

Introduction

The thing that makes Hulks dangerous are their Denizens. The foul and fearsome occupants who have either hitched a ride on the Hulk or made it their home base.

On this page are a number of the most common hitchhikers. There is no reason that you cannot create your own such as the Slavers.

Note that Eldar and Dark Eldar rarely use Hulks because they have a completely different way of travelling around the Universe and don't need these mouldering wrecks.

The Denizen player can choose to populate his Hulk with one race, or with a combination from the lists below.

Chaos Space Marines

The forces of Chaos frequently use hulks as bases from which to raid and terrorize Imperial worlds.

These are the same as Space Marines except:

1. They have no Scouts.
2. They are **all Elite**.
3. Chaos Terminators have Power Weapons instead of power fists.
4. Squads are led by Aspiring Champions.
5. Squads can be dedicated to a Chaos God:

God	Effect
Nurgle	+1 to Armour Saves.
Khorne	+1 to attacks in Close Combat.
Slaanesh	Attack first in Close Combat.
Tzeentch	Bolters have 4FP's.

An **Aspiring Champion** is Elite and armed like a Space Marine Captain. A Champion of any God except Khorne may have two Psychic Powers, a Champion of Tzeentch can have three.

Chaos Space Marines can summon lesser and greater **Daemons**. These appear next to the squad that summoned them. Daemons cannot be Suppressed.

A squad of ten lesser Daemons are **Veterans** with a 5+ armour save. They get +1 in close combat but have no ranged weapons.

A Greater Daemon replaces a Chaos Space Marine when it appears. It is a huge monster that is **Elite** and that gets four attacks at +4 in close combat. It has an armour save of 3+.

Chaos Space Marines can also be supported by **Chaos Crew**. These count as Seasoned, but are only armed with Pistols or Combat Shotguns. They have no armour. They deploy in mobs of 5-10 figures.

Points Costs

Chaos Space Marine: 22pts each.

Plasma Pistol for Sergeant +5pts.

Heavy Bolter or Flamer: +5pts.

Terminators: 32pts each.

Chainfist: +5pts.

Reaper Autocannon: +10pts.

Aspiring Champion: 30pts.

Aspiring Champion (Tzeentch): 32pts.

Lesser Daemon Squad: 80pts.

Greater Daemon: 25pts.

Chaos Crew: 7pts each.

Combat Shotgun: + 3pts per figure.

Psychic Powers - Chaos

An Aspiring Champion of Chaos can choose his powers from the list below.

All powers require a successful Expertise check before they work.

Doom Bolt: Counts as a Light AT Gun attack with a range of 18".

Warptime: The Aspiring Champion can reroll his dice to hit when firing and in close combat.

Gift of Chaos: Pick an enemy infantry figure within 12". They must make an Armour Save or be turned into a melted blob of flesh.

Wind of Chaos: Counts as a Flamethrower attack.

Lash of Submission [Slaanesh only]: Target an enemy unit or vehicle within 24". They must make an Activation roll or the Aspiring Champion can move them 6" in any direction he chooses [except off the table].

Nurgle's Rot [Nurgle only]: Roll one die for each enemy figure within 6" of the Aspiring Champion. On a 4+ they take a hit. Resolve as normal.

Bolt of Change [Tzeentch only]: This can target a single figure or vehicle within 24". It counts as a Light Cannon. Successful hits cannot be Suppressed.

Ork Freebootaz

Ork Freebootaz often infest hulks as they form excellent bases from which to invade other worlds.

Orks usually deploy in mobs of 12 Orks including a Nob. Ork Boyz are **Seasoned**. The Nob is a **Veteran**.

All Boyz in a mob are armed with either a Slugga [**Pistol**] & Choppa [+1 in Close Combat], or a Shoota [**Assault Rifle** but with 3FP's and 16" Range only].

In a Shoota Mob one Boy can carry a Big Shoota [**LMG**] or a Rokkit Launcha [**RPG**].

In a Slugga Mob one boy can carry a Burna [**Flamethrower** that is +1 in close combat as well]. All Boyz have thick hides and are inured to pain and injury, so they benefit from the equivalent of Light Armour [6+ save].

The Nob will have 'Eavy Armour which has a 5+ save. He may also have a Power Klaw [+3 in close combat]. A Power Klaw can attack vehicles.

