway, here you have another good combo that works in conjunction with the Green team:

Narthecium + Interrogation:

It's more or less the same as before, only Nestor needs to be right next to Uriel (on top or below). Even facing a huge swarm of 5 genestealers or more, Uriel will spend all of his tokens, and transfer them to Nestor (he's the last resort). Once about to die, those tokens will be used on *Narthecium* (more on this later). Obviously the combo makes more sense if Uriel can pass his roll at some point, but this combo is superior to *Angel Watch + Interrogation* when facing a huge swarm (once the roll asks for more than 50% on the die). It's only more difficult to pull off frequently, due to specific positioning.

Move:

Stubborn Devotion (8).

Although a good order, *Stubborn Devotion* is not the best on the pack. A bit circumstantial, it may serve 2 uses:

1st: build up a quick defense anywhere on the formation. Move every token from a loaded marine (Zaltys, Nestor or the Chaplain himself are usually good options) to a marine that's going to face some genestealers on defense for sure.

2nd: provide support tokens for activating a expensive ability: if you want to use *Beachhead* with both light green marines, and the Chaplain has previously supported, you may always move 1 support token from anywhere (on the formation, of course, by anywhere I don't mean the the pool) to Arbalan or Gabriel. The same goes for firing with Menelaus without support tokens, or when he needs to trigger the *Force Barrier* 2 times (in front of him and behind). Of course, there are some combos worth of special mention:

Stubborn Devotion + *Mind Worm* + *Fury of the Lion* (described above in the Light green team attack, take a look).

Nartheicum + *Stubborn Devotion*:

The Chaplain and the Apothecary may build a quite powerful team when it comes to defending, providing they're exactly next to each other. One given round the Chaplain may defend, loaded with support tokens and *Interrogation*. If Zaltys' not in play (or he's not supporting this round), the Apothecary Nestor is a good choice to receive those eventually lost tokens. Next round (even if Uriel passed his roll previously on the first roll), Uriel may stay in place and transfer his (or another's) tokens to Nestor. Even against a huge swarm of more than 4 genestealers, *Nartheicum* will give Uriel a 50% chance of survival (and raising with every support token on Nestor). Of course, this defense technique is very, very risky, and is better applied to any other marine (Uriel doesn't need to be adjacent to any marine in order to transfer the tokens). Advisable only when the chances of surviving are actually less than 50%, so you'll improve your odds thanks to *Nartheicum*. That's why *Nartheicum* works well only when Nestor is loaded up with support tokens, and Uriel can help doing so.

Stubborn Devotion + *Secrets of the Brethren*: most obvious one, and already commented in the Red team attack section. Game finisher. Check it out.

Angel Watch + *Stubborn Devotion*: in order to load up Zaltys. Obviously not as good as *Angel Watch* + *Interrogation*, but will do when you can't pull the later, or simply Uriel is too badly positioned to face any defensive roll at all this round.

Stubborn Devotion gets better as the game progresses and you may build up support tokens (specially on one specific marine). At the beginning of the game is usually meaningless, so you should avoid moving when the Purple team until well into half of the game. Remember that *Stubborn Devotion* is a luxury, as you're giving up either *Deathwing Assault* or *Interrogation* in exchange (and those are great abilities).

Attack:

Deathwing Assault (15).

This is probably the best attack in the whole Deathwing. Even if the Librarian's *Hellfire* has unlimited range and possesses a high strategic value, I'd consider *Deathwing Assault* superior because it can be triggered by **both** purple marines, and has the amazing ability of ignoring facing. This, if you play your cards well, can lead to minimizing the luck on your attacks, even if *Deathwing Assault* cannot be rerolled.

I've read everywhere a lot of criticism toward Deathwing Assault, saying that it was just very good against small swarms because of the high probability of hitting, but once playing against big swarms it was useless because of the low probability of hitting, or at best "an all or nothing", because it is an attack that cannot be rerolled, and it doomed the Purple team once you missed.

Although there's some truth in those observations, they're missing some important points. Let's review and explain how to make the best of *Deathwing Assault* in detail.

- **Excellent against small swarms.** This is just too true. If you attack 1 single genestealer with Deathwing Assault, everything on the die but 0 will kill it. That is 86% chances of killing. You'd need 2 support tokens (and be willing to spend them) to more or less match your chances. Obviously Deathwing Assault is your best bet 90% of the time, since even rolling a 0 is not a wreck (as with the Librarian, where it costs 1 support token).

Against 2 genestealers is still very good: 66% chances of destroying them both (and thus multi-killing) are pretty good odds (still above the average shot).

Against 3 genestealers *Deathwing Assault* destroys the swarm only 50% of the time. This is your standard shot with no support tokens, so unless you've got support tokens on your marines and you don't need multi-killing, *Deathwing Assault* is still your best bet by far.

In conclusion, *Deathwing Assault* shines in solo play, and in 2p games.

- Is it worthless when playing with more than 8 marines? Against swarms of size 4, the odds are just 33%, and size 5 implies 14% (*Deathwing Assault* is harmless against swarms containing more than 5 genestealers). Obviously, I would advise against such risk: you'd be wasting *Deathwing Assault* more times than not. Is thus Deathwing assault worthless once you face spawns of 4 or more genestealers? **Far from it.**

You'll just have to make sure that once you trigger Deathwing Assault, there's less than 5 genestealers (preferably 3 or fewer). How can you make it? Well, let's hope you'll have another invaluable tool at your disposal: *Hellfire*. This attack is great to reduce exactly the numbers of those swarms that are going to be attacked later via *Deathwing Assault*: with *Hellfire* you can target every swarm, you can pick exactly the genestealers you need (providing you don't roll 0). That means if Charon is facing a swarm of 3, and Uriel a swarm of 4, you just need to previously roll 2 with *Hellfire* in order to transform a difficult situation into a favorable one: kill one genestealer in Charon's position and another in Uriel's: now you only have to roll 2+ with Uriel, and 3+ with Charon. The higher you roll with *Hellfire* (and don't forget about Boreas), the easier the task with *Deathwing Assault*. If everything goes south and you roll 0 and miss with Boreas, you can always resort to a standard attack: I remind you that

Deathwing Assault is always optional. You don't have to trigger it against swarms of size 4 or 5.

