

# SPACE HULK®



RULEBOOK



# CONTENTS

---

Space Hulk	3	Reinforcements Phase	16
How to Play	4	Mission Status Phase	18
The Models	5	Ladders & Objects	18
Other Playing Pieces	6	Space Marine Wargear	19
Space Hulk Rules	8	Librarians	22
Command Phase	9	The Broodlord	23
Action Phase	10		



---

## PRODUCED BY GAMES WORKSHOP

Copyright © Games Workshop Limited 2014. Space Hulk, GW, Games Workshop, the Games Workshop logo, Citadel and the Citadel Device, 'Eavy Metal, the Double-headed/Imperial Eagle device, Space Marine, Tyranid, Warhammer, 40K, Warhammer 40,000 and the Warhammer 40,000 device, White Dwarf and all associated marks, logos, names, places, characters, creatures, races and race insignia, illustrations and images from the Warhammer 40,000 universe are either ®, TM and/or © Games Workshop Ltd 2014, variably registered in the UK and other countries around the world. All Rights Reserved.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

**games-workshop.com**

Games Workshop Ltd.  
Willow Road, Lenton  
Nottingham  
NG7 2WS  
UK



# SPACE HULK

**Space Hulk is a game of desperate conflict between the Imperial Space Marines and the fearsome alien Genestealers. The action takes place on an ancient interstellar vessel known as a space hulk. Only one side will survive this deadly conflict and emerge victorious.**

In Space Hulk, one player commands a force of superhuman Space Marine Terminators, while the other controls a force of the alien Genestealers. These two sides battle against each other within the labyrinthine corridors and rooms of a gigantic derelict starship. Each side has its own goals and objectives, and is determined to achieve these while crushing the opposition.

The Imperial Space Marines are the most powerful warriors of Mankind, defenders of humanity and guardians of the Imperium. All of the Space Marines in the Space Hulk game wear thick Terminator armour and are equipped with awesome firepower. Only Space Marines are brave and determined enough to enter the horror-infested space hulk and face the dreaded Genestealer menace that lurks within.

Opposing the Space Marines are the insidious, repulsive and horrific Genestealers. These alien creatures come from deepest space with one purpose: to destroy. They are savage, six-limbed beasts with fangs and claws that can rip through the thickest armour with ease. Incredibly strong and lightning fast, supremely adapted for killing, Genestealers are virtually unstoppable.

Space Hulk is a stand-alone board game based on the deadly battles fought between the Imperial Space Marines and the alien Genestealers. Everything you need to play the game is in this box. The game is easy to learn but hard to master, and makes for fast and furious action as you play through the many different missions that are available. Each mission is different from the rest and each presents its own unique challenge. It's a bit like getting sixteen different games all in one box.





# HOW TO PLAY

**A Space Hulk game starts by picking one of the missions from the Mission Book. Each mission is based on a deadly battle that took place between the Space Marines and the Genestealers. The Mission Book explains what each side must do to win, how the board is set up, where the starting models will be deployed, and if any special rules apply to the mission.**

The game progresses with each player taking turns to move and fight with the forces under their control. The Space Marine player has a limited amount of time to complete his turn and must make his moves as quickly as possible to avoid running out of time. The lightning fast reactions of the Genestealers mean that the Genestealer player may take as long to complete his turn as he wants.

The Space Marine forces are represented by the red plastic Space Marine models, while the Genestealer player uses the blue plastic Genestealer models and the card blip counters. The blip counters represent 'contacts' on the Space Marine scanners that indicate hostile Genestealers are in the area. Exactly how many Genestealers will not be known until the blip is revealed.

The blip counters appear first on the areas of the board indicated as being Genestealer entry areas. These areas are the only places where the Genestealer player can bring blips on to the board. Blips can lurk of the board waiting for the right moment to strike, or move onto the board straight away so they can quickly launch an attack.

After they're deployed, the Genestealer player moves the blips swiftly towards the Space Marines, keeping them face down to conceal their true strength from the Space Marines until the very last minute! A blip is only revealed when a Terminator can see it, at which point the counter is replaced with the appropriate number of Genestealer models.

The Space Marines play a tactical game of moving and shooting, trying to avoid close combat where possible – even their mighty Terminator suits are no match for the razor-sharp claws and fangs of a Genestealer. At long range, on the other hand, the Genestealers are vulnerable to the hail of fire laid down by the Space Marines' powerful storm bolters. Meanwhile the Genestealer player will be using his superior numbers and speed to reach the Space Marines and tear them apart with fang and claw.

The game finishes when one side or the other achieves their mission objective. Space Hulk plays very quickly, so you may then want to swap sides to see if you can do better than your opponent when the tables are turned.

## BOX CONTENTS

### MODELS

- 12 Space Marine Terminators:
  - *Sergeant with power sword*
  - *Sergeant with thunder hammer*
  - 6 *Space Marines with storm bolters*
  - *Space Marine with heavy flamer*
  - *Space Marine with assault cannon*
  - *Space Marine with lightning claws*
  - *Librarian with force axe*

### 22 Genestealers

- 1 Broodlord
- 1 Dead Space Marine
- 1 Artifact
- 1 C.A.T.

### BOOKS

- The Space Hulk Rulebook
- The Space Hulk Mission Book

### COUNTERS

- 22 Blips:
  - 9 x '*one Genestealer*'
  - 4 x '*two Genestealers*'
  - 9 x '*three Genestealers*'
- 21 x Genestealer Entry Area
- 4 x Breach
- 10 x Overwatch/Jam
- 10 x Guard
- 6 x Command Point
- 12 x Ladder Up/Down
- 6 x Flamer Marker
- 5 x Power Field Generator
- 10 x Space Marine Controlled Area
- 1 x Force Barrier
- 1 x Assault Cannon Ammunition
- 1 x Psi Points
- 1 x Turn

### BOARD SECTIONS

- 28 Corridors
- 11 Rooms
- 8 Crossroads
- 8 T-Junctions
- 6 Corner Sections
- 6 Dead Ends
- 4 End Pieces
- 1 Offset Crossroad
- 2 Disposal Chutes
- 2 Boarding Torpedoes
- 2 Boarding Torpedo Ramps
- 1 Turbo-Lift
- 2 Turbo-Lift Entrances

### DOORS

- 20 Doors
- 20 Plastic Stands

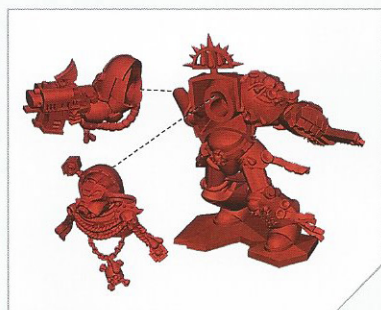
### OTHER

- 5 Dice
- 1 Mission Status Display
- 1 Timer

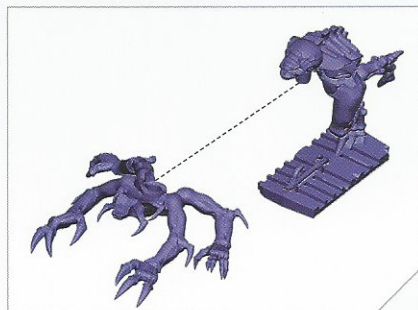


# THE MODELS

All the models consist of several different components that clip together. Select a model you want to assemble and carefully remove all of the components from the frame. The models will better survive the wear and tear of battle if you glue them together using plastic glue, and they will look considerably more attractive if you paint them using acrylic paints from the Citadel range.



Each model clips together ready for play.



You can glue the parts in place if you wish.

Refer to the pictures on the side of the box or the back page of the Missions Book when assembling your models.



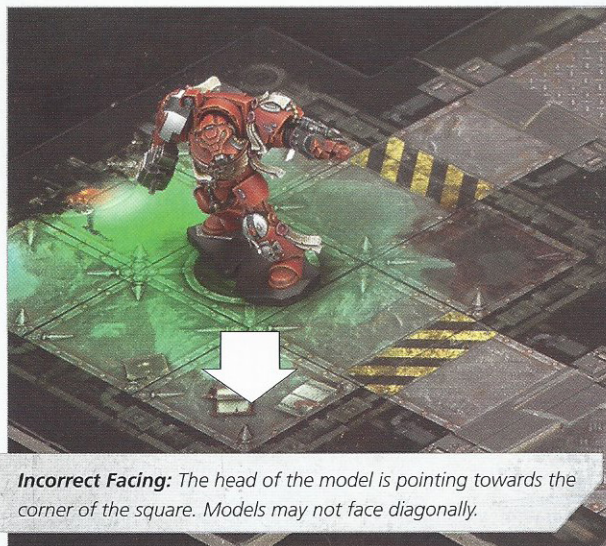
## FACING

During the game the models are placed on the squares on the board to show their location. Each model must face one side of the square it is occupying – it cannot face diagonally.

The facing of a model is determined by the head of the model – the direction that the model is looking is the direction it is facing. If the facing of a model is unclear, simply tell your opponent which way the model is facing.



**Correct Facing:** The head of the model is pointing towards the side of a square. It is facing in this direction.



**Incorrect Facing:** The head of the model is pointing towards the corner of the square. Models may not face diagonally.



