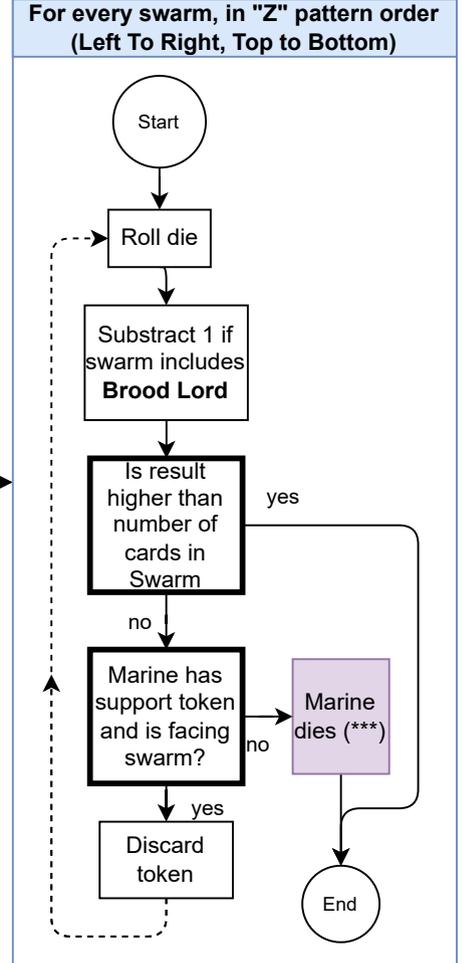
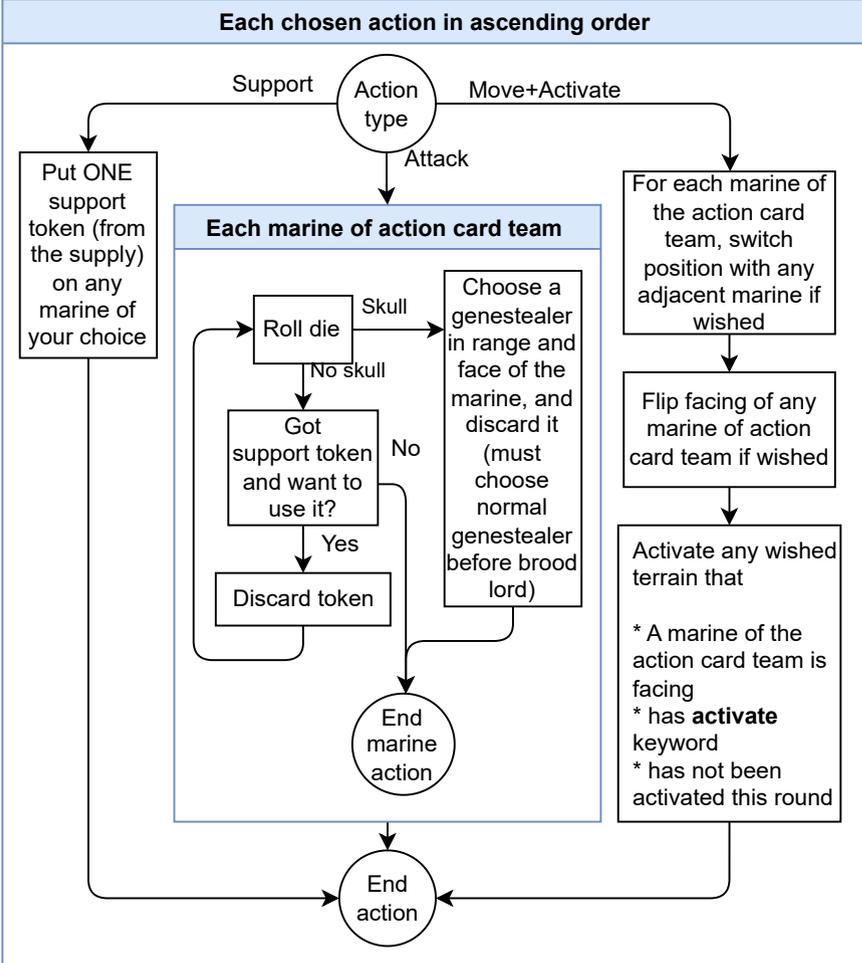