If you don't have the Gray team in the formation but play still with 10-12 marines (possible thanks to using Space Marine Pack 1), things may get ugly. You'll have to trust the Light Green team, which is the only one besides the Gray that attacks before the Purple team. As *Fury of the Lion* is nothing to write home about, try to properly position Arbalan next to one Purple marine (or in the midst of them) in order to get at least two attacks from the Light green team that may ease *Deathwing Assault*. Don't forget you also have *Gun Servitor* (from the Red team), which is just one shot, but with unlimited range and ignoring facing, may come in hand 50% of the time, too.

- The criticism against *Deathwing Assault* claiming it's "all or nothing" forgets about one important fact: 2 assaults can be chained up against the same swarm, in the case the first one fails. If you face a swarm of 3 genestealers, you may only have 50% chances of killing it with Charon. But if Charon fails and you may attack it with Uriel subsequently, then your total chances of destroying the swarm are 75%, not just 50%.

That's why in a game with small spawns, Charon and Uriel may be apart, in order to kill almost for sure a little bit everywhere, but in a game with huge spawns, Charon and Uriel have to be near each other, and not far away. Remember the lesson about "killing auras":

In purple, the *Deathwing Assault* killing aura for Uriel and Charon:

VOID LOCK				
4 BLIPS				4 BLIPS
Door	◀	NESTOR		
	◀	ZALTYS		
Dark Corner	◀	URIEL		
	◀	HEPHAESTUS		
		RAPHEAN	▶	Ventilation Duct
		JERICHO	▶	
		CHARON	▶	Corridor
		EXANIMARE	▶	

They're covering a pretty good area, but a swarm of 3 or 4 will cause trouble for any of them if it cannot be reduced. Moreover, the more dangerous spot (Ventilation Duct) is not covered by any of them.

If Uriel and Charon are placed near each other, their assault area will overlap, and you'll have a higher possibility of in exactly that position (area in dark purple): If Nestor happens to be placed in front of the Red terrain, for instance, he's being very well covered, because both Uriel and Charon may trigger their assault at Nestor's position:

	◀	BOREAS 1 support		
		MENELAUIS	▶	
		URIEL 1 support	▶	
	◀	NESTOR		
	◀	CHARON		
	◀	EXANIMARE		

Obviously, if you place them exactly next each other, the dark purple area gets bigger, and they'll protect each other very efficiently (recommended in 3-6p games):

	◀	BOREAS 1 support		
		MENELAUIS	▶	
		NESTOR	▶	
	◀	URIEL 1 support		
	◀	CHARON		
	◀	EXANIMARE		

Any swarm at Uriel's or Charon's position (whether in front of them or flanking them) may be targeted a second time in case of a miss with the first assault.

This configuration may lead to interesting tactical choices when it comes to deciding what to do with the assault (or even if triggering it or not):

DISEASED ARBOUR				
2 BLIPS				4 BLIPS
	◀	BOREAS 1 support		
Dark corner		MENELAUS	▶	Corridor
		URIEL 1 support	▶	Door (1)
	◀	NESTOR		1 GENESTEALER
Spore Chimney BL, 1G	◀	CHARON		
	◀	EXANIMARE		
SUPPORT, MOVE, ATTACK		SUPPORT, MOVE, ATTACK		SUPPORT, MOVE, ATTACK

If you move with the Dark Green team, you may bring Nestor up, and place Uriel covering Charon just in case (if you want to make sure bets and prefer risking Exanimare instead of Charon, move Examire up too, but be aware: you're wasting Charon's aura then). Now it's round for Purple attack: attack first with Charon the swarm containing one Broodlord and one genestealer: this way if Charon succeeds, Uriel will use Deathwing Assault against the genestealer in front of him. If Charon fails, then attack again the same position with Uriel (since the Broodlord in front of Charon / Exanimare is more dangerous than 1 genestealer in front of Uriel with a support token). There's no need to use the green *Trail of Destruction* and risk everything, as we'll see later.

So, to sum up: counter the "all or nothing and no reroll" thanks to double-assaulting: then you've got two "no rerollings", which equals to "reroll once the *Deathwing Assault* if it fails".

Please notice: even when wisely used, *Deathwing Assault* sometimes fails. Completely, two times in a row against a little swarm. That's why Uriel and Charon should be loaded with support tokens constantly, even if they don't use them for attacking (this is your plan B in case of a miss), or trigger Deathwing Assault not in their positions but in the adjacent ones, while the adjacent marine has support tokens on him or is protected with *Narthecium* (Dark Green team).

Now the **cons**: you cannot kill genestealers belonging to several swarms with one *Deathwing Assault* Attack. It has to be one single swarm, and just one per assault. This is most annoying when facing a lot of single genestealers all around the Purple team, but you can do nothing about it (at least you can target the flanking ones). That's life!

A second con could be considering that Charon decreases his range when using *Deathwing Assault* (from 2 to 1). But you can also consider the bottle as half-full: Charon actually *increases* his attack range when not using the assault. Not a lot of times, but sometimes you'll want to slay a single genestealer at range 2: Charon may do this,

while Uriel can't. This kind of compensates a bit for Charon not being able to use *Interrogation*. All in all, both marines in the Purple team are invaluable and must be taken care of, as carefully as the Librarian (those 3 are your only powerhouse in the Deathwing).

The last con is that you cannot roll first for *Deathwing Assault*, then decide which swarm you will target. Sadly, you have to make your choice first, then take the risk with the die. If you could do it the other way, it would be incredibly useful in a 12 marine game. But it is the way it is...

Finally, remember again that it's very important to note how you should coordinate and chain up attacks with the Purple team (more on this later): the teams that attack later than the Purple team (Blue, Red, Green) are useless to help the Purple team *Deathwing Assault*.

The Blue Team:

Alright, we're speaking now about **Sergeant Zaltys** (Power Sword and Storm Bolter) and brother **Jericho** (Storm Shield and Thunder Hammer).

Stating that "Blue is the new Green", as I've read everywhere, as a means to despise the Blue team, is just **insulting your intelligence**.

The old Green team was in no way at all as bad as the Blue team (in fact, they were not a bad team at all). True, one of the original green marines had range 0 (Gideon), but you know what? He had a lot of offensive and defensive abilities to make this up. They were harder to play and thus inexperienced players found them bad, but hell, they rocked. The new Blue team, unfortunately, are far from rocking, and close to sucking.

The old Green team supported the formation by supporting themselves, and were a solid team on defense and attack. The new Blue team supports the formation... well, just supporting others, and are worth nothing on their own: they don't have good offensive abilities, nor defensive ones on themselves. In order to make the best of this team, you'll have to **focus on helping the rest every turn**. Otherwise, you're probably wasting a team in your formation, as they cannot defend better than a standard marine, nor attack better than a standard marine (in fact, they attack worse).

