

Introduction

Most of the players will choose to play a Boarding Party from the Imperial Navy, Space Marines, Rogue Trader, Inquisition or Tau.

Each force listing gives you a reasonable, but not extensive set of options from which to create a boarding party. Feel free to add to this.

At the end of each section you will find points values for individuals and units, with various weapon combinations.

Imperial Navy Boarding Party

The Imperial Navy is often called upon to explore and clear Hulks. Space Marines are not always available. When they have to do so they form Boarding Parties which they arm and armour with whatever they have to hand.

Navy Squads consist of eight Ratings, including a Petty Officer.

Three such Squads make up a Boarding Party and have a small Command Squad and possibly some specialist support troops.

Navy Ratings and their Petty Officers are **Seasoned**. They are armed with a Shotgun or Laspistol, and a Cutlass (+1 in Close Combat). Ratings wear Flak **[Medium Armour]**.

One Rating in a Squad can also carry a Flamer, a Breaching Charge, or a Thermal Lance (Power Weapon).

A Command squad consists of a Lieutenant and 4 Guardsmen and are **Veterans**.

The Lieutenant has Flak Armour, a Bolt Pistol [a Pistol with 2FP] & Cutlass.

One Petty Officer, or a Veteran from the Command Squad, can be armed with a Meltagun [2FP, Range 10 squares, can affect Bulkheads & Hatches]].

One Squad can be designated as **Veterans**. These have Carapace **[Heavy Armour]**. If you wish some or all of these can be armed with **Combat Shotguns**.

One **Regulator** can be added to a Boarding Party. He is a **Veteran** and is armed with, Flak Armour, a Bolt Pistol & Cutlass. No figures in a Unit containing a Regulator can be Suppressed. He can also allow his Unit to reroll a failed activation roll by the simple expedient of shooting a man dead. He can do this but once per turn.

Points Costs

Navy Squad: 64 pts.

Veteran Squad: 104 pts.

Command Squad: 65 pts.

Flamer/Thermal Lance
or Breaching Charge: +5 pts.

Meltagun: + 10pts.

Regulator: 14pts.

Space Marine Strike Force

Most Space Marine Chapters are trained and armed for boarding and clearing actions.

These usually deploy in Boarding Squads of 5 Marines, including a Sergeant.

They are **Veterans** and are armed with Bolters [an **Assault Rifle** but with 3FP's] and **Grenades**.

The Sergeant can exchange his Bolter for a Bolt Pistol and a Chainsword, or a Plasma Pistol [a Pistol with 2FP's].

Space Marines wear **Power Armour**.

One of the Marines can exchange his Bolter for a Heavy Bolter or Flamer, He is capable of **Walking** and firing this weapon.

Space Marine Scouts are **Seasoned**. The Sergeant is a **Veteran**. They are armed the same as their Marine brothers, but they can exchange their Bolters for Shotguns. Space Marine Scouts have Carapace **[Heavy Armour]**.

Space Marine Terminators are **Elite** Space Marines from the 1st Company who wear Terminator Armour **[Battlesuits]**. They are armed with a Storm Bolter **[LMG]** and a Power Fist [+3 in close combat]. They can be deployed singly to support their lesser armoured brethren or in squads of five.

One Terminator in a squad can be armed with a Chainfist for breaching bulkheads. One can carry an Assault Cannon **[HMG]**.

A **Chaplain** is an Elite Space Marine who wears Power Armour and carries a Bolt Pistol and a Power Weapon [+1 in combat, ignores Armour Saves]. Any squad accompanied by a Chaplain gets +1 in combat and is immune to Terror.

A Space Marine force with at least four squads can have a **Captain**. He is an Elite Space Marine who wears Power Armour and carries a Bolt Pistol and a Power Weapon.

A Space Marine **Librarian** is identical to a Captain but can have two psychic powers. He carries a Force Weapon – [i.e. it ignores armour saves] that is +1 in close combat and +2 vs. Daemons.

Points Costs

Tactical Squad: 85pts.

Plasma Pistol for Sergeant +5pts.

Heavy Bolter or Flamer: +5pts.

Scout Squad: 56pts.

Terminators: 27pts each.

Chainfist: +5pts.

Assault Cannon: +10pts.

Chaplain: 21pts.

Captain: 20pts.

Librarian: 23pts.

Rogue Trader Salvage Crew

Rogue Traders often the ones who first find Hulks as they drift in deep space. The potential for profit drives them to investigate these ancient treasure houses.

A Rogue Trader boarding party consists of the Trader and his retinue, supported by his crew (count as Navy Rating squads, but without a Command Squad) and his Servitors.

A **Rogue Trader** is a dangerous opponent. Their equipment is the best that money can buy. Thus they are **Elite**, and have a 3+ armour save, their ranged weapon is the equivalent of a Bolter in effect, and they each have a Power Weapon. They will have a retinue of four highly competent

Henchmen. These are **Veterans**, each of whom is the equivalent of a Space Marine in arms and armour. However they will look like ordinary Imperial citizens.

Supporting this force a Rogue Trader may have up to six Servitors. A Servitor is a dangerous amalgam of man and machine.

A **Servitor** is **Seasoned**, has the equivalent of Carapace Armour, and each one is armed with one of the following:

- Heavy Bolter [HMG],
- Flamer [Flamethrower]
- Scything Blades (4 attacks in close combat),
- Chainfist.

Some Rogue Traders also board hulks accompanied by their **Astropath**. This is a **Veteran**, with a Laspistol, no armour and one of the following psychic powers: Force Dome, Machine Curse or Quickenig.

Points Costs

Rogue Trader: 20pts.