# OTHER PLAYING PIECES

## MISSION BOOK

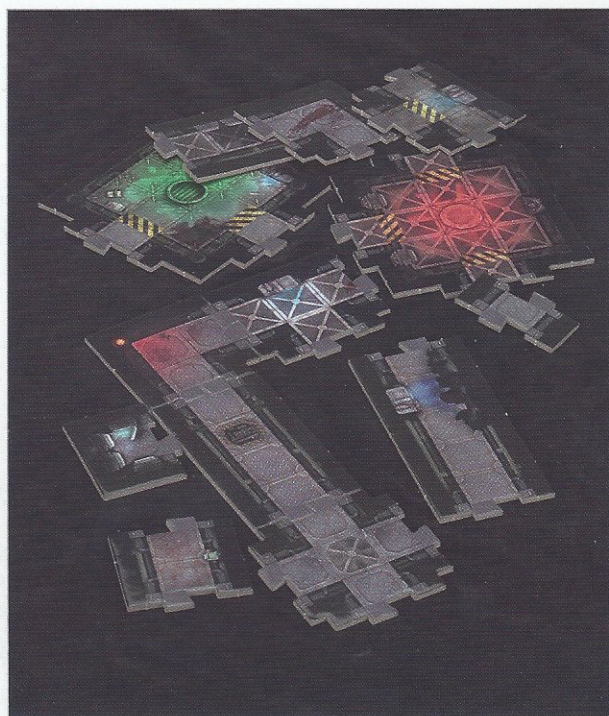
Space Hulk is played by fighting missions. Before starting, the players must choose a mission from those included in the separate Mission Book. Each mission shows how to set up the game board and which models will be used, and has a set of victory conditions that each side is trying to achieve in order to win the game.



## THE GAME BOARD & BOARD SECTIONS

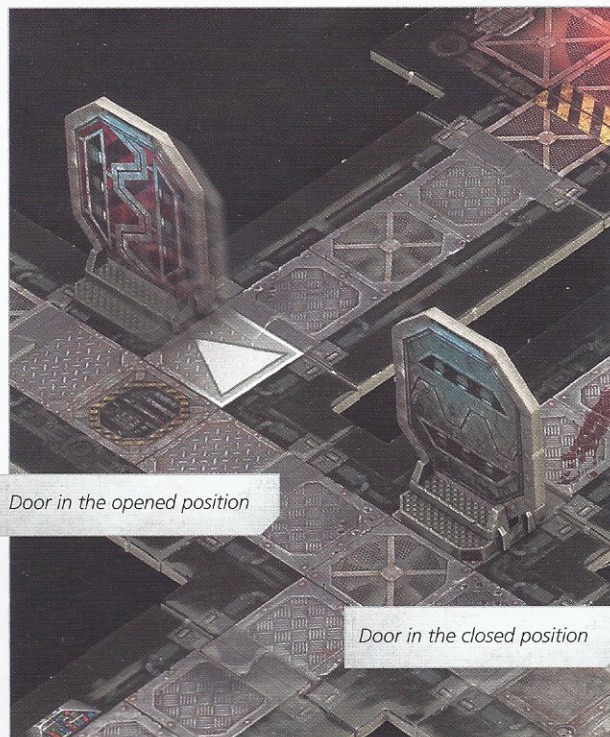
The corridors, junctions and rooms of the Space Hulk are represented by the board sections included with the game. They are designed to 'jig' together to create a map on which the mission is played. Each mission has a specific map that shows how the board sections are set up.

To regulate movement, the board is divided into squares, sometimes referred to as spaces. Each square can hold one Genestealer or Space Marine model or blip counter. Note that although some squares look badly battle damaged this has no effect on play and does not stop a model moving into the square.



## DOORS

Space Hulk includes a number of cardboard doors. These are designed to be placed in the special stands included with the game, so that they can stand up. The location of any doors needed for a mission will be shown on the mission map.



*Door in the opened position*

*Door in the closed position*

## THE TIMER

To represent the tense environment and split-second decision-making of combat aboard a space hulk, the Space Marine player has only a limited amount of time to perform his turn. The amount of time is determined by the sand-filled timer included with the game.

## THE DICE

The dice (or D6 for short) included with the game are used to resolve the results of shooting and hand-to-hand combat.





1. Mission Status Display
2. Command Points Track
3. Assault Cannon Ammunition Track
4. Turn/Psi Track
5. Genestealer Entry Area
6. Assault Cannon Ammunition Counter
7. Assault Cannon Ammunition Reloaded Counter
8. Psi Points counter
9. Command Points Counter
10. Jam Counter
11. Overwatch Counter
12. Guard Counter
13. Space Marine Controlled Area
14. Power Field Generator – Damaged
15. Power Field Generator – Undamaged
16. Force Barrier Counter
17. Ladder Down
18. Ladder Up
19. Flamer Marker
20. Turn Counter
21. Blip – Face Down
22. Blips – Revealed



## BLIPS

The Genestealers' exact numbers are initially unknown to the Space Marines, and this is represented by the use of face-down blip markers (or simply blips). Each face-down blip could be 1, 2 or 3 Genestealers. The Space Marine player may not look at the value of blips, allowing the Genestealer player to gather and move his forces with a degree of secrecy until the exact dispositions of the Genestealers are revealed during the course of the game.

## MARKERS & COUNTERS

There are a wide number of different counters included in the game. These are used to show how much ammunition a Space Marine has remaining or if their gun has jammed, and so on.

## MISSION STATUS DISPLAY

Space Hulk includes a mission status display board that is used to keep track of various pieces of information during the game. For example, it is important to keep track of the number of command points the Space Marines use, and you will need to keep track of the ammunition used by an assault cannon or the psi points used by the Space Marine Librarian, and, in some missions, how many turns have elapsed. The mission status display has tracks and counters that are used to record all this information during the game.



# SPACE HULK RULES

**Once you have the board set up and the models deployed, as described in the Mission Book, you are ready to play. Every game of Space Hulk is played through in a series of turns – first the Space Marine player, and then the Genestealer player. Each turn is further broken down into a number of phases.**

When it is your turn you may move and fight with all of the models under your command. The turn sequence below summarises what each player does in his turn, and the order that these activities are carried out in.

At the start of their turn each player gains extra help – the Space Marine player gains command points, which allow his Space Marines to carry out extra actions during the turn, while the Genestealer player can bring extra blips and models into play. The next thing the players do is to move and fight with their models.

The Genestealer player may take as long as he likes over his turn, but the Space Marine player only has a limited time in which to complete his turn, representing the difficulty of fighting against creatures with the lightning-fast reactions of the Genestealers.

After the players have completed their turns there is a Mission Status phase which is used to tidy up the board and remove any counters or markers that are no longer needed, and to check if either player has won the game.

## Command Points Overview

The Space Marine player has command points, which allow Space Marines to carry out additional actions such as moving extra squares or taking an extra shots at a Genestealer. In the Space Marine player's turn, he can spend command points without restriction, interrupting another Space Marine's actions if desired, in order to carry out the desired action. In the Genestealer player's turn, the Space Marine player must wait until one of his Space Marines sees a Genestealer do something. Then he can decide if he wants to spend command points to carry out one action with a single Space Marine anywhere on the board (not just the one that saw the action).

## SPACE MARINE TURN

### Command Phase

First the Space Marine player must see how many command points he has for the turn, as explained later. Then the Genestealer player starts the timer.

### Space Marine Action Phase

Next the Space Marine player may move, shoot and complete any other actions with each of the Space Marines under his command. When the timer runs out the Space Marine Action phase ends immediately.

## GENESTEALER TURN

### Reinforcements Phase

At the start of his turn the Genestealer player sees how many reinforcement blips he gets this turn and places them beside the entry areas on the board, as explained later.

### Genestealer Action Phase

The Genestealer player carries out actions with the Genestealers and/or blips under his command.

## MISSION STATUS PHASE

Once the Genestealer player has completed his Action phase, the turn ends with any necessary record keeping in the Mission Status phase.



# COMMAND PHASE

At the start of the game take the six command point counters and place them in a mug or similar opaque container. Then, in the Command phase the Space Marine player draws a command point counter at random from the container, to see how many command points he will have for the turn. After examining the counter he places it face down on the '0' space on the command track of the mission status display board, without showing it to the Genestealer player.

## Space Marine Sergeants

Space Marine Sergeants are veterans of a hundred battles, trained to issue commands that will be followed without question. To represent this, as long as there is at least one Space Marine Sergeant on the board, the Space Marine player may choose to return the command counter he has drawn to the container, shake the counters up, and draw a replacement counter. He must use the replacement counter, even if it has a lower value than the counter that was first drawn.

## Using Command Points

Command points can be used by the Space Marine player in both the Space Marine turn and the Genestealer turn in order to allow Space Marine models to carry out extra actions. How this works is summarised on the left, and explained in detail in the relevant rules sections.

## Keeping Track of Command Points

The command points counter is placed face down on the '0' space on the command point track of the mission status display. It is the Genestealer player's responsibility

to move the marker along the track whenever the Space Marine player spends command points.