Support:

Angel Watch (1).

This order is good on average. Sadly, the value of this order depends on if you can pair it with *Interrogation* and have the Chaplain defending. Then it's excellent (particularly if you play the "pre-errata" combo). If the Chaplain is not around, you can still load a couple of support tokens on Zaltys, and then distribute them while attacking as the marines miss, making sure no marine is unnecessarily supported, and thus saving useless tokens. The same could be told about defensive rolls: now you won't face the dilemma about which marine support most, if you have limited support tokens to place; just place them all on Zaltys, and he'll distribute accordingly.

Sadly, the uses of *Angel Watch* are rather limited: it cannot be used in conjunction with *Gun Servitor* because this ability requires one specific marine to receive one support token, and *Angel Watch* won't do this time, since it's not an "attacking or defending" action. It won't stack with *Force Barrier* either, for the same reason: you need to place the support tokens on Menelaus, and *Angel Watch* won't change this. I won't stack either with *Beachhead* nor *Nartheicum* for the same reasons. It won't stack with *Hellfire*, because of his "instead of attacking" nature. The same goes for *Deathwing Assault*, and *Secrets of the Brethren*.

In other words, it will be useful just with standard defense rolls, and with standard attacks, such as *Terminator's Aim*, *Secrets of the Brethren* not using the ability, Borea's attack, and *Fury of the Lion*. In other words, the worst attacks and the less interesting ones. That's to say you're investing to create a common pool of support tokens on the worst attacks. Interesting when you don't have enough support tokens to support every

standard marine. But that's quite about it. Once every marine is conveniently supported, or if you hit every standard attack you make, *Angel Watch* it's not that appealing. And we must not forget that rerolling standard attacks is a luxury you cannot afford, if you run out of support tokens for your defense rolls this turn.

Then, there's the second problem: you've effectively "distributed" your supports thanks to *Angel Watch* this round (only the marines who really needed them got them). But what about the next round??? You can trigger *Angel Watch* only every other round. That means next round Zaltys will be loaded with support tokens, and won't have any special use for them (besides a mediocre standard attack, or using a standard defense), blocking them for the rest, who may need them again. In other words, what you may gain on a given round, may be deprived from you the next round, unless you can resort to *Stubborn Devotion*, and reallocate those tokens where it really matters next round. Once again, the Blue team gains a lot of effectiveness when the Purple team is in play. In other words: if the Purple team is not in play, don't place tokens on Zaltys like a fool. The fact he's on *Angel Watch* doesn't mean you can't place support tokens on other marines that will likely need them next round (like Menelaus or Nestor, for instance).

The effectiveness of *Angel Watch* increases if you know when to properly timing it, reinforcing exactly the standard attacks (more on this later). All in all, the Blue team should be supporting every other round, as providing one support token for the formation and creating a pool for the rest is not bad.

Move:

First Legion (12).

This is probably their best order, because it kind of fixes an issue in the Deathwing: their lack of mobility. *First Legion* is very important because it is unique: no other order in the Deathwing grants extra mobility. Sadly, it's not as spectacular as the old yellow *Reorganize*... The Blue team may pull one position one (and just one) marine, and this marine cannot be Blue. Another two cons aggravate the situation: first, this has to be done after they move, you can't choose whether after or before suits you better. Second, the Blue team is the last one moving. It would be probably more useful if they moved earlier. So, "that's something" and that's all.

Here you have an easy use to illustrate how useful *First Legion* may be:

First Legion + Fury of the Lion:

The Light Green team team couldn't attack twice if it were not for First Legion:

VOID LOCK				
5 BLIPS				5 BLIPS
Door	◀	JERICHO		
		ZALTYS 1 support	▶	
Dark Corner 1 GENESTEALER	◀	RAPHEAN		
		GABRIEL	▶	Ventilation Duct 2 GENESTEALERS
		ARBALAN 1 support	▶	Corridor
		HEPHAESTUS	▶	
SUPPORT, <u>MOVE</u> , ATTACK		SUPPORT, <u>MOVE</u> , ATTACK		SUPPORT, <u>MOVE</u> , ATTACK

As you see, only Gabriel may target those 2 genestealers, due to range 0 from Arbalan. Triggering the *First Legion* effect will allow us to swap Arbalan for Gabriel (pulling Arbalan up or Gabriel down, as you prefer), and thus both may attack the swarm on the Ventilation Duct (of course, attack first with Gabriel to check if he hits or misses, then attack with Arbalan and if he hits, then consider if triggering *Fury of the Lion* for one additional attack is a good bet, in case Gabriel didn't hit).

Increasing effective range is one of the most obvious uses for *First Legion*: you may pull up or down either Uriel or Charon in order to have a certain swarm in range for their *Deathwing Assault*, for instance.

But there's much more; you can exploit this special effect to create amazing 3 action combos (specially with the Light Green team in play). For instance:

Baiting a Stealer (+Door) + First Legion + Force Barrier:

DARK CATACOMBS				
2 BLIPS				3 BLIPS
Dark Corner	◀	ZALTYS		
		BOREAS 1 support	▶	Ventilation Duct
Door (3)	◀	MENELAUIS 1 support		Corridor 2 GENESTEALERS
3 GENESTEALERS	◀	GABRIEL		
		ARBALAN 1 support	▶	
		JERICHO	▶	

SUPPORT, <u>MOVE</u>, ATTACK	SUPPORT, <u>MOVE</u>, ATTACK	SUPPORT, <u>MOVE</u>, ATTACK
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This round the Gray team cannot attack. Attacking with the other 2 teams won't fix much things: the Blue team has no targets, and from the Light Green team only Gabriel can attack. The solution: Gray support, Blue move, Light Green move.

Gray team places a support token on Menalais. Gabriel moves up, activates the Door. Trigger *Baiting a Stealer* and move up those 3 genestealers to Gabriel's position. Now Blue Move: simply trigger *First Legion* and pull Menelaus up, getting him back to his original position. It's the genestealer attack phase, but now Menelaus may discard his 2 support tokens and prevent both swarms from attacking.

Easy, wasn't it?

This same combo may be used with the **Chaplain Raziel** (from Space Marine Pack 1), instead of the Librarian, in order to place him in a spot where he can't stunt a whole swarm of genestealers with his *Traumatic Blow*, or defend thanks to *Armor of Comptent*.