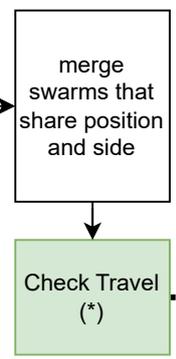
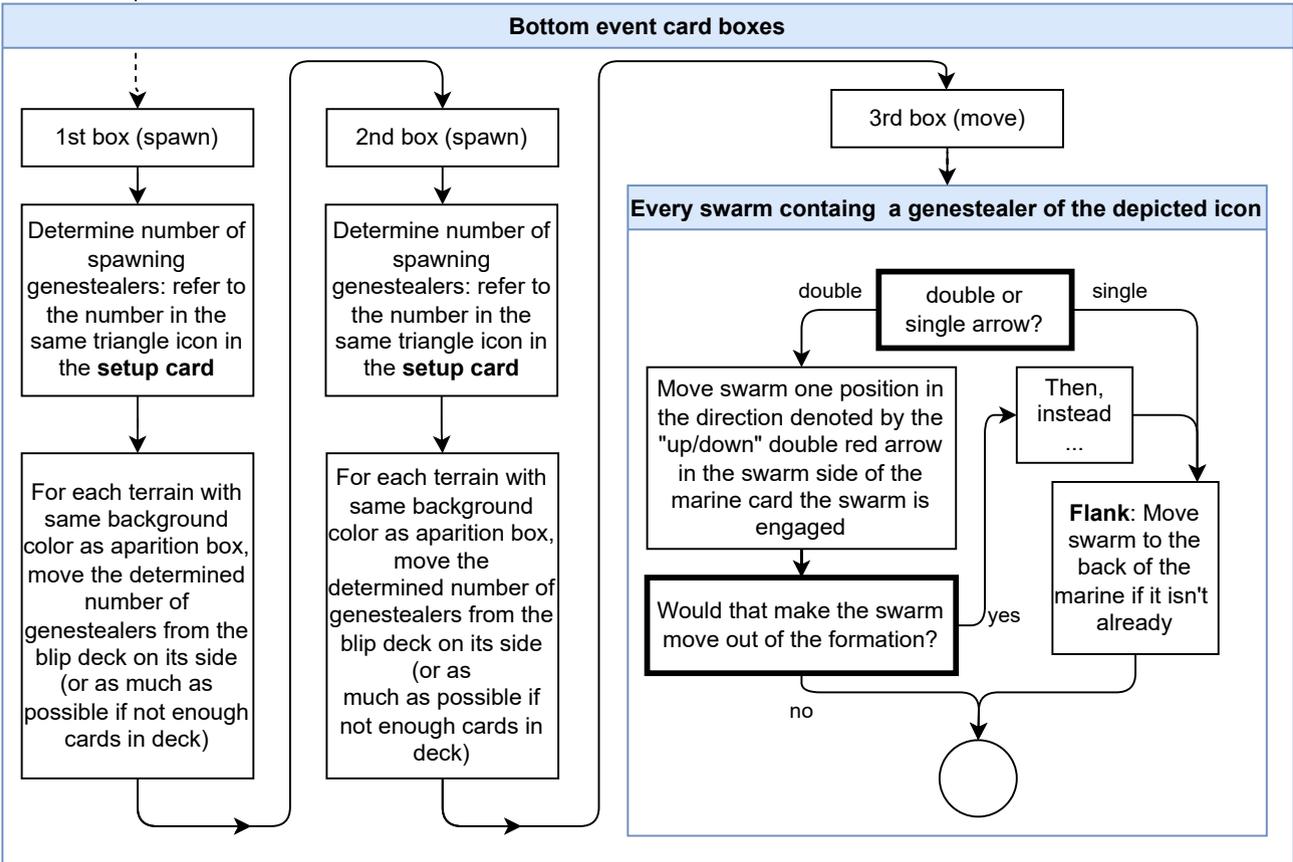
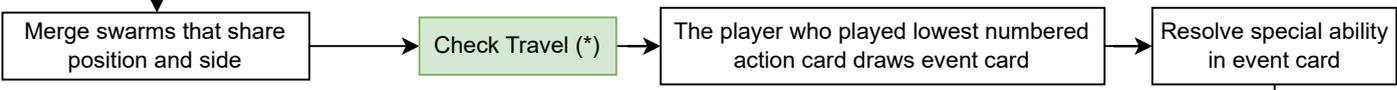
Start → Secretly, all players choose one action for each team under their control. The action doesn't need to be the same for all teams, but it cannot be the one played the last round by the team