The command points counter is revealed in the Mission status phase at the end of the turn, although the Space Marine player can check it freely to see how many points he has left. The Space Marine player is not allowed to use more command points than the number shown on the counter, and if he has used more command points than he had available then he immediately loses the game.

## The Timer

The Space Marine player only has a limited amount of time to complete his Action phase, which is kept track of with the timer included in the game. It is the Genestealer player's responsibility to start the timer. He does this after the Space Marine player has placed the command points marker on the '0' space of the mission status display. When the timer runs out the Space Marine turn ends immediately! Complete any action that the Space Marine player was in the process of carrying out, and then start the Genestealer turn.

*A game of Space Hulk is reaching its climax. The mission status display shows that the Space Marines have used four command points so far this turn. They have two shots left in the assault cannon before it must reload, and the Librarian has six remaining psi points.*





# ACTION PHASE

The bulk of the Space Hulk rules deal with how models and blips move and fight on the board. This is conducted in each player's Action phase. In the Action phase each model under a player's command receives a number of action points that the player can use to have the model carry out actions.

## ACTION POINTS

During the Action phase each model or blip has a certain number of action points (AP) to spend on actions, as shown in the chart below.

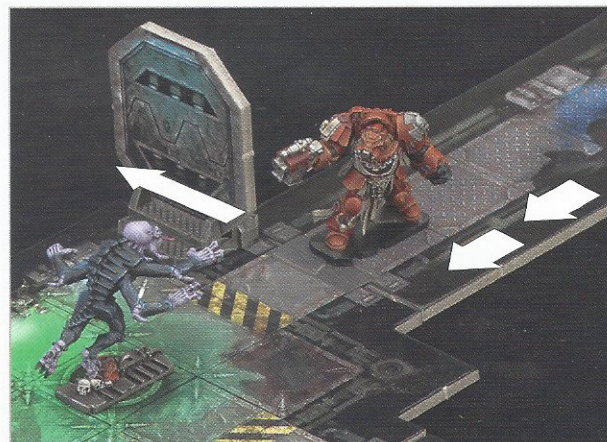
### Action Point Allowance

Space Marine	4
Genestealer	6
Blip	6

## Actions

Action points are used to carry out actions. Each action costs a certain number of AP to perform. The actions and their AP costs are collected together on the summary chart below and explained in detail later on in this rules section. Possible actions include moving, opening and closing doors, shooting and attacking the enemy in close assault.

In his Action phase the player activates the models and blips under his command one at a time. When a piece is activated it expends action points to carry out actions until the player wishes to stop or the piece has run out of



*It is the Space Marine Action phase. The Space Marine player activates a Space Marine model that is near a doorway, and may now spend 4 action points to carry out actions with the model. The Space Marine moves forward two squares (2 action points), opens the door (1 action point), and then shoots at the Genestealer (1 action point). The player may then activate another model, and so on until all Space Marine models have been activated or the timer runs out. He may not go back to a Space Marine he has already used except by spending command points.*

## ACTION POINT TABLE

Space Marines: 4 Action Points

Genestealers & Blips: 6 Action Points

Action	Space Marine	Genestealer	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90 degrees	1*	1	-
Turn 180 degrees	-	1	-
Fire storm bolter or assault cannon	1	-	-
Set overwatch/guard	2	-	-
Clear jammed storm bolter	1	-	-
Fire heavy flamer	2	-	-
Close assault	1	1	-
Open/close door	1	1	1

\* The Space Marine may fire a storm bolter or assault cannon as part of the same action, after moving, at no additional cost in APs

\*\* The Genestealer may turn 90 degrees as part of the same action, before or after moving, at no additional cost in APs



action points to use. Actions are performed one at a time, and each action must be completed before moving on to the next one. Once all models and blips have performed their actions the player's turn is over. A player may only activate one model or blip at a time and once that piece has completed its actions it may not be activated again except to use command points – the players must plan their turns so that they do not have to swap back and forth between pieces.

## COMMAND POINTS

Each turn the Space Marine player gets a number of command points. These allow the Space Marines to take extra actions in addition to their normal allowance of 4 action points, and can even be used in certain situations during the Genestealer turn.

When used in the Space Marine turn, command points are treated exactly like additional action points that can be spent performing actions. They may be spent on the same Space Marine, or spread out over several as the player sees fit. Command points can be used on a Space Marine model at any time during the Action phase, even if the Space Marine has already been activated, or if it interrupts another Space Marine's activation.

The Space Marine player can also use command points in the Genestealer turn to react to the actions of his opponent. They can be spent to perform actions out of sequence – so command points could be used to fire a weapon, close a door and so on during the Genestealer turn.



*It is the Genestealer Action phase. The Genestealer uses an action point to move forward a square. In response the Space Marine player declares he will spend a command point to take a shoot action. The shooting attack happens before the Genestealer takes its next action or any overwatch shots are taken.*

Command points can only be spent in the Genestealer turn if a Space Marine model has line of sight to a Genestealer that has just completed an action (line of sight is explained under Shoot Actions on the next page). Each

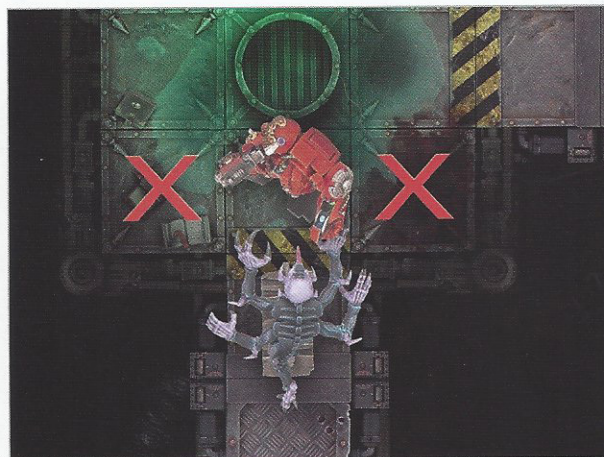
action witnessed allows one Space Marine to perform one action (this can be an action that costs 2 APs). The Space Marine's action happens immediately after the Genestealer's action is complete, before overwatch, and before the Genestealer carries out its next action.

## MOVE & TURN ACTIONS

A Genestealer, Space Marine or blip is allowed to take 'move' or 'turn' actions. Move actions allow the model or blip to move one square, and turn actions allow them to change their facing. The number of APs it costs to carry out the action varies depending on how difficult it is to carry out, as described below.

**Move:** It costs 1 AP to move one space forwards, or diagonally forwards, and 2 APs to move backwards one space or diagonally backwards one space. Blips are an exception to these rules, and can move in any direction for 1 AP (see the rules for blips later on). Space Marines may not move sideways – they must turn to face before moving into the square. Genestealers can move sideways at a cost of 1 AP.

A model or blip cannot move through another model, blip, or a closed door. A model also cannot move diagonally if this means it would pass between two squares containing a wall or a model – see the example below.



*The Genestealer may not move into the squares marked X, as it would have to move between the Space Marine and the wall.*

**Turn:** Genestealers may turn 90° to the left or right as part of a move action. The turn is made before or after the move (but not both), and does not cost any action points or count as a separate action. All other turns are taken as a separate action. Space Marines may turn 90° to the left or right for 1 AP. Genestealers may turn 90° or 180° for 1 AP.





*This diagram shows how many action points it costs the Genestealer to move into an adjacent square.*



*This diagram shows how many action points it costs the Space Marine to move into an adjacent square. Note that the Space Marine cannot move sideways.*

## Exiting the Map

In some missions models can exit the board at exit points shown on the mission map. In order to do so the model must 'move' into an imaginary square off the board at the exit point. It may not subsequently return.

## Doors

Doors block lines of sight and movement when closed, but when open have no effect on the game. Doors start the game closed. To open or close a door a model must be within one square of the door, and with the door in one of its three forward squares (even if the door is 'around a corner'). It costs 1 AP to open or close a door. A door may not be closed if its square is currently occupied by a Space Marine, Genestealer, blip or object.

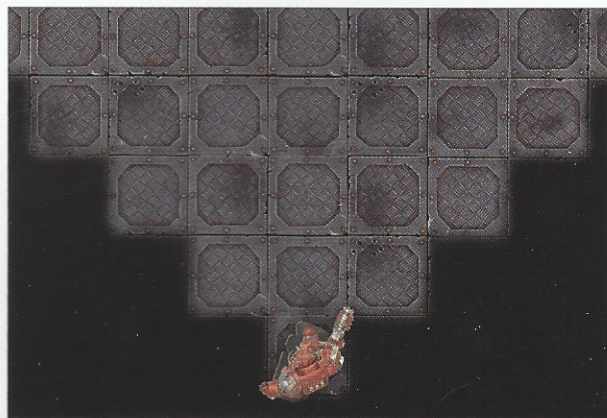
## SHOOT ACTIONS

Space Marines are armed with storm bolters and powerful heavy weapons. They may fire these at Genestealer models and closed doors by taking a shoot action.

The cost of a shoot action varies depending on the weapon being used: it costs 1 AP to fire a storm bolter or assault cannon, and 2 APs to fire a heavy flamer. Genestealers have no ranged weaponry at all and must rely on close assault to kill their enemies.