Here you have an example:

VOID LOCK				
4 BLIPS				5 BLIPS
Door	◀	ARBALAN		
	◀	ZALTYS		
Dark corner	◀	GABRIEL		2 GENESTEALERS
		RAZIEL	▶	Ventilation Duct 2 GENESTEALERS
		METRAEN	▶	Corridor
		JERICO	▶	
SUPPORT, <u>MOVE</u>, ATTACK	SUPPORT, <u>MOVE</u>, ATTACK			

Gabriel moves down. Arbalan activates the Door. Gabriel uses *Baiting a Stealer*: push down to the Ventilation Duct the swarm containing 2 genestealers.

Use *First Legion* effect: push Raziel down. Jericho moves up. Zaltys faces right.

The Chaplain Raziel may now use *Traumatic Blow* on the swarm on the Ventilation Duct, neutralizing 4 genestealers with one single blow.

Narthecium + Baiting a Stealer + First Legion:

Door	◀	NESTOR 3 supports		
		ZALTYS	▶	
Dark Corner	◀	URIEL		
		CHARON	▶	2 GENESTELEARs
		GABRIEL	▶	Ventilation Duct 5 GENESTELEARs
		JERICO	▶	
	◀	EXANIMARE		Corridor
		ARBALAN	▶	

SUPPORT, <u>MOVE</u> , ATTACK	SUPPORT, <u>MOVE</u> , ATTACK
SUPPORT, <u>MOVE</u> , ATTACK	SUPPORT, <u>MOVE</u> , ATTACK

Pretty much assuming defeat in this scenario (maybe you don't have any other option), you may bring together a swarm of nothing less than 7 genestealers, once Gabriel moves up to Charon's former position and activates *Baiting a Stealer*. Then all you have to do is move upward with Zaltys, positioning Nestor 1 position below because he's moved, then trigger *First Legion*, and pull Nestor down once again (to place him in Uriel's former position). As *Narthecium* was previously selected, try to save Gabriel (now he's next to Nestor, in front of a swarm of 7 stealers) as much as you can once he rolls for defense in the Genestealer attack phase.

To sum up, pulling up or down swarms thanks to *Baiting a Stealer*, plus pulling up or down marines thanks to *First Legion* can do wonders, if you add to the pack the proper ability. I'll leave it to you exploring additional 3 action combos (they exist).

Attack:

Swift Sword (16).

Again, the cooler the name, the worse the ability. *Swift Sword* could be really useful if at least both blue marines had range 2 (or more), or any other special ability when attacking worth mentioning. Sadly, range 0 from Jericho and no obvious way to compensate for this burden, means that a lot of times you're going to attack with Zaltys because he's needed to lend a hand, but there's no target in front of Jericho (nor adjacent).

So, in theory, this order seems at first like a cool idea (at least this is a new mechanic), since it would allow you to attack twice in a row on paper. In practice, you won't get much out of it, since actually you'll get just 1.5 standard attacks per round over two

rounds, and then you'll be forced to "rest", or then get just 1 standard attack per round. If you compare these figures with the original Red team (Leon and Valencio), even without taken *Overwatch* in consideration, you'll find out that those marines got 2 standard attacks (but some of them at incredible range) per 2 rounds, and they were not forced to "rest" the third round.

But the biggest downside is that putting to good use the special action from *Swift Sword* (that is, play the order again time next round), means giving up either using *First Legion* or *Angel Watch*, and any of those 2 is going to be probably more useful than 2 standard attacks from a team that previously attacked with just one man.

Please note that, as specified by FFG, you only get to benefit from *Swift Sword* special ability **only if one and only one** marine from the Blue team attacked that round. That means that, absolutely unthematically, if no Blue Marine attacked, you don't get to keep your order for the next round. But you'll get to keep it you attacked just with Jericho (Ok, where's his "swift" sword?: nowhere, because it is Zaltys who's wielding one). Note the ability is not tied to hitting or missing; you'll get your order back if you attacked with just Zaltys or Jericho, hit or miss. Nevermind, a lot of times you don't have to make a choice at all, because you'll have targets just for Zaltys, as stated: if the Light Green team is in play, sadly it's much more important to properly place Arbalan (range 0 too) than Jericho, so the former takes precedence.

If you can attack just with Zaltys or Jericho, kill one genestealer, and then next round your best move is to use *Swift Sword* again, and you manage to kill 2 genestealers with both marines attacking, then you can say you've perfectly used *Swift Sword*. This is something yet to be seen in most games. The ability is not valuable enough to build around, when there are much better attacks in the Deathwing (in fact, everyone's else except maybe *Fury of the Lion*) and when the Blue team should focus on supporting and pushing the rest, which are their real assets.

To sum up: *Swift Sword* is a useless ability due to their mediocre standard attack and range 0 from Jericho. If you kill 2 genestealers once in a blue moon with the Blue team, you may be happy, even ignoring its special effect.

The Dark Green team:

The Dark Green team is a very versatile team that may fulfill a miscellaneous group of tasks (supporting others, help with the killing), and it's worth noting that they possess very unique abilities. While not excelling in a particular role, **Apothecary Nestor** and brother **Exanimare** are a very reliable and all-around team. They're difficult to play, nevertheless, if you don't play solo, or depending on the team configuration you draw: be warned!

Support:

Narthecium (2).

Narthecium is a complex ability (not because of how it works, but because of its value). Again, as with some other abilities in the Deathwing, the value depends on the number of starting marines. In solo play most of the time it is unwise to resort a lot to it, because it would mean you're not planning correctly. In a 3-6 player game, on the other hand, could be an amazing resource, and help you a lot.

First of all, be warned: *Narthecium* is **risky**. Very risky. As a last resort remedy, you'll have no more "plan Bs" once *Narthecium* is no longer working: your marine is dead. In other words, *Narthecium* in solo play should be your plan B in case the main plan doesn't work, not your main plan (except in desperate cases).

Once you face swarms of 5+ genestealers (3-6p games), you'll have to trust some marines' life to *Narthecium*. That means: support Nestor a lot in multiplayer, don't support him that much in solo.

Remember my words: planning with *Narthecium* working is advisable only when the chances of surviving are actually less than 50%, so you'll improve your odds thanks to *Narthecium*. That means you should rather place support tokens on a marine facing 1 or 2 genestealers (66% - 50% chances of surviving), than on Apothecary Nestor using *Narthecium*, unless the other marine standing next to Nestor is facing 2 genestealers too and you don't have enough support tokens for both.

Once the marine faces 3 or 4 genestealers (33% - 16% chances of surviving), then obviously *Narthecium* is a better option than the standard defense roll. But again, you should look for ways to reduce said swarm before the marine takes his defense roll.