Marines phase

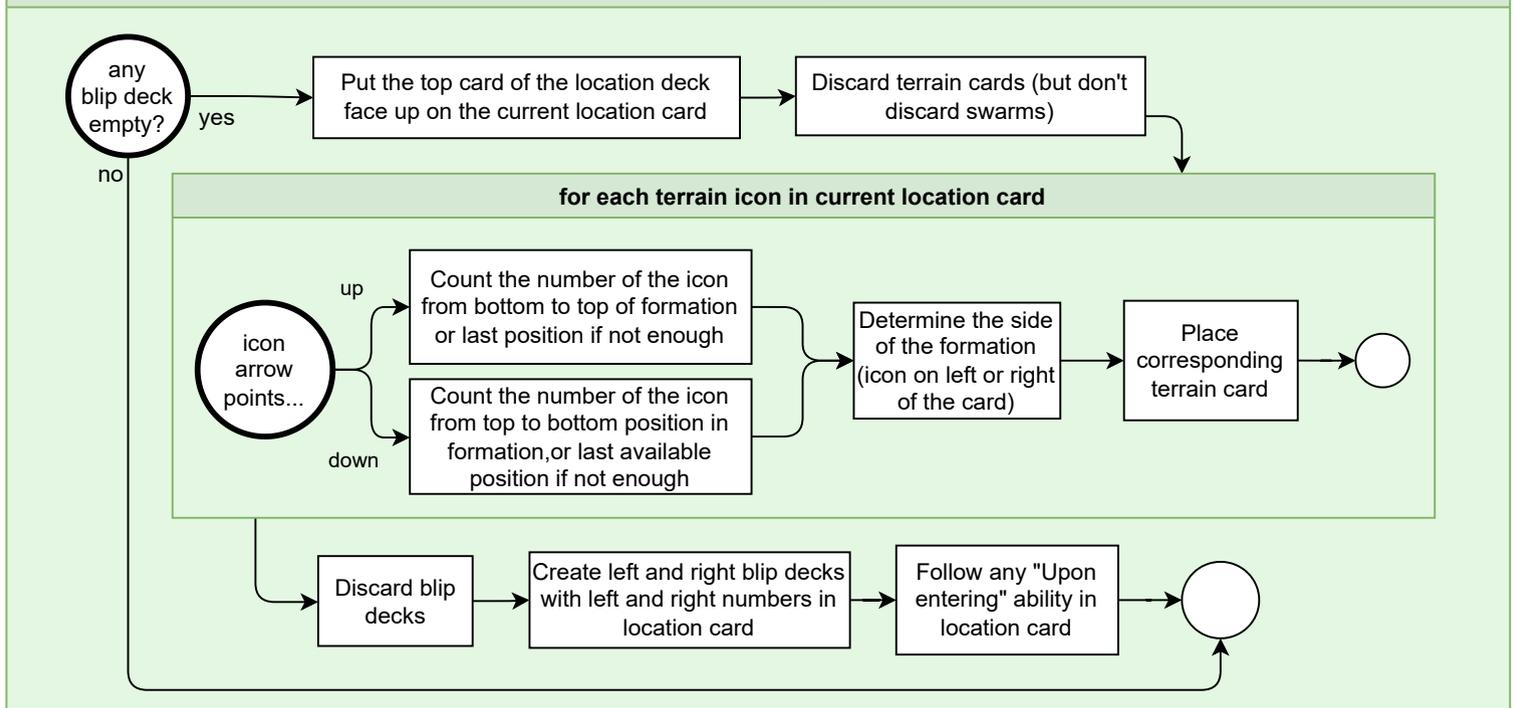
Genestealers phase



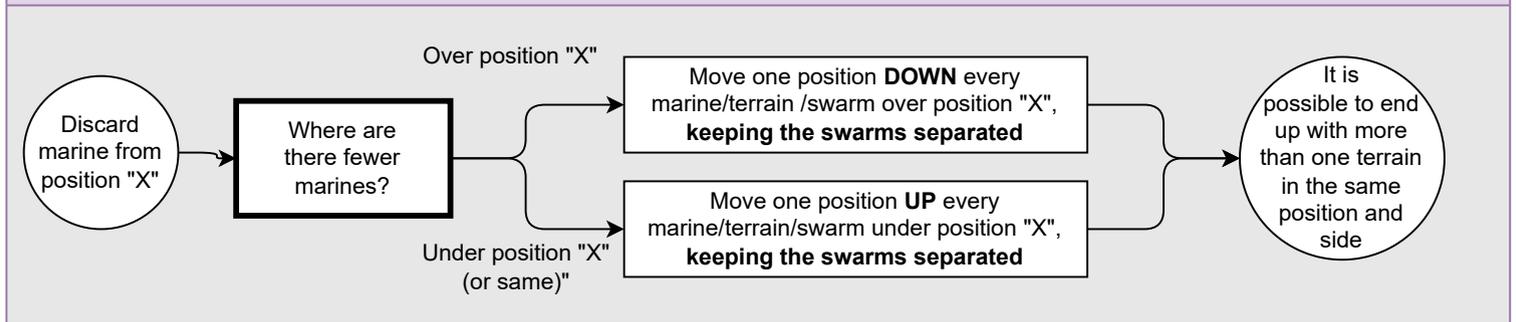
Event phase



Check Travel (*)



Marine dies (***)



Spawning genestealers when instructed as a special ability on an event card