## Line of Sight

In order to be able to shoot at something, the Space Marine must be able to see it. A Space Marine can see squares in its forward arc, as shown in the diagram below. A model can see an unlimited distance as long as there is nothing in the way. If there is a model, wall, burning square or door in any square between the Space Marine and his target then he cannot see it.



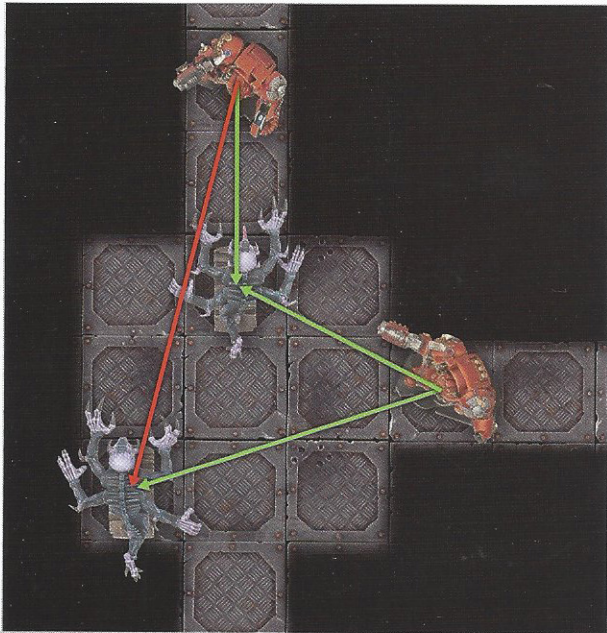
*This diagram shows which squares are considered to be in the model's forward arc. As you can see, the forward arc widens from three squares, to five, then seven and so on.*

## Tracing a Line of Sight

If the line of sight between two models is in doubt, trace a straight line from the centre of the square occupied by one model to the centre of the square occupied by the other. The line of sight is blocked if any part of the line passes through a wall or burning square, or through a square that is occupied by a Space Marine, Genestealer, blip, door, power field generator, or force barrier. All of these things are referred to as 'obstructions'.

Obstructions in the attacker and target's own squares never block the line of sight.





The Space Marine on the right can see both Genestealers. The other Space Marine can only see the closest Genestealer, as his line of sight goes through the square occupied by the first Genestealer, which blocks it to the Genestealer that is further away.

### Blocked Diagonals

If the line of sight passes diagonally between the corners of two squares, it is only blocked if both of the squares contain obstructions to the line of sight. This is similar to the rule that restricts diagonal movement between two squares (see page 11 – the Genestealer does not have a line of sight to either of the squares marked with a red X).

### Range

Sometimes shooting has a limited range. To see if the target is within range, count the number of squares between the Space Marine and the target, including the target's square but not the Space Marine's.

### Destroying The Target

When a Space Marine carries out a shoot action, one or more dice will be rolled, and if they roll high enough the target will be destroyed. For example, a Space Marine firing a storm bolter rolls two dice and will destroy the target if either dice rolls a 6.

Space Marines can carry a variety of ranged weapons, including storm bolters, assault cannons and heavy flammers. The rules for these weapons and the rolls they require to destroy the target can be found in the Space Marine Wargear section of the rulebook (pages 19-21). After any casualties have been removed, the shoot action is complete.

## OVERWATCH ACTIONS

A Space Marine armed with a storm bolter or assault cannon can spend 2 APs to set himself in overwatch, which will last until the end of the turn. A Space Marine with a heavy flamer may not be placed in overwatch.

When in overwatch the Space Marine is standing ready to fire and this allows him to shoot during the Genestealers' turn. Place an overwatch marker next to the Space Marine to show that he is in overwatch.



The Space Marine player spends 2 action points to put the Space Marine into overwatch. He places an overwatch counter beside the model to show that it is in overwatch.

Note that a Space Marine armed with a storm bolter may jam it if he rolls a 'double' on the dice (see the storm bolter entry in the Space Marine Wargear section). If a Space Marine is attacked in close assault or performs any action (other than clearing a jam) he immediately loses his overwatch status. Overwatch markers are removed during the Mission Status phase if they were not lost earlier.

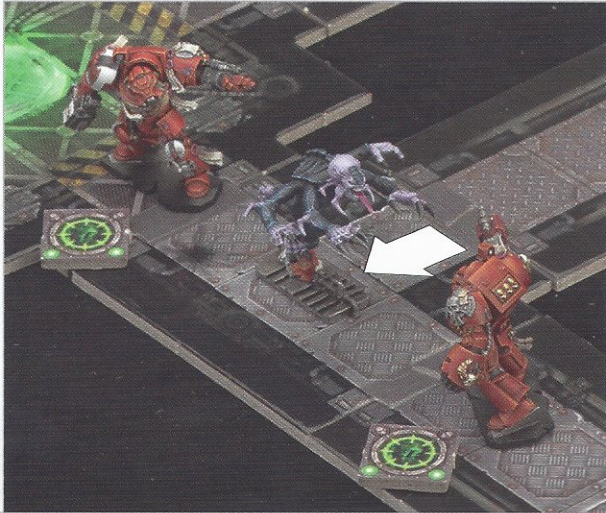
### Shooting in Overwatch

A Space Marine in overwatch can perform shoot actions in the Genestealer turn without expending any action points. He can, but does not have to, take one shoot action each time a Genestealer completes an action within his line of sight and within a range of 12 squares. The overwatch fire is resolved after the Genestealer has performed its action, and after any command points have been spent as a result. The target must be the Genestealer that triggered the overwatch.

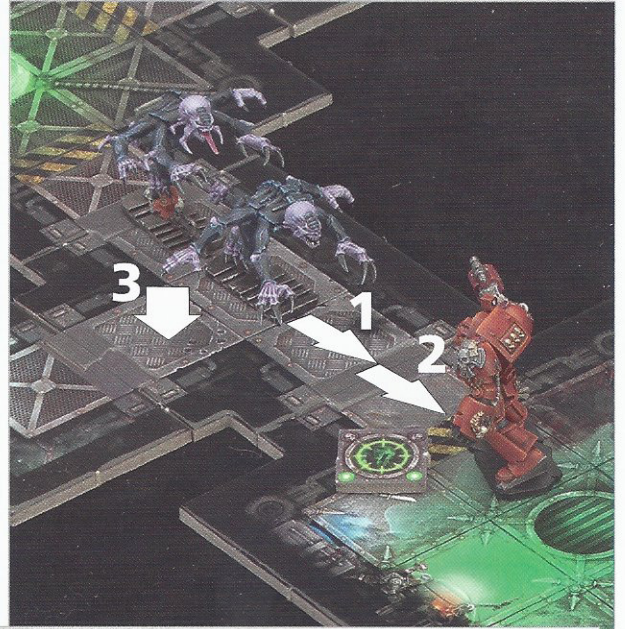


## Overlapping Overwatch

It can happen that a Genestealer performs an action in the fire arc of more than one Space Marine on overwatch. If this happens, any number of the Space Marines can shoot at the Genestealer. Declare how many will shoot before carrying out any of the resulting shoot actions.



The Genestealer moves forward one square, turning 90 degrees to the left as part of the same action. This triggers overwatch fire from both of the Space Marines, who can now shoot.



In the Genestealer Action phase the first Genestealer takes an action to move one square towards the Space Marine (1). The Space Marine fires and does not kill his target. The Genestealer spends another action point to move a second square (2), and the Space Marine fires again. This time he kills the Genestealer. The second Genestealer moves diagonally forward into the side corridor (3). The Space Marine cannot see into this square and may not therefore take an overwatch shot.

## CLOSE ASSAULT ACTIONS

Carrying no ranged weapons, the Genestealers must rely on their claws to destroy the Space Marines, and a desperate Space Marine may try to fight a Genestealer up close. They do this by taking a close assault action.

### Taking a Close Assault Action

A model can take a close assault action to attack an enemy in the square directly in front of them. It costs 1 AP to take a close assault action once the model is in position.

### Resolving Close Assaults

In a close assault both players roll a number of dice, and then compare their scores. Genestealers roll three dice in a close assault, and Space Marines roll just one. Compare the single highest dice roll for each side: whoever has rolled higher has won the close assault. If the scores are tied then neither side has won, and no damage is done to either participant.

### Space Marine Sergeant Bonus

Space Marine Sergeants are highly experienced combat veterans. To represent this, add +1 to their dice score in a close assault against an enemy to the front.

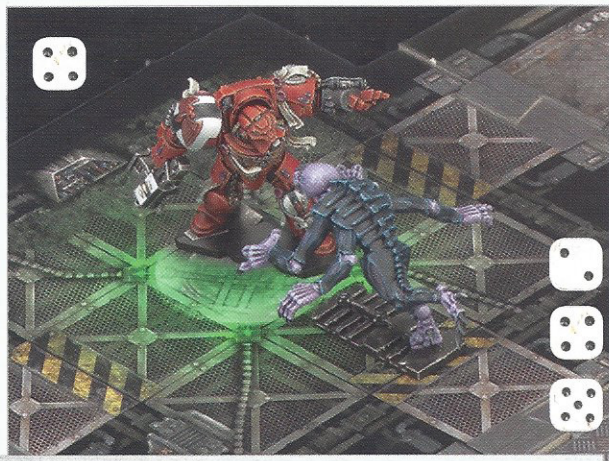


A model can only attack the square directly in front of it. In this example, the Genestealer could only attack a model in the square marked with a ✓. It could not attack a target in the squares marked X.