The most obvious use is when facing swarms of 5+ genestealers, when your defense roll has exactly 0% possibilities of surviving. Against some huge swarms, it's evident that no matter how many times you attack the swarm, the marine standing in front of it will face a (nearly) impossible defense roll. That's when *Narthecium* should kick in, as a reasonably good defense tactic.

What's good about *Narthecium* is that it doesn't specify that it can be used only when a space marine fails a defense roll; but every time he "would be slain". That means you can resort to *Narthecium* if an adjacent space marine (to Nestor) would be slain for any reason. Sadly, there are only 3 reasons in the Deathwing, other than failing a defense roll, why a space marine would be slain:

- Rolling 0 using *Hellfire* with the Librarian Menelaus. If Menelaus wouldn't have any support token on him, Nestor could save him (as long as he was next to him). Sadly, it would be very unwise to trust this outcome to the healing capabilities of the Apothecary: as previously recommended, just don't play around and always use *Hellfire* with a support token on Menelaus. The risk is not worth it.
- Rolling 0 using *Trail of Destruction*. Sadly again, *Trail of Destruction* is an ability from the Dark Green team, so unfortunately you will never have the opportunity of bringing back from the dead a marine slain by *Trail of Destruction*, because that means the Dark Green team is moving, not supporting.
- Due to the event card *Psychic Assault*. Now we're talking. *Psychic Assault* is a dreadful card, since it means (meant) an automatic, non avoidable, 33% chance of losing one marine. Now, if you have planned wisely, you could save that marine from dying, as long as Nestor is at his side and supporting. Again, sadly, sometimes you will see this card drawn just the precise round Nestor was not supporting. But failing a *Psychic Assault* roll, and then saving the marine's life thanks to *Nartheceum* is something worth watching.

One final consideration concerning the ability: it is not clear for some people whether *Nartheceum* could be triggered several times on the same marine (failing to roll a skull, then spending a second support token to roll again). My interpretation is that you're allowed to do so, but I was wrong with the *Angel Watch* + *Interrogation*, so let's hope future errata won't change this. It would be definitely totally impossible to play with the Deathwing and more than 2 players if it was officially stated that *Nartheceum* can be triggered just once per marine (I mean to play and have realistic chances of winning).

To sum up: do the maths when planning: *Nartheceum* is awesome as a plan B when the marine is facing insurmountable odds in his defense roll (due to previously failed attack rolls). If you resort to *Nartheceum*, have preferably 3+ support tokens on Nestor, in order to play with the odds on your side: don't be so naive as to think *Nartheceum* will automatically work the first time you use it. As you will see right after, Jericho (Blue team) is a very good marine to be placed next to Nestor (just in case *Nartheceum* doesn't work properly).

Move:

Trail of Destruction (9).

First of all: *Trail of Destruction* is dangerous. Remember my words about *Heroic Charge* from Claudio, every time you use this special ability: it's not a toy for kids. However, don't be fooled by what I advised about *Heroic Charge* (use it as less as possible). Unfortunately, due to the arch known lack of firepower of the Deathwing, sometimes you'll be **forced** to resort to *Trail of Destruction*, or you'll simply won't be able to keep the pace of incoming enemies and you will lose anyway.

Alright, so when should I expect activating *Trail of Destruction* a lot of times during the game?

- a) In solo games, where you seriously lack firepower from other teams (no Gray team in play, no Purple team). That means your new means to kill genestealers include now *Trail of Destruction* inevitably.
- b) In 2p games where you seriously lack firepower from other teams (no Gray team in play, and no Purple team).
- c) In 3+ player games. In every instance.

So, let's put it this way and it'll be easier: you're only exempted to use *Trail of Destruction* often when you play solo or 2p, and you've got Gray and/or Purple aboard. In any other case, expect to feel the thrill while rolling the die for *Trail of Destruction*.

Now, some tips for when you'll have to use it:

First and most important one: NEVER use it when you swap positions with either Menelaus, Uriel or Charon. Risking Raphean is on the fence (and depends on the other teams you play with). If you're going to tell me: "Hey, I gotta do it, because otherwise they will die: he'll have 4 genestealers in front of him after moving!"; well, then guess what? YOU'RE PLANNING WRONG. In the first place, don't push those 3 guys in front of any swarm of this size. If you must, just sacrifice Nestor or Exanimare, or choose the guy in the other direction.

By the way, *Trail of Destruction* may also be activated when the dark green marines push one another. Difficult decision when it comes to which one you should preferably risk. They're both good, and both have their uses, but if I had to choose, I probably would choose Nestor.

In the end, the marines you want to have adjacent to the Dark Green team are always Jericho or Hephaestus. Then you may trigger *Trail of Destruction* without worries.

But before risking those brave men's lives, consider carefully when you should do it: the classical novice mistake is to plan with *Trail of Destruction*, and count 4 genestealers as dead. Big mistake. What will you do if you roll 4, 5 (or even worse: 0)? Not only you've wasted an order, but also you've wasted one marine.

Ok, remember your lessons concerning *Dead Aim* from the old Green team? What did I tell you? That *the most interesting part about the ability wasn't that they may kill 3 genestealers rolling a 4, but that they may kill on a 4 too*.

This is more or less the same: don't be fooled by the impressive amount of genestealers the Dark Green team may happen to kill (UP TO FOUR!!!). The interesting part is they may kill 50% of the times. **Just because they may kill up to four, it doesn't mean you'll have to use it to try to kill 4 genestealers** in a swarm of 4 (or more).

Mark my words: *Trail of Destruction* is a supporting ability to help with the killing, not your main tool to slay big swarms. It will help a bit just 50% of the time if you're planning wisely. And that bit will be very useful 50% of the time: nothing more, nothing less.

That means that, paradoxically, the best use for *Trail of Destruction* is to try to slay a swarm consisting of 1 single genestealer (2 max) when you swap positions with another marine having 0 support tokens on him.

Do the maths: if you roll 0, your pushed marine is slain. Actually, that's better odds for him than rolling against a single genestealer. Even more when said marine faces 2 genestealers.

But, if you're going to leave the man against 3 or more genestealers, then trusting everything to *Trail of Destruction* is completely unwise. 33% chances of nothing happening, 17% chances of the worst happening (for a total 50% chances of not slaying the swarm), and then what? Face a defense roll of 33% chances (or worse) of surviving???

