

Règles – Espaces confinés Rogue Trader

Règles des espaces confinés

En attendant l'arrivée de [Nexus Pariah](#), qui proposera pour Kill Teams début mars 2021 une extension en espaces confinés, voici les règles applicables pour Rogue Trader. Kill Team Rogue Trader est une boîte indépendante (nécessitant cependant le livre de base) proposant aux joueurs d'incarner des explorateurs à la recherche de mondes lointains affrontant les Gellerpox Infected, des ennemis infectés par le Chaos. La particularité de cette boîte propose des terrains de jeux en espaces clos (un vaisseau et un temple, grâce au plateau réversible). Plusieurs règles sont donc ajoutées aux règles de bases de Kill Team. Libre au joueur d'ajouter ces règles en partie « normale » s'il le souhaite. [Lire l'article sur les KillZones de Rogue trader.](#)

Ces règles figurent dans le manuel de Rogue Trader aux pages 22 et 23.

ULTRA-CLOSE CONFINES

Battles in confined spaces are a brutal affair. In the war-torn 41st Millennium such desperate struggles take place within buildings, along narrow hive corridors, aboard small spacecraft - wherever opposing forces meet. Combatants are often separated by a single wall, and the short ranges and obstructed views make such environments especially deadly. It takes a quick-thinking commander with nerves of steel to best manoeuvre their troops in such close quarters.

These rules describe playing missions in ultra-close confines. There is a double-sided gameboard included in this box - one side is the space shuttle *Truthawk*, while the other is the interior of the *Ministorum Shrine* upon *Asuka Noem*. If you are playing a mission that uses either of these boards you use all the normal K&B Team rules with the following additional rules:

Walls

Both sides of the gameboard have walls, represented by thin red lines. Walls are a special type of terrain feature that models cannot move, see or attack through. They use the following rules:

Measuring

Distances cannot be measured through these walls. Instead, players must measure around walls, using the shortest possible path.

In the example below, the *Multi-Spectral Augmenter* Tactic (pg 31) has been used to give *Black Vipers* an area of effect which affects friendly *EXTERMINATE* *STANDBYERS* models within 6" of it. Although *Larsen van der Graaf* is physically less than 6" away from *Vhase*, there is a wall between them - so he is not in range of the ability. The *Vindaman*, however, is in range - it is 6" from the *Vindaman* to the corner of the wall, and a further 2" to *Vhase*, totalling 8". Note that the distance is measured to the part of the *Vindaman* base that is closest to the corner around which the measurement is being made, as opposed to the part of the base that is closest to the *Rogue Trader*.



Movement

Models cannot move through walls. This includes models that can Fly and so normally ignore terrain for the purposes of Movement.

Visibility

In addition to the usual rules for determining if one model is visible to another, models cannot see through walls. This means that a model can see another model if it is possible to draw an imaginary straight line, within its width, from the closest part of the first model's base to any part of the other model's base, without the line crossing a wall.

In the example below, the *Glitching* is visible to the *Vindaman*, as a line can be drawn from the closest part of the *Vindaman*'s base to the edge of the *Glitching*'s base.



Fighting

Models cannot attack through walls.

Obscured

In addition to the usual rules for determining if a target is obscured (ie which you may need to get a model's eye view to look for intervening models and terrain), it is necessary to determine if any intervening walls may help to obscure the target. To do so, draw a straight line from the closest part of the attacking model's base to the target.

If the line can be drawn to all parts of the target's base without crossing a wall, they are not being obscured by any walls (model A, in the example opposite). Otherwise they are obscured (model B, in the example opposite).



Doors

Both sides of the *Rogue Trader* gameboard feature doors, the locations of which are shown on the following pages. By default, doors are closed at the start of a mission, in which case they block movement, visibility and measurements in the same way as a wall. Doors cannot be targeted or attacked by other player's models.

An *INFANTRY* model can open a closed door or close an open door if it either starts the Movement phase within 1" of the door and remains stationary that phase, or if it ends a normal move within 1" of it and there are no enemy models within 1" of it. A model cannot open or close a door if it is shaken or Routed, or if it *Advanced* or *Fell Back* in that phase.

If there are any enemy models (other than shaken models) within 1" of the door the model is trying to open or close, one can attempt to stop the door from being opened (or closed). If one does, the player controlling the two models roll off, and the winner chooses whether or not the door remains closed (or open).

If a door is opened, it is moved to one side (see below). The area that the door occupied is now referred to as an open doorway, and is treated as open ground until it is closed again.