## Effects of Close Assault

If the attacker wins, the defender is killed and removed. If the defender wins and is facing the attacker then the attacker is killed and removed. If the defender wins or ties and is not facing the attacker, the defender may be turned in place to face the attacker. The close assault action is then complete.



The Genestealer spends an action point to close assault the Space Marine. The Genestealer player rolls three dice for the Genestealer, and uses the single dice with the highest roll. He rolls 2, 4 and 5, so his score is 5.

The Space Marine rolls a single dice and rolls a 4. The Genestealer wins the combat, and the Space Marine is killed.



The Genestealer moves forward one square for 1 AP, and then attacks the Space Marine from the side for a second AP. If the Space Marine wins he will not kill the Genestealer, but may turn to face it.

## Close Assaulting a Door

A model may close assault a door just like attacking a model. For obvious reasons the door does not roll any dice! The attacker must score a 6 on at least one of their dice to destroy the door.

## GUARD ACTIONS

A Space Marine can spend 2 APs to set himself on guard. When on guard, the Space Marine is standing ready to fight in close combat, which can give him a vital advantage if he is assaulted by a Genestealer. Place a guard counter next to the Space Marine to show that he is on guard. If he carries out any other action he loses the guard counter. A Space Marine can either be on guard or in overwatch, not both at the same time.

A Space Marine that is on guard may roll his dice again in a close assault. The Space Marine may choose to re-roll his own dice after he has seen the Genestealer's dice roll.

Only one dice may be re-rolled, and the result of the second roll must be used even if worse than the first.

A Space Marine remains on guard until the end of the turn, even if he is attacked by a Genestealer. The counter is removed at the end of the turn during the Mission Status phase.



The Genestealer spends an action point to close assault the Space Marine. He rolls 2, 4 and 5, so his score is 5.

The Space Marine rolls a 4, but as he is on guard he can re-roll the dice. He does so, rolling a 6 and winning the combat. The Genestealer is killed and the Space Marine remains on guard.



# REINFORCEMENT PHASE

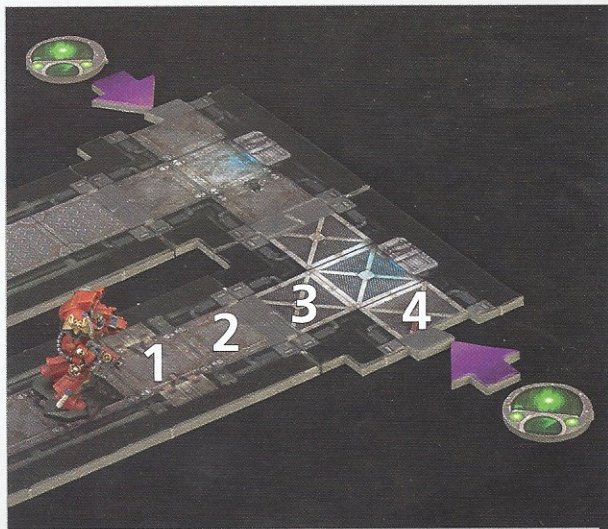
Each mission states how many blips the Genestealer player starts the game with, and how many he receives each turn as reinforcements. Until they are revealed only the Genestealer player will know how many Genestealers they represent.

At the start of the game, shuffle the blip counters and place them all face down in a stack. The Genestealer player may not examine the blips in the stack, but is free to look at the values of any blips picked up or on the board at any time. The Space Marine player may not look at the value of blips until they are revealed.

Starting and reinforcement blips are taken from the stack at the appropriate time (starting blips when setting up, and reinforcement blips in the Reinforcements phase). After the requisite number have been taken they are examined by the Genestealer player, and then placed by him at any of the Genestealer entry areas shown on the map for the mission. When no blips are left in the stack, take the used ones, shuffle them, and make a new stack of face-down blip counters. Blips are drawn from the top of the new stack as normal.

## PLACING BLIPS

Blips must first be placed face down off the board outside an entry point (the Genestealer player may look at the value of the blip before placing it). While there, they are not considered to be on the board and take no part in the game. To enter play, the blip moves onto



*The Genestealer player takes two reinforcement blips and places them beside two of his entry areas. The blip by the bottom entry area will be forced to lurk for a turn, as there is a Space Marine four spaces away from the entry square.*

the first square of the board next to the entry point, expending the normal 1 AP cost for moving one square. From then on they are part of play and move and fight as described below.

## Lurking

Blips do not have to immediately enter play. They can instead lurk at an entry area, usually to wait for more numbers to arrive. Simply leave the blip off the board next to the entry area. Up to three blips, plus up to three revealed Genestealers, can lurk at each entry area.

If a Space Marine is six or fewer squares away from an entry point square at the start of the Genestealer phase, then any reinforcement blips placed there *must* lurk for the rest of the turn. They are free to enter the board on the following turn if the Genestealer player chooses.

## BLIP MOVEMENT

Blips receive 6 APs per turn. Blips have no facing and therefore can move one square in any direction for 1 AP. Opening/closing doors (for the usual 1 AP) and moving are the only actions blips can perform – they cannot attack or perform any other action.

Blips cannot move into a Space Marine's line of sight. If this happens accidentally then the blip is returned to the last square in which it was out of line of sight and it may not do anything for the remainder of the current turn. Blips cannot move next to a Space Marine, even if the Space Marine is facing another direction and has no line of sight to the blip.

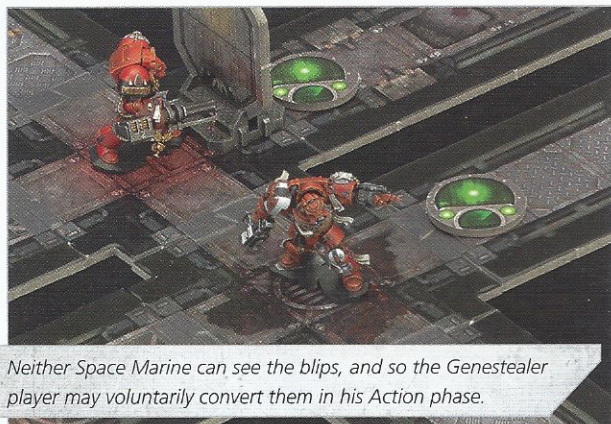
## CONVERTING BLIPS

Blips can be converted in two ways: voluntarily and involuntarily. In either case the blip is flipped over to show how many Genestealer models need to be placed, and is then placed face up beside the board.

### Voluntary Conversion

The Genestealer player can convert a blip counter into Genestealers by revealing it during his Action phase. He reveals the blip instead of activating it; if the blip has done anything that Action phase then it may not be revealed. The Genestealer player may choose to reveal a blip that is off the board by an entry area.





Neither Space Marine can see the blips, and so the Genestealer player may voluntarily convert them in his Action phase.

### Involuntary Conversion

If at any time during the turn a Space Marine can draw a line of sight to a blip (page 12) then it is immediately revealed. Should this happen during the Genestealer's turn, then the revealed Genestealers may be activated so long as the blip has not taken an action so far this turn.

Remember that a blip cannot move into a Space Marine's line of sight; however, the Genestealer player can move a model or open a door that was blocking a Space Marine's line of sight, allowing the Space Marine to see a blip. This would be involuntary conversion.

### Placing Revealed Genestealers

When a blip is revealed, one Genestealer is placed on the space the blip was occupying. Any additional Genestealers must be placed in an empty square adjacent to the first. If the blip was off the board by an entry area, then the models are placed by the entry area and may enter play in the same manner as a blip counter.

In the case of voluntary conversion, the Genestealer player places the models. If the blip was involuntarily converted, the Space Marine player gets to place the models. Regardless of who placed them, the Genestealer player can choose the facing of any Genestealers when they are converted.

In the case of voluntary conversions, the Genestealers may not be placed in line of sight of a Space Marine. With involuntary conversions they may be and, in this case, placing the Genestealer counts as performing an action and so the Space Marine can fire on overwatch or spend command points to perform an action.