Against swarms of size 3+, don't trust everything to *Trail of Destruction*. Better plan on supporting the defending marine (by the way, **never** use *Trail of Destruction* risking a marine having support tokens on him, since you risk not only losing the marine, but also the precious tokens); and plan on heavily attacking said swarm with other teams (thus making the use of *Trail of Destruction* either too risky, redundant or unnecessary).

Ok, sooner or later (as with the old *Heroic Charge*) you'll roll 0. Then say goodbye to the valiant hero that changed positions with the dark green marine. What do you do next? Do you keep risking more valuable marines? Well, sadly the answer is yes, you should: always with good criterion at each use, you cannot stop using *Trail of Destruction*. If you used it in the first place, that's because you needed firepower. Unless you're close to the end of the game, you'll need even more firepower because you've lost one man. So, don't forget about *Trail of Destruction* just because you rolled bad once: you knew that could happen. The odds are still on your side. Just be careful if the game is close to its end and you judge at that point the firepower you have is finally enough (no more rooms to go through, no more blip piles to be depleted). Again: don't ever use it risking Menelaus, Uriel nor Charon. The best use is with Jericho or Hephaestus. Raphean, Boreas, Zaltys, Nestor and Exanimare are not the best choice (particularly Zaltys, which should be risked only in extreme need).

So, keep pushing your luck **if you must**, depending on "which teams do you play with, which marines have already been slain, which other options do I have". Remember that *Trail of Destruction* may be triggered by any dark green marine (but only once per order), so that will sometimes give you 4 possible choices (Exanimare up / down; Nestor up / down). Consider each and everyone if both dark green marines happen to be in front of a swarm.

Finally, remember that only the Red and Purple teams move before the Dark Green team. If they're in play, the value of *Trail of Destruction* is increased, as they may set the trap up pushing the Dark Green marines to the exact place they need to be before resorting to *Trail of Destruction*.

And again: don't base your only plan on "killing 4 with *Trail of Destruction*". You're planning wrong: that's not how *Trail of Destruction* works properly. You'll have to have a plan B in case *Trail of Destruction* fails, and it fails 50% of the times. There's no possible plan B against 5 genestealers (or rather, there is actually one: *Force Barrier*. Will you risk your Librarian one time out of six?) I'm not telling you that you shouldn't use *Trail of Destruction* against a swarm of 4 genestealers. I'm telling you that if you're going to do so, I expect you have planned to attack that swarm later with at least

Hellfire, or many other attacks, and as such, *Trail of Destruction* was part of a bigger plan, not your only plan. If *Trail of Destruction* may save you taking some shots, the better. But on his own, it's not an option, unless it is your only way to kill one or two genestealers.

Attack:

Terminator's Aim (18).

If you start to play the Deathwing and have the Dark Green team aboard, maybe you'll be tempted (as I was) to plan around their two most appealing abilities: saving from death (*Nartheicum*) and multi-killing (*Trail of Destruction*). When comparing those to a poor attack (just two standard shots), *Terminator's Aim* seems like nothing to write home about. Then, the more you play, the more you'll realize (as I did) that **their true strength lies precisely in *Terminator's Aim*.**

Let me explain. First of all, actually you've got in your hands a marine (Exanimare) that has effectively **at least range 3** every time he fires, matching Boreas in the worst case (Except in the very rare circumstances where you've depleted your support token pool and none of them is placed on Exanimare; anyway, having your formation supported with 12 tokens is a win / win scenario, even if you cannot give Exanimare range 3).

Second, Exanimare is a great sniper. Don't be fooled by the fact he doesn't have a "different nature" of attack: he actually has 75% chances of hitting every time you wish so (1 support token equals 75% chances of hitting). That's even better than old Noctis, and better range than him (although no multi killing, but that's not what we're looking for in a sniper). With 2 support tokens on him, he'll have a formidable range 4 (that's 9 possible positions to fire at), and 88% chances of killing. That quite tells us the Dark Green team is very efficient when firing (although Nestor's storm bolter is indeed quite ordinary), and you should trust them more than the Red team without supports, the Blue team or the Light Green team. They're ordinarily your **third attack force** in the whole Deathwing (until the moment Raphean appears while fully loaded). If you have previously supported Nestor, they should (or better "you should expect them to") kill 2 genestealers per attack order most of the time. Don't waste the Dark Green attack planning to kill just one genestealer if you can. Make them shots count. By the way, as the Dark Green team is the last one attacking, they're pretty much good finishers. Obviously, if you attack the same swarm with both, you should fire usually first with Nestor, because he will be the one unsupported.

Third, and most important: the Dark Green team is **the only team that may provide one support token every round**. The Deathwing needs support tokens, as they burn through them (a lot of them are burned paying for special abilities). Nestor will often amass them, as soon as he starts landing his first shot: if Chaplain Uriel may reallocate the support tokens from Exanimare, your odds of winning raise by a good margin. That makes Nestor a good defender because he will often have supports on him. If you can alternate Fire / Support / Fire / Support with the Dark Green team because *Trail of Destruction* is not imperatively needed, then you're providing the formation with an incoming rate of support tokens twice the usual number. If other teams may put those

tokens to good use, then you're investing correctly. That's why, in the end, despite *Nartheceum*, Exanimare is the real star in the Dark Green team when you play solo or just 2 players: Nestor, on his own and alone, cannot provide 2 support tokens over 2 rounds.

Value properly the Deathwing:

Teams:

You might be able to draw your own conclusions after reading this review of their orders, but again, nothing in Death Angel is always objective. This time, instead of a ranking “from worst to best”, here you have my particular appreciation on their strengths and weaknesses:

BLUE TEAM (ZALTYS & JERICHO):

Firepower	★
Defense	★
Helping others	★ ★
Other tricks / combos	★ ★ ★ ★

LIGHT GREEN TEAM (ARBALAN & GABRIEL):

Firepower	★ ★
Defense	★
Helping others	★
Other tricks / combos	★ ★ ★ ★

RED TEAM (HEPHAESTUS & RAPHEAN):

Firepower	★ ★ ★
Defense	★ ★
Helping others	★ ★ ★
Other tricks / combos	★ ★

DARK GREEN TEAM (NESTOR & EXANIMARE):

Firepower	★ ★ ★ ★
Defense	★ ★ ★
Helping others	★ ★ ★ ★ ★
Other tricks / combos	★ ★ ★

PURPLE TEAM (URIEL & CHARON):

Firepower	★ ★ ★ ★ ★ ★
Defense	★ ★ ★
Helping others	★ ★ ★ ★
Other tricks / combos	★ ★ ★ ★

GRAY TEAM (MENELAUS & BOREAS):

Firepower	★ ★ ★ ★ ★ ★ ★ ★
Defense	★ ★ ★ ★ ★ ★ ★ ★
Helping others	★ ★ ★ ★
Other tricks / combos	★ ★

Space Marines:

Again, after what's been said all along the previous sections, the ranking should be obvious. In most of the teams of the Deathwing, the designer tried to abandon the idea of one vanilla guy + one star of the team, giving both marines in the team at least one interesting ability. Despite this, a very solid list can be put down. Here you are, from worst to best:

JERICHO:

Four letter word: CRAP.