For every three mobs of ordinary Orks one can be deployed as one of the following special types:

1. **'Ard Boyz** are Ork boyz with 'Eavy Armour.
2. **Skarboyz** are **Veterans**.
3. **Kommandos**. These have any cover save they enjoy one level higher.
4. **Hulkbustaz**. These are armed with Sluggas and special hulkbusta bomz [Breaching Charges]. They can have two Rokkit Launchas.

Some Orks like to deploy squads of 10- 20 **Grots** to divert fire, tie up the enemy and generally cause a nuisance. These are **Green** and are armed with Grot Blastas [**Pistols**]. They are led by an Ork Runtherd [counts as an Ork Slugga]. If so they count as **Seasoned** until they take a casualty.

If there are three or more mobs on the table they can also deploy a Warboss. He is **Elite** and has a Big Shoota [**LMG**], a Power Klaw and 'Eavy Armour. He can choose to have Mega-armour [2+ Save] instead. Instead of a Warboss the force can be led by a Big Mek. This is a **Veteran** ork in 'Eavy Armour who has a Kustom Force Field giving all Orks within 6" a 5+ Cover Save, and a Kustom Mega Blasta [**Light AT Cannon**].

Note that Orks cannot be suppressed by fire, they must take casualties instead. Grots take all casualties as suppression until all figures are down, further hits then cause casualties.

Points Costs

Ork Slugga Boyz Mob: 90pts.

Burna: +5pts.

Ork Shoota Boyz Mob: 101pts.

Big Shoota or Rokkit Launcha: + 5pts.

Power Klaw for Big Nob: +5pts.

'Ard Boys Mob: 101pts.

Skarboyz Mob: 112pts.

Kommando Mob: 112pts.

Hulkbustaz Mob: 124pts.

Grotz Mob: 38pts for 10 grots + Runtherd or 68 for 20 grots + Runtherd.

Warboss: 19pts.

Warboss in Mega-armour: 22pts.

Big Mek: 18pts.

Tyranids

Ahead of a hive fleet are a range of hidden infiltration forces. Seeking out new sources of minerals and genetic resources. Many hulks become part of this advance guard.

Tyranid organisms may lay dormant for generations awaiting their hulk to come out of the warp and attract boarders.

The commonest hulk Tyranid is the **Genestealer**. These are fast and deadly, and count as **Veterans** with two close combat attacks that hit at +2. Their chitinous exo-skeleton gives them a 5+ save. Genestealers cannot be Suppressed.

They ignore the first hit from explosive decompression and move at normal speed in a compartment that is decompressing.

Their razor sharp talons can cut through a light hatchway or bulkhead if they spend a full turn doing so.

Swarms of **Rippers** also infest hulks that have Genestealers on them. There are 3-6 bases of Rippers in a swarm. They are **Green** and have a 6+ save. Each base has two attacks in close combat. Rippers cannot be Suppressed.

Points Costs

Genestealer: 15pts each.

Ripper base: 10pts each.

Pirates

Not all humans subject themselves to the rule of the Imperium, nor are tempted by the lures of Chaos.

Many Pirates are outlawed Rogue Traders or Inquisitors who went a step too far. As a result they can be just as dangerous as any other Hulk Denizen.

All Pirate Crews have a **Captain**. He will be **Elite**, wear Heavy Armour and/or a Refractor Field giving him a 4+ save against any weapon. He will be armed with the equivalent of a Storm Bolter (LMG) and have a Power Weapon. He may swap this for a Power Fist.

His **Officers** (first mate etc.) will be **Veterans**, have heavy armour, bolt pistols and cutlasses or boarding axes.

The **Crew** will be the vilest scum one can imagine. Many will be quite mad and as a result impervious to pain. In game terms they are **Seasoned** and have a 5+ armour save regardless of what they are actually wearing.

Most will be armed with a Laspistol or Autogun, and carry a Cutlass or Boarding Axe. One in six may carry either a Heavy Stubber (HMG), a Meltagun, or a Breaching Charge.

The crew deploy in gangs of 5-10 figures, led by an Officer, or perhaps the Captain himself.

Some Pirate Captains also board hulks accompanied by a captured or tame **Astropath**. This is a **Veteran**, with a Laspistol, no armour and one of the following psychic powers: Doombolt (Chaos), Force Dome, Machine Curse or Quickening.

Points Costs

Pirate Captain: 20pts.

Pirate Officers: 13pts each.

Pirates: 8pts each.

Heavy Stubber or Breaching Charge: +5pts.

Meltagun: +10pts.

Astropath: 20pts