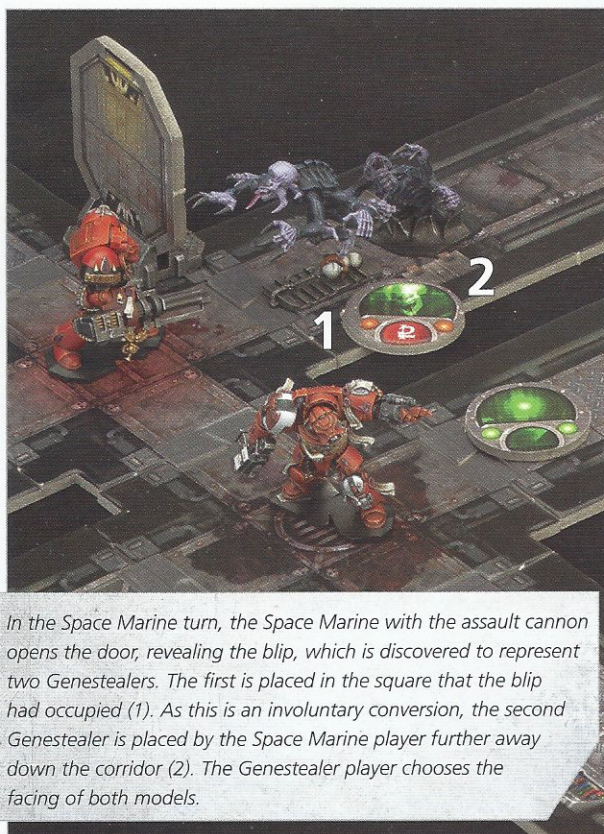
If there are not enough empty adjacent spaces any Genestealers that can't be placed are forfeited – these lost Genestealers are not counted as casualties for the purposes of mission victory conditions. The same is true if there are not enough Genestealer models to place – the

number of models in the box is a limit to the number of Genestealers that can be in play at any time.

If the blip has not yet been activated on the turn it is converted, any Genestealers placed are free to be activated as normal. If the blip was activated before it was revealed, any Genestealers placed may not be activated later in the turn.

If the blip is converted in the Space Marine turn, all of the Genestealers are placed and then the Space Marine player continues with his turn. If the blip is converted in the Genestealer turn, after each Genestealer is placed, the Space Marine player has the option to spend command points and/or take overwatch shots if any Space Marines have a line of sight to the newly revealed Genestealer, just as if the Genestealer had completed an action in their line of sight. After any resulting actions are complete, the next Genestealer is placed, and so on until all of the Genestealers are placed.

If a Genestealer is killed as a result of command points being spent, or from overwatch, the square it was placed in can be used again to place Genestealers from the same blip; furthermore, the square must be re-used if any Genestealers remain to be placed and it was the square originally occupied by the blip counter.



In the Space Marine turn, the Space Marine with the assault cannon opens the door, revealing the blip, which is discovered to represent two Genestealers. The first is placed in the square that the blip had occupied (1). As this is an involuntary conversion, the second Genestealer is placed by the Space Marine player further away down the corridor (2). The Genestealer player chooses the facing of both models.



# MISSION STATUS PHASE

The Mission Status phase is used to check if either player has won, and to get things ready for the next turn. Counters that have served their purpose are removed, and the board is generally cleared up for the start of a new turn.

The players should first check the victory conditions of the mission to see if either of them has won. The game ends as noted in the mission rules, usually when a specific event has happened or objective has been achieved. As there are variable victory conditions, it is possible that a victory condition has been achieved but the game does not end.

The Space Marine player then reveals the command point counter to show that he has not expended more than he

had for the turn and then returns it to the container with the other command point counters. Any command points not spent are wasted. Players should then remove any markers for overwatch, jams, flames, etc. If the mission lasts a specific number of turns, place the turn counter on the 1 space on the turn/psi track at the start of the game, and move it up one space each Mission Status phase.

You are now ready to start a new turn.

## LADDERS & OBJECTS

Some missions will include ladders that lead down to a new level of the space hulk or objects that can be picked up and carried. The missions that use these rules will say so in the special rules section.

### LADDERS

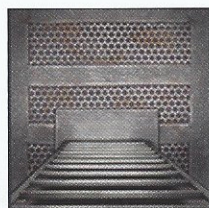
Some missions are fought on two maps, one above the other, that are connected by ladders. Place ladder up and ladder down counters on the appropriate squares on each board, as shown on the mission map.

The two ladder squares are assumed to be adjacent to each other, and a model standing on one is allowed to shoot or close assault a model on the other just as if they were standing in adjacent squares to each other's front, regardless of each model's actual facing. It costs a Genestealer 1 AP and a Space Marine 2 APs to move from a ladder square on one board to the corresponding ladder square on the other.

Roll a dice when a Space Marine enters a square that contains a ladder going down (including when he climbs up the ladder). On a roll of 1 the Space Marine falls down to the square below. The Space Marine maintains his facing, but loses any APs he may have had remaining at the time that he fell (command points may be used to perform extra actions as normal). Any model in the square below is destroyed. A Space Marine cannot 'voluntarily' fall down a ladder.



Ladder  
Down



Ladder  
Up

### OBJECTS

A mission may require that one side must carry an object into position, or retrieve it for themselves. This is specified in the Mission Book. Objects are placed in a square in the same manner as a model.



Objects may not be attacked, though a model carrying one may be. An object on its own in a square does not block a line of sight – a Space Marine can shoot through the square as if the object was not there.

A Space Marine or Genestealer that moves onto a square with an object automatically picks it up and may move with it from then on. A model carrying an object can carry out any action and is not hindered in any way. It may choose to drop the object in a square as it moves, leaving the object behind as it moves on. A model will automatically drop an object if the model is destroyed. Blips may not move into a square that contains an object.

A model may pass an object to another model from the same side that is in the square to his front. This is an action and costs the model handing the object 1 AP; the model receiving the object does not have to use an action or any action points in order to receive it.



# SPACE MARINE WARGEAR

Space Marines can be armed with a wide variety of weapons, each of which is described in this section of the rulebook. Don't feel you need to learn the rules for all of the weapons in the game – just look them up as and when they are required.

## STORM BOLTER

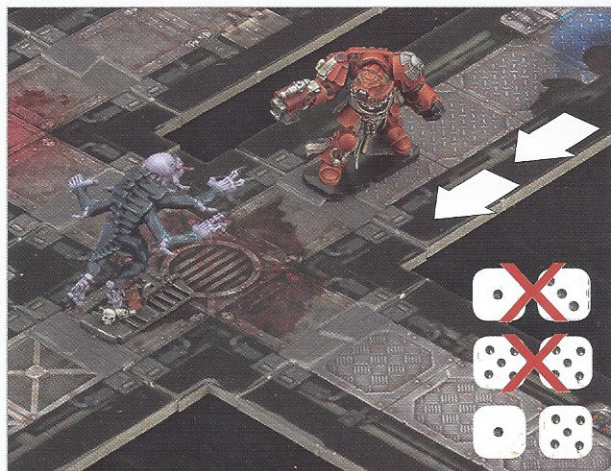
Most Space Marine Terminators are armed with a storm bolter. It is capable of laying down a withering hail of fire that can cut down Genestealers and blast down doors. It costs 1 AP for a Space Marine to fire his storm bolter. When firing in this way, there is no maximum range. Roll 2 dice to resolve the effects of the shooting action. If either dice scores a 6 the target is destroyed and removed from play.

### Moving and Firing

A Space Marine can combine a move or turn action with firing a storm bolter, paying only the 1 or 2 APs for the move or turn action and firing the storm bolter 'for free' after the move or turn action has been completed.

### Sustained Fire

If a Space Marine fires his storm bolter at a target and does not kill it (including when shooting after a move or turn), he gains a sustained fire bonus if he uses his next action to shoot at the same target without moving. The sustained fire bonus also applies to a Space Marine firing on overwatch that takes more than one shot at the same target.



*The Space Marine spends an action point to move one square and shoot. He rolls a 1 and 3, missing the Genestealer. He moves forward again, shooting for the second time. He rolls a 5 and 5, but misses because he cannot claim the sustained fire bonus as he has moved. He spends a third action point to remain stationary and shoot, rolling a 1 and a 5. This time he can claim the sustained fire bonus, so the 5 kills the Genestealer.*

A Space Marine shooting with the sustained fire bonus will hit the target on a roll of 5 or 6, not just on a roll of 6 as would normally be the case.

The sustained fire bonus is lost if the Space Marine loses his line of sight to the target, takes an action other than a shoot action, if a Genestealer model other than the target takes an action, and when the Mission Status phase is reached.

### Shooting at Doors

A Space Marine with a storm bolter can shoot at a door in the same way as shooting at a Genestealer. This follows the same rules as above, including the sustained fire bonus. If the door is destroyed then it is removed from play. If a door closes in the line of sight of a Space Marine on overwatch, within 12 squares, he can shoot at the door.