Brother Jericho is the only marine in the Deathwing files who was retarded enough to thought that an Assault Terminator Armor was worth it against the stealers, instead of a Storm Bolter and a Power Fist (Yes, old Sergeant Gideon thought the same, but hey, he could pull off a lot of nice tricks, such as blocking with the shield (invaluable), running and gunning (handy), and he had a lethal aim (very good). Which ace up the sleeve has

Jericho got in order to compensate for his zero range? Well, I'll tell you: **NOTHING AT ALL**. The words "Cannon Fodder" were specifically invented for him. He can clearly claim the title "Shame of the Space Marines" and we could go on all day whining about him, and this time it would be totally called).

There are, however, at least 3 good uses for Jericho (and you should exploit them, as a good commander makes the best of everyone of his men):

- **Meat shield.** The lack of defensive abilities in the Deathwing causes that very often standard marines with standard defense rolls have to take the risk. The only way to give them a better chance are support tokens. So, use Jericho in order to take those rolls, because if he fails, nothing important has been lost. Don't be so mean as to not support him just because the poor lad is a sucker. Support him if you're going to place them in the nasty spots. Even if he doesn't deserve it. Think about it this way: if you don't support him, you'll lose him. If you lose him, next round another marine will have to take those rolls. If Jericho is defending and taking the risk of dying, at least he's doing something useful.
- Being the **bait** in *Trail of Destruction*. We've said this a lot of times. If you have to risk one marine with *Trail of Destruction*, Jericho is your man. It seems like he was conceived just for the task. And finally:
- Being the target for **Psychic Assault**. Yes, you'll no longer curse your lack when you'll draw Psychic Assault. Now you have a man volunteering every round for the task.



Jericho: *THIS ONE IS ON ME, GUYS!*

Again, try to save him if you can, by placing him next to Nestor.

HEPHAESTUS:

This one is just "Valencio, take two!", just worse because at least Valencio had a special support ability (though rather mediocre), and could effectively activate doors when left on its own. Hephaestus has just one circumstantial moving ability and that's all about him. I expected more from a Technomarine. As *Gun Servitor* can be also triggered by

Raphean, Hephaestus is absolutely expendable, and just ranks above Jericho because he has range 2.

ARBALAN:

“With a great ability comes a great... handicap!!!”. Sadly, his range 0 and nothing but a very mediocre and expensive *Fury of the Lion* to make this up, Arbalan cannot be considered a valuable marine, except in games with 3+ players, where his Beachhead ranks him higher.

GABRIEL:

Unfortunately, ranks a bit higher than his teammate just because he has range 2. Not having *Fury of the Lion* ability is just a side note. Again, when playing against major spawns of 5 genestealers, they both would rank a lot higher.

BOREAS:

Well, er... how to put it? The problem is not that he's bad (he's not), the “problem” is his partner... Even after losing Boreas and his nice Assault Cannon, the Librarian Menelaus can perfectly stand his ground with no additional help at all... That's why Boreas ranks a bit lower: he's not a must on his team, even if he comes in hand.

ZALTYS:

Nice on paper, but this team actually doesn't work. You have to take care of Zaltys, because he represents 90% of what (little) the Blue team has to offer. Without him, you lose *Angel Watch* and range 2, and the only thing left will be being able to trigger First Legion by an apparently disabled Space Marine. I've read suggestions to exchange Jericho for Boreas, and I think that could maybe lead to interesting and more balanced Blue and Gray teams, but I haven't tried it myself.

RAPHEAN:

His value depends a lot on your ability to suddenly (or progressively) load him with support tokens. The guy's usually a “one hit wonder”, having his 5 seconds of glory when using *Secrets of the Brethren* ability, and then being forgettable. Nevertheless, you should take care of him, because he grants you the *Gun Servitor* ability, even when Hephaestus is dead.

NESTOR:

Don't be fooled: the star of the team is Exanimare (at least when playing with fewer than 3 players). But don't be fooled: Nestor has amazing abilities too. Take care of him, because you don't want to lose him: exceptional support ability, extraordinary move order allowing the team to kill every round if called for, a bit of additional firepower for Exanimare.

EXANIMARE:

Take every praise about Nestor, and change "exceptional support ability" for "great range and accuracy", plus providing support tokens every round you need them. A real ace up the sleeve.

CHARON:

Deathwing Assault. Do I need to add anything else? Well, if I have to, he can also trigger *Stubborn Devotion* in case Uriel dies. And range 2. Thumbs up for him, invaluable through all the way along the Space Hulk.

URIEL:

Just replace "range 2" for "*Interrogation*" in the paragraph above, which gives us an excellent Space Marine and an awesome team whether for solo or any configuration of players.

MENELAUIS:

Let's be realistic: the Deathwing is basically a one-man formation (with 2 squires).

The Deathwing is him. Period.

(Your best attacking and defensive force, all in one. Abilities perfectly timed when they should, to work perfectly with any other team. They play themselves. A must if you don't dare to randomly draw your Deathwing teams)

General tips for playing with more than 2 players:

One thing I dislike about the Deathwing is that when playing the 12 marines, your initial deployment may cost you a lot. With the original Blood Angels, you could always save the day by reorganizing with the Yellow team, and most teams could stand their ground with a powerful attack or a powerful defense. With the Deathwing, on the other hand, if you start with a horrible setup (say every vanilla marine next to each other and in front of terrains getting a major spawn), you're quite screwed and there's not much you can do, as you can't operate drastic changes in your positioning, nor resort to multi-killing, nor sure, powerful attacks with most teams (at least against a huge swarm).