If a door is closed, it is moved back to the closed position. If a model is standing in an open doorway when the door is closed (in either mode), they are in the way of the closing door, the door will not close, but you must roll a D6 for each model in that open doorway, on a 1, that model suffers a mortal wound as they are partially crushed by the door before it resops.

Tactics

When you are playing a mission on the *Truthawk* or in the *Ministorum Shrine*, you can use any of the following Tactics:

POINT-BLANK OVERWATCH

Truthawk/Ministorum Shrine Tactic

Use this Tactic when an enemy model declares a charge against a model from your kill team that is not shaken. If you do so, do not transfer *Overwatch* as soon as the enemy model declares its charge. Instead, the charging model's controlling player makes a charge roll as normal. If this is insufficient for the charging model to end its move within 1" of the target, no *Overwatch* is made. Otherwise, the charging model's controlling player moves it along a path during which you can intercept it once, at any point. When you do so, your model fires *Overwatch* as normal, using the charging model's current location. If the charging model is not taken out of action by this, continue moving the charging model.

[COMMAND POINT]

REMOTE ACCESS

Truthawk/Ministorum Shrine Tactic

Use this Tactic when an *INFANTRY* model from your kill team that is not shaken and did not *Advance* or *Fell Back* ends a normal move within 1" of a control point terrain feature (pg 24), and there are no enemy models within 1" of the same control point. Open or close one door on the battlefield as if your model were within 1" of it (allow up to D3 doors and/or open doorways instead if this model is a *Corvus Specialist*).

[COMMAND POINT]

A/ les murs

Les murs sont un type spécial de terrain et sont infranchissables, même pour le mot clé **Vol**. Ils imposent les règles suivantes :

Mesures & mouvements : il est impossible de franchir les murs, il faut donc les contourner. Cela impose de modifier la mesure pour les mouvements (M) des figurines. Il est donc impossible d'aller en ligne droite si un mur vous sépare de votre destination, il conviendra d'ajouter les segments de mouvements pour contourner un mur ou tourner à un angle (voir exemple ci-dessus).

Visibilité : les murs rendent invisibles les figurines se trouvant derrière et dont aucune partie ne dépasse. En effet il est impossible de voir à travers les murs. Pour savoir si une figurine est visible, les règles indiquent qu'il faut tracer une ligne d'1mm de large du point le plus proche du socle de

la première figurine jusqu'à n'importe quel socle de l'autre figurine sans traverser un mur.

Combats et tirs : il est impossible de combattre à travers les murs.

Masqué : Les murs peuvent masquer une figurine. Pour savoir si une figurine est visible, mais masquée, il faut essayer de regarder « par les yeux de la figurine ». Il faut tracer une ligne droite depuis le point le plus proche du socle de la figurine jusqu'à la cible. Si la ligne peut-être tracée sans qu'aucun point du socle de la cible ne traverse un mur (façade à façade dans un couloir par exemple) : la figurine n'est pas masquée. Dans le cas contraire elle est masquée. Donc, un simple petit morceau du socle est masqué par un mur, la cible est considérée masquée.



B/ les portes

Les portes sont considérées comme des murs si elles sont fermées et comme éléments invisibles quand elles sont ouvertes. Les portes ne peuvent être que fermées ou ouvertes (en totalité). Par défaut, dans les missions de Rogue Trader, les portes sont fermées en début de mission.

Seules les figurines d'**Infanterie**, peuvent ouvrir ou fermer les portes. Pour ce faire, la figurine doit se trouver à 1" de la porte au début ou à la fin de la phase de Mouvement. Si la figurine commence sa phase de mouvement à 1" d'une porte, elle

peut l'actionner, mais ne pourra pas bouger à ce tour. Une figurine peut fermer ou ouvrir une porte si son mouvement se termine à 1" de la porte et qu'aucune figurine ne soit à 1" d'elle. Les figurines **secouées, préparées, ayant battu en retraite ou avancé** ne peut pas ouvrir ou fermer de portes.

Lorsqu'une porte se ferme, et si une figurine se trouve sur sa trajectoire : la porte ne se fermera pas. Cependant la figurine sur la trajectoire risque d'être blessée : on tire 1D6. Sur un 1, elle subit une blessure mortelle.



Ce site propose quelques fiches permettant de comprendre les mécaniques de jeu. Ce sont des "mémos", mis la disposition de tout le monde. En cas d'inexactitudes ou imprécisions dans ces pages merci de me [contacter](#).

Article proposé par Astartes.Space.