### Jams

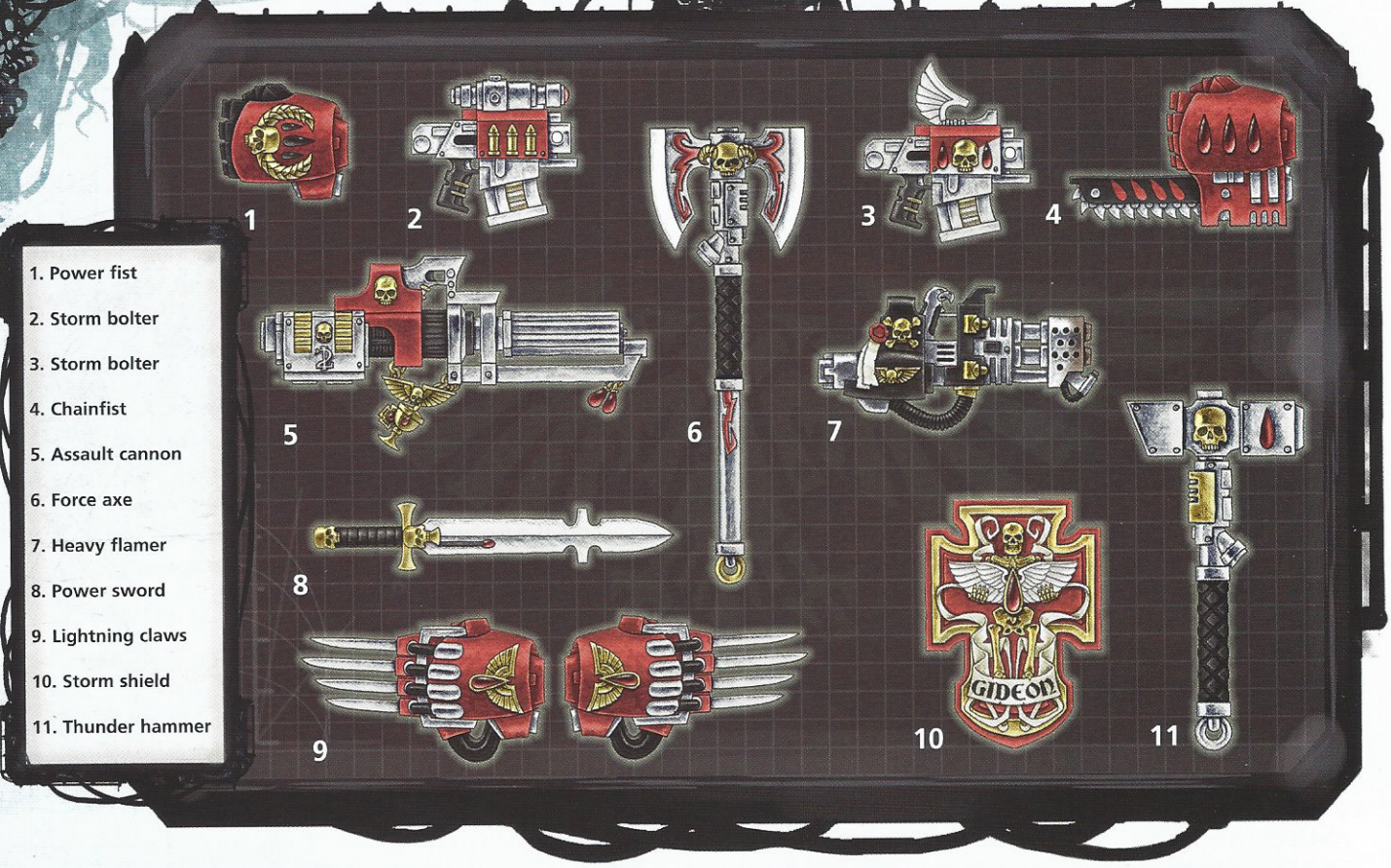
A Space Marine on overwatch is firing even more rapidly than normal, and it is not uncommon for him to jam the firing mechanism of his storm bolter in this situation. To reflect this, if the Space Marine player rolls a double on the shooting dice while shooting on overwatch, his storm bolter jams – flip the overwatch marker to its 'jammed' side to indicate this. If he rolls a double 6 (or a double 5 with the sustained fire bonus) the Genestealer is killed and the storm bolter then jams.

A Space Marine with a jammed storm bolter cannot shoot until he clears the jam, but can carry out other actions including going on guard. It costs 1 AP to clear a jam. Once the jam is cleared, the Space Marine player can either flip the counter back over to show that the model is back in overwatch, or remove it. A Space Marine on guard must choose to remove the counter. All jam counters are removed at the end of the turn in the Mission Status phase, along with any overwatch counters.

## POWER FIST

Terminator armour usually incorporates a power fist for close assault combat. It enables the Space Marine to punch through or crush almost any material. The effects of this terrifying weapon are included in the rules for close combat described earlier in this rulebook, and no additional special rules are needed.





1. Power fist
2. Storm bolter
3. Storm bolter
4. Chainfist
5. Assault cannon
6. Force axe
7. Heavy flamer
8. Power sword
9. Lightning claws
10. Storm shield
11. Thunder hammer

## ASSAULT CANNON

Assault cannons are heavy weapons that can be used by Space Marine Terminators. Their rapidly rotating, multiple barrels are capable of unleashing a hail of shells, each capable of tearing a Genestealer apart. It costs 1 AP for a Space Marine to fire an assault cannon. When firing in this way, there is no maximum range. To resolve the effects of the shooting roll 3 dice. If any dice scores a 5 or 6 the target is destroyed and removed from play.

A Space Marine can combine a move or turn action with firing an assault cannon, paying the normal 1 or 2 APs for the move or turn, and firing the assault cannon 'for free'. In addition it can receive a sustained fire bonus in the same manner as a storm bolter. In the case of the assault cannon the bonus means that it will score hits on a roll of 4, 5 or 6.

### Assault Cannon Ammunition

An assault cannon is loaded with enough ammunition to fire ten times. Assault cannon ammunition is kept track of on the mission status display. At the start of the game place the assault cannon ammunition counter on the 10 space on the track. Each time the assault cannon is fired, including when it is fired on overwatch, the Genestealer player must move the counter one space down the track. Once all ten shots have been used the assault cannon may no longer shoot.

## Assault Cannons and Overwatch

An assault cannon can be put into overwatch for the same AP cost as a storm bolter, entitling the assault cannon to fire at any eligible target as long as it has ammunition remaining. An assault cannon will not jam (these weapons are built for rapid fire).

### Reloading the Assault Cannon

Assault cannon ammunition is held in slide-in magazines mounted on the rear of the weapon. The Space Marine armed with the assault cannon carries a spare box of ammunition, and can reload it at a cost of 4 AP. Return the ammunition marker to the 10 space on the track, but flip it to the 'reloaded' side. Once these additional ten shots have been used, the assault cannon may not be reloaded again.

### Assault Cannon Malfunction

Although made of a special alloy, an assault cannon's weapon barrels can reach incredibly high temperatures if used continuously, and in such circumstances there is a chance it will malfunction. If an assault cannon has been reloaded and all three dice come up with the same number when firing then the assault cannon explodes (the target can still be destroyed if the dice rolls are high enough). The Space Marine firing the assault cannon is killed. In addition, the Space Marine player must roll a dice for each model or door on the same board section as the assault cannon; any model or door is destroyed on a roll of 4 or more.



## CHAINFIST

Chainfists are used to slice through bulkheads and closed doorways. A Space Marine armed with a chainfist automatically destroys a door if they close assault it. No dice roll is necessary. Though they can do more damage in battle than a power fist, they are somewhat unwieldy, and therefore are treated as a power fist in a close assault with a Genestealer.

## HEAVY FLAMER

A heavy flamer can incinerate a swathe of enemies, and continues to burn for a time after firing. It costs 2 APs to take a shoot action with a heavy flamer. This cannot be combined with any other action. A heavy flamer can target any visible Genestealer or empty square up to 12 spaces away, even if the Genestealer or empty square is in a section occupied by a Space Marine.



*The Space Marine can see one or more squares in the room and fires his heavy flamer into it. The flamer marker is placed in the room to show that it has been set on fire. Each of the Genestealers in the section will be attacked, even though the Space Marine cannot actually see them both, and will be killed on a roll of 2 or more.*

### Area Effect

Heavy flamers affect entire board sections, be they a single section of corridor one square long or an entire room. When a flamer shoots at a square or model, first place a flamer marker in the middle of the section the target occupies. Then roll a dice for each model or blip in the section (if any); the piece is destroyed on a roll of 2 or higher. You can fire more than once at a section if desired.

### Persistent Effect

Once placed, the flamer marker remains where it is until it is removed in the Mission Status phase at the end of the turn. All squares in a section that contains a flamer marker are considered blocked for line of sight, movement, and the placement of Genestealers from converted blips. Surviving

pieces within the section can move, but must roll to see if they are destroyed each time they enter a new square in the section with the flamer marker. Note that it is possible to trace a line of sight to a target on the edge of a burning section, as long as there are no burning squares in between. Blips that convert while in a burning section are immediately destroyed, before any Genestealers are placed.

### Limited ammunition

A heavy flamer only carries sufficient fuel for six shots. This is the number of flamer counters provided, so set each counter aside when it has been used to keep track of ammunition expenditure.

### Flamers and Doors

Flamers cannot destroy or shoot through closed doors. If a section which takes a flamer hit has any closed doors, then the squares beyond the door are unaffected, but the door cannot be opened until the flamer counter is removed.

## LIGHTNING CLAWS

Lightning claws are bladed gloves surging with lethal energy. They are usually worn in pairs, and therefore preclude the Space Marine from using a storm bolter. A Space Marine with lightning claws fighting a close assault to his front rolls two dice in close assault, and adds 1 to the result of the highest dice. When on guard the model may re-roll one of the two dice, not both.