On the other hand, if you can control your initial spawns (thanks to good initial setup or getting two minor spawns in a row), then you can slowly get the ball rolling and start to rock thanks to wisely distributed support tokens. You'll have to push your luck a lot, anyway, especially with *Deathwing Assault* and *Trail of Destruction*. Hopefully those tips will be helpful:

Take notice:

- The Gray, Purple and Red teams are **static teams**. They should be supporting and attacking every other round. Moving with them is a luxury, as you're giving up either a good support ability (and 1 support token), or a good attack, so you better really need to move with them if you do it.
- The Light green and Blue teams are **pushing teams**. Obviously, you cannot win the game with every team standing in their place. If the three previous teams shouldn't move, you can perfectly, on the other hand, be moving (besides supporting) with these ones, if it's really needed to place the previous teams at the right spots. They both have good moving abilities, but the important thing is that you're not giving up any spectacular attack at all in exchange for their movement (that's not to say they shouldn't attack if both have targets and they're needed).
- The Dark green team is the **jack of all trades**, and it can be used to either attack, support or move, as you see fit.

Using the Gray, Purple and Red teams to constantly move, and the Green and Blue teams to constantly attack, is playing your game wrong, and betting against the odds. Minimize the weak points of the formation as much as you can. Maximize the teams' best assets as much as you can. That's the key to victory.

Take notice: *Deathwing Assault* is a milestone in the Deathwing. You should make the most of it, especially when playing with a lot of marines. Dividing how the teams attack over two rounds is usually a good strategy:

- Hard round: Trigger *Beachhead*, *Gun Servitor*, (*Trail of Destruction* optional) *Hellfire* and *Deathwing Assault*. Rain fire upon them. Kill everything on sight and clean the formation. Prevent more genestealers from spawning this round on the wrong side thanks to *Beachhead* if possible.
- Soft round: resort to defensive tactics (*Force Barrier*, *Interrogation* + *Angel Watch* or *Interrogation* + *Nartheicum*) while you kill with some the weaker teams: *Fury of the Lion*, *Swift Sword* (careful), *Secrets of the Brethren*, *Terminator's Aim* (careful).
- After getting a usual spawning, rinse and repeat: hard round, soft round, etc.

Difficulty levels for solo play:

As previously stated, the teams on the Deathwing aren't anywhere near balanced. Some of them obviously rock in solo play, others don't. If you want to set you up a real challenge, or to ease your experience through the Space Hulk, I'd recommend those configuration in order to adjust the difficulty of your game:

Hell: Blue, Light Green, Red.

Nightmare: Blue, Light Green, Dark Green.

Very hard: Light Green, Red, Dark Green.

Hard: Blue, Light Green, Gray.

Hard: Light Green, Red, Gray.

Hard: Light Green, Red, Purple.

Quite Hard: Blue, Light Green, Purple.

Cake Walk: Red, Purple, Gray.

Cake Walk: Dark Green, Purple, Gray.

Very easy: Blue, Purple, Gray.

Very easy: Light Green, Purple, Gray.

Easy: Red, Dark Green, Gray.

Easy: Red, Dark Green, Purple.

Normal: any other combination.

Balancing the teams:

If you dislike the way the might of the Deathwing is distributed and especially if you like a fair 12 marine game, maybe you'd like to implement just 4 simple home-rules in order to make the Deathwing more balanced (and fun to play, in my opinion). These are the following:

Swift Sword: replace the original wording on the card with this one:

Each time Brother Jericho rolls a skull when defending, the attack misses. Slay up to 3 genestealers on the attacking swarm.

This will give the Blue team very good offensive / defensive capabilities, plus a very good reason to plan around Jericho, and will finally give the Deathwing 2 things it lacks: defensive abilities + multi-killing. The Blue team is worth playing now, at least on par with the rest.

Fury of the Lion: replace the original wording on the card with this one:

After resolving this card's action, you may discard 1 Support Token from Sergeant Arbalan to choose one swarm within 1 range of him (ignoring facing). Reshuffle up to 2 genestealers from this swarm into the smallest blip pile.

This is an interesting tweak, since it allows the Light Green team to reshuffle genestealers at the cost of a token, but then they can still block them later with *Beachhead*, which is almost equal to multi-kill. It also overcomes range 0 from Sergeant Arbalan while providing a good defense (it works for sure) before the Genestealer Attack Phase.

Secrets of the Brethren: replace the original wording on the card with this one:

Instead of attacking, Brother Raphean and brother Hephaestus may spend any number of Support Tokens to slay an equal number of Genestealers (within range and facing).

Basically, giving some love to Hephaestus as well as making the ability more interesting and up to the challenge.

Gun Servitor: replace the original wording on the card with this one:

After resolving this card's action, you may choose a Space Marine with at least 1 support token. Slay 1 genestealer of your choice engaged with the Space Marine

(ignoring facing). Then roll a die: on a skull, discard 1 support token from the Space Marine.

First, given the lack of power in the Deathwing, an assured single kill per turn comes very in hand. Second, it makes more sense, since thematically the *Gun Servitor* always works and you kill for sure, sometimes you just spend ammo (support tokens). Risking support tokens is more interesting than risking failing the attack, and the Red team needs that tweak to be on pair.

The rest of the teams are balanced and don't need any tweak at all.

Deathwing + Space Marine pack 01:

Adding the Missile Launcher team or Chaplain Raziel will do wonders to balancing the Deathwing and I would recommend it when playing at least 4 teams. Adron will add very much needed firepower and mobility in the formation while the Chaplain will add very much needed solid defense against big swarms. Just be sure not to play the Chaplain without any other powerful offensive team: longtime ago I tried to play several times Raziel and Metraen along with Arbalan and Gabriel and Zaltys and Jericho to see how far could I make it. It really is almost impossible to beat the game with those 3 teams (max 2 kills per team plus 2 marines with range 0) unless you get crazy lucky the whole game. I'd recommend adding at least Adron (Missile Launcher) for sure, and then draw a mix of Deathwing or Deathwing plus Chaplain Raziel.

Combos:

Mind worm + Target Lock is wonderful because now standard attacks get up to 2 free rerolls.

WATCH ME PLAYING SPACE HULK DEATH ANGEL IN YOUTUBE:

Gameplay (English):

<https://youtube.com/playlist?list=PLP4fN-xRUVu2Jf1q1eqI-M4gPWhMnqz7-&si=Ixd2wJSK2bHpMgGq>

<https://www.youtube.com/playlist?list=PLr1C3GxB6VEiXF248jsbBeQ9zyyvRZT9y>

Gameplay (Spanish):

https://www.youtube.com/playlist?list=PLr1C3GxB6VEjPBQST7OZhk_NjJV6TvrIJ

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- Thanks to FFG and Corey Conieczka 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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