Henchmen: 18pts each.

Servitors: 15pts.

Astropath: 20pts.

Inquisition Investigation Team

There are a thousand reasons why a member of the Ordo Hereticus, Malleus or Xenos may choose to investigate a Hulk.

An **Inquisitor** is a formidable agent of the Imperium. His equipment is the best that his Ordo can provide. Thus he is **Elite**, and has a 2+ armour save. His ranged weapon is the equivalent of a Bolter in effect, and he will have a Power Weapon. He will have a retinue of four highly competent

Agents. These are **Veterans**, each of whom is the equivalent of a Space Marine in arms and armour. However they will look like ordinary Imperial citizens.

An **Inquisitor** may choose up to two psychic powers from the Imperial list below.

He may deploy one squad of Sisters of Battle if he is Ordo Hereticus, Grey Knights if he is Ordo Malleus, or Deathwatch if he is Ordo Xenos.

Grey Knights deploy as a squad of six **Elite** Space Marines in Power Armour. Each is armed with a Bolt Pistol and a Nemesis Force Weapon (this Power Weapon can affect Bulkheads & Hatches). Because of their specialized weaponry they are +2 in combat with Daemons.

They can also deploy in Terminator armour.

Sisters of Battle deploy as a squad of seven **Veteran** troops in Power Armour and armed with Bolters. One Sister can carry a Flamer or Meltagun, and another can carry a Heavy Flamer. Because of their faith they get a 4+ save against any Psychic Power used against them.

Deathwatch count as a squad of Space Marines, except that they are **Elite** and each squad chooses a specific Xenos race to specialise in (Eldar, Dark Eldar, Tau, Necron, Ork or Tyranid).

Against their chosen race they get +1 to all Expertise checks of any kind.

The Inquisitor can also deploy up to two squads of Veteran Imperial Ratings, each led by a Petty Officer.

Points Costs

Inquisitor: 25pts.

Agents: 18pts each.

Sisters of Battle Squad: 90pts.

Flamer: 5pts.

Meltagun/Heavy Flamer: 10pts.

Grey Knight Squad: 132pts.

Grey Knight Terminator Squad: 150pts.

Deathwatch Squad: 95pts

Psychic Powers - Imperial

A Space Marine Librarian or Inquisitor can choose his two powers from the list below.

All powers require a successful Expertise check before they work.

Smite: Counts as a Light AT Gun attack [range 12"].

Force Dome: Gives the Psyker and his unit +1 to their Armour Saves.

Machine Curse: Causes a single automatic hit to a visible vehicle within 24".

Avenger: Counts as a Flamethrower attack, but in a path one square wide and up to twelve squares long.

Quickenig: Psyker strikes first in close combat.

Might of the Ancients: +2 in close combat and can affect vehicles.

The Gate of Infinity: The Psyker and his unit can move 24" as a Run activation, ignoring intervening terrain, figures and vehicles.

The Vortex of Doom: This counts as a Heavy Cannon attack with a range of 12".

Tau Interdiction Team

It is only recently that hulks have appeared in Tau Space. Just like their Imperial enemies they cannot afford to leave these floating fortresses unboarded.

Fire Warrior boarding teams deploy in squads of 6. They are **Seasoned** and have a Jointed Carapace Armour giving them a 4+ save.

Most are armed with Pulse Carbines [**SMG** with a 20 square range]. They find the length of the Pulse Rifle to be a problem in such close quarters. One Fire Warrior can deploy with a Burst Cannon [**HMG**].

Fire Warrior teams can be accompanied by up to three **Gun Drones**. These can fly, are **Seasoned**, have 4+ armour and are armed with a Pulse Carbine. Drones cannot be Suppressed.

Drones can also be deployed in flights of 3-6 and then count as **Green**.

Pathfinders are the scouts of the Tau forces. They deploy in teams of 6 figures, are **Veterans**, and are generally armed and armoured just as a Fire Warrior squad.

One Pathfinder can have a Decryptor Pod. These can be used to unlock hatchways.

Tau forces are often supported by **Kroot** Hunter Kindreds. A Kindred numbers 6 figures. They are **Seasoned**, unarmoured and carry a Kroot Rifle [**Infantry Rifle**] that gives them +1 in close combat. They are led by a Shaper, a **Veteran** with a Pulse Carbine.

Even a small Tau Interdiction Team may be supported by 1-3, **XV-8 Crisis Battlesuits**. Battlesuit pilots are **Veterans**, with Battlesuit armour [2+ save] that can fly and has a variable weapons fit. They can choose three weapons from the following list:

- Burst Cannon [**HMG** with a 16 square range],
- Fusion Blaster [Meltagun],
- Missile Pod [RPG with 32 square range].

Choosing the same weapon twice makes it twin-linked, meaning you can reroll a failed attack once. Battlesuit pilots have multi-trackers that allow each suit to engage their weapons systems at two different targets at the same time.

A Battlesuit team can also have two Drones. These can be standard Gun Drones or be Shield Drones.

Shield Drones have 3+ armour [Force Shields] and are unarmed but can choose to take each incoming hit on the Battlesuit Team until they are destroyed. One Crisis Battlesuit Pilot can be designated as the Shas'vre force leader, in which case he is **Elite**.

Points Costs

Fire Warrior Squad: 78pts.

Burst Cannon: +5pts.

Gun Drones: 13pts each.

Pathfinder Team: 102pts.

Decryptor Pod: 10pts.

Kroot Hunter Kindred: 50pts.

XV-8 Crisis Battlesuit: 24pts.

Gun Drones: 13pts each.

Shield Drones: 8pts each.

Shas'vre Force Leader: 30pts.