## POWER SWORD

Power swords are rare weapons, awarded to Space Marines that have proven themselves in battle. When fighting a close assault to his front a Space Marine armed with a power sword can parry an attack, forcing the opposing player to re-roll one dice of the Space Marine player's choice. If the Space Marine is on guard then he may do this before deciding if he will re-roll his own dice.

## STORM SHIELD

The storm shield is a defensive energy shield worn on the Space Marine's left arm. A Space Marine carrying a storm shield may block one close assault dice roll made by an opponent to their front, with the result that the opponent rolls one less dice than normal to resolve the assault.

## THUNDER HAMMER

When a thunder hammer strikes a foe it unleashes a blast of energy. To represent this, a Space Marine armed with a thunder hammer receives a +1 modifier to his close assault dice roll against models to his front. This means that a Space Marine Sergeant with a thunder hammer receives a +2 modifier against models to his front (+1 for being a Sergeant, and +1 for having a thunder hammer).



# LIBRARIANS

The Librarians of a Space Marine Chapter have powerful psychic abilities that they use to bolster their own fighting skills and influence the battle around them. The instructions for a mission will tell you if a Librarian is part of the Space Marine force.

## COMBAT VETERAN

Librarians are highly experienced combat veterans. To represent this they add +1 to the dice in a close assault in the same manner as a Space Marine Sergeant.

## PSI POINTS

The Librarian starts each mission with 20 psi points. Psi points can be spent to do two things:

- They may be spent to increase the Librarian's dice roll in an assault (see the force axe entry below).
- They may be spent to use a psychic power (see psychic powers below).

The psi point counter provided with the game is used to record the number of psi points the Librarian has remaining. At the start of the game place the counter on the '20' space on the turn/psi track on the mission status display. The Genestealer player must move the counter down the track as the Librarian uses psi points. Once all 20 psi points have been used, the Librarian may not use any of his psychic abilities for the remainder of the mission.

## FORCE AXE

The Librarian's force axe allows him to channel his psychic energy into a deadly close combat attack. To represent this, psi points can be used to add a bonus to the Librarian's dice roll in a close assault to the Librarian's front. Each point spent adds 1 to the dice roll. The points are spent after the dice are rolled and any re-rolls have been made.

## PSYCHIC POWERS

A Librarian can use one psychic power per Space Marine turn. This costs the Librarian a number of psi points depending on the power being used. Note that using a psychic power is not an action as such: it does not cost the Librarian any action points, and it may be used at any point during the Space Marine turn, including when another Space Marine is taking an action. Only one psychic power may be used per Space Marine turn.



## Prescience (1 psi point)

Using his powers of foresight, the Librarian allows the Space Marines to act with greater coordination and efficiency. Using prescience allows the Space Marine player to move the command point marker one space back along the track. The counter cannot be moved back past the '0' space. This power costs the Librarian 1 psi point.

## Force Barrier (2 psi points)

The Librarian creates a psychic barrier. Place the force barrier counter in an empty square within 12 spaces of the Librarian (no line of sight is required). The force barrier remains in play for the rest of the turn, and is then removed in the Mission Status phase. While it is in play no model may enter or trace a line of sight through the square. This power costs the Librarian 2 psi points.

## Psychic Storm (3 psi points)

The Librarian unleashes a psychic attack upon the enemy. The Librarian can target a single Genestealer or blip within 6 squares of the Librarian, or a board section that has at least one square within range. No line of sight is required. If the power is targeted on a single Genestealer or blip then it is destroyed on a roll of 2+. If a board section is targeted then roll a dice for each Genestealer or blip on the board section: they are destroyed on a roll of 4+. Doors and Space Marines are not affected by a psychic storm. This power costs the Librarian 3 psi points.



# THE BROODLORD

The oldest and most powerful Genestealers are known as Broodlords. Even more vicious and intelligent than their offspring, Broodlords are dangerous foes. The instructions for a mission will tell you if a Broodlord is part of the Genestealer force.

## REVEALING THE BROODLORD

If a mission specifies that a Broodlord is present, then once during the mission the Genestealer player can choose to say that any '3' blip he reveals is in fact the Broodlord. Instead of setting up three Genestealers, place the Broodlord model in the space occupied by the blip counter. When revealed, the Broodlord is treated as a Genestealer with the following additional rules.

## HARD TO KILL

It takes a lot more to kill a Broodlord than an ordinary Genestealer. To represent this, shooting attacks will only kill the Broodlord if two or more of the dice roll high enough to kill the target – one hit has no effect. Note this means that heavy flamers cannot harm a Broodlord. This rule does not apply to close assault rolls.

## MIGHTY BLOW

The Broodlord can deliver a crushing blow in close combat. To represent this, in a close assault against an enemy to its front, the Broodlord adds together its best roll and its lowest roll to find his score. For example, the Broodlord rolls a 6, 6, 3. The Broodlord adds together the 6 and 3, giving a total of 9. If the Broodlord is ever forced to roll less than three dice, then it simply uses the combined total rolled on the dice.



## IMMUNE TO PSYCHIC STORM

The Broodlord has the psychic strength to resist a psychic storm and is not affected by the power.

## DESIGN NOTES

SPACE HULK WAS FIRST PUBLISHED IN 1989. DESIGNED BY THE ECCENTRIC BUT HIGHLY TALENTED GAMES DESIGNER RICHARD HALLIWELL (HAL TO HIS FRIENDS), IT QUICKLY ESTABLISHED A REPUTATION AS A CLASSIC GAME WITH A LEGION OF LOYAL FANS WHO STILL PLAY THE GAME TO THIS DAY. A NUMBER OF SUPPLEMENTS FOR THE FIRST EDITION FOLLOWED, ADDING RULES FOR LIBRARIANS AND WEAPONS SUCH AS THE ASSAULT CANNON.

FOR THIS, THE FOURTH EDITION OF THE GAME, WE HAVE PROVIDED FOUR BRAND NEW MISSIONS, AND THE SPECIAL BOARD SECTIONS NEEDED TO PLAY THEM. PLAYERS OF THE PREVIOUS EDITION WILL NOTICE THAT THE RULES HAVE BEEN POLISHED BUT LEFT PRETTY MUCH UNCHANGED, THE ONLY ADDITIONS AND TWEAKS BEING SOME CLARIFICATIONS TO MAKE THE RULES EASIER TO USE AND UNDERSTAND, AND A MORE STRAIGHT-FORWARD WAY OF DETERMINING THE 'LINE OF SIGHT' FROM ONE MODEL TO ANOTHER.

RULES MODIFICATIONS ASIDE, WE ARE CERTAIN THAT EVEN VETERAN PLAYERS WILL BE THRILLED WITH THE NEW MISSIONS WE HAVE INCLUDED WITH THE GAME, AND THE OPPORTUNITY THEY PROVIDE TO RIDE BOARDING TORPEDOES AS THEY SLAM INTO THE SPACE HULK, FIGHT IN THE HARD VACUUM OF SPACE, AND MORE. THEY MAKE THE FOURTH EDITION THE BIGGEST AND MOST VARIED VERSION OF SPACE HULK EVER PUBLISHED, AND A FITTING TRIBUTE TO HAL'S ORIGINAL DESIGN.



# REFERENCE SHEET

## TURN SEQUENCE

### Space Marine Turn

Command Phase

Space Marine Action Phase

### Genestealer Turn

Reinforcements Phase

Genestealer Action Phase

### Mission Status Phase

## PSYCHIC POWERS TABLE

Power	Cost	Effect
Prescience	1	Move command point marker back 1 space.
Force Barrier	2	Range 12. Barrier blocks square.
Psychic Storm	3	Range 6. Single target destroyed on 2+. Area target(s) destroyed on 4+.
Force Axe	-	+1 to close assault score per psi point.

## ACTION POINT TABLE

Space Marines: 4 Action Points

Genestealers & Blips: 6 Action Points

Action	Space Marine	Genestealer	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90 degrees	1*	1	-
Turn 180 degrees	-	1	-
Fire Storm Bolter or Assault Cannon	1	-	-
Set overwatch/guard	2	-	-
Clear jammed Storm Bolter	1	-	-
Fire Heavy Flamer	2	-	-
Close assault	1	1	-
Open/close door	1	1	1



\* The Space Marine may fire a storm bolter or assault cannon as part of the same action, after moving, at no additional cost in APs

\*\* The Genestealer may turn 90 degrees as part of the same action, before or after moving, at no additional cost in APs

## SHOOTING TABLE

Weapon	Range	Dice	Kill	Notes
Storm bolter	Unlimited*	2D6	6+	Overwatch, sustained fire, jam
Heavy flamer	12	1D6	2+	Area effect, persistent, 6 shots
Assault cannon	Unlimited*	3D6	5+	Overwatch, 10 shots, reload, sustained fire

\* Range is 12 squares when on overwatch

## CLOSE ASSAULT

Model	Assault Dice	Notes
Genestealer	3D6	-
Broodlord	3D6	Mighty Blow
Space Marine with power fist	1D6	-
Space Marine with lightning claws	2D6+1	-
Sergeant with power sword	1D6+1	Parry
Sergeant with thunder hammer & storm shield	1D6+2	Block
Librarian with force axe	1D6+1+?	Psi Points