

SPACE HULK

REVISED RULES 2016 EDITION



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SPACE HULK REVISED RULES

INTRODUCTION

This book is a revised rule set for the board game Space Hulk by Games Workshop. It encompasses rules from the 1st (with expansions), 4th edition, PC game version by Full Control and some of my own twists.

First off, there are no rules for using hybrids with weapons as I personally feel they break up the balance of technology verses brute force which to me is the essence of the game. I may at a later date expand the rules to include different races to take on the Tyranids but I feel the game should never be anything other than a technology advanced race against the overwhelming numbers of the Tyranids. Should you wish to adapt the rules to allow for two technology races then please feel free.

I have, however, expanded the Tyranid forces with what I feel are necessary biomorph additions to provide the Stealer player with more, much needed tactical options.

The main aim of this revised rule book is to provide the ability to create well balanced missions and campaigns. It expands on the force list and mission generator rules and provides new gaming sheets to use during missions. Missions are more customisable while maintaining balance between the races. I also wanted to update the solo play to be more challenging. All of the new counters needed are included on separate sheets with these rules.

BACKGROUND

The Genestealers are a race of aliens who seek to conquer the universe. They travel in huge ancient, nearly derelict vessels commonly known as space hulks, until they find a suitable planet to 'colonise'!

A victim of the Stealer truly suffers. Injected with the Stealer's egg, the victim becomes unknowingly a carrier of the Stealer's DNA pattern and their children are born as Genestealers. Once the parents have been devoured, these offspring then in turn infect other humans until the entire planet is taken over.

The Emperor of Human space has recently become aware of the Stealers activities and has taken immediate steps to isolate and stamp out the attack - but at a terrible price - the Emperor's Inquisitors ruthlessly sterilise tainted planets, wiping out their populations!

Though 100% effective in stopping the spread of the vile filth, this solution is not without it's drawbacks. If news of the scorched earth policy was to spread, local governments may become reluctant to inform the Imperium of any infiltrations, making the task of stopping the threat all the more difficult.

New plans were made which involved sending the heavy armoured Terminator squads to board all found floating space hulks heading towards Human populated worlds and to take care of the Stealers directly.

For the Terminators, this is a most honourable task and one certainly worthy of dying for.

COMPONENTS YOU WILL NEED

- 1 or more boxed sets of Space Hulk, any edition.
- Some missions you may come across may require board sections from certain edition box sets. You should be able to find downloadable printouts scattered about online.
- An adjustable timer (preferably with an alarm). Smartphones work great for this.
- Pen or pencil.
- The new counter sheets provided.

Note to 2nd edition users - these rules do not use the 0, 4, 5 and 6 Blip counters. Although you should still be able to use them if you wish but the main requirement is to have a almost equal amount of 1 and 3 Blips as these are used to bring on special Stealer units.

THE GAME BOARD

The game takes place on a board representing a small section of a gigantic space hulk - a huge derelict space vessel. Games are played as missions, recreating the Terminators attempts at eradicating Genestealer threats to Human worlds. There have been many such missions and campaigns created in remembrance of the bravery and honour undertaken by the Marines sent in to secure the integrity of the space regions held by Humanity.

The game board is made of small modular sections, representing corridors and rooms that can be fitted together to form almost infinite number of different layouts.



THE GAME SEQUENCE

Space hulk is played in turns and each turn is broken down into 3 phases.

THE MARINE PLAYER TURN

The player who is controlling the Terminators is the Marine player. The Marine player's turn is divided into 3 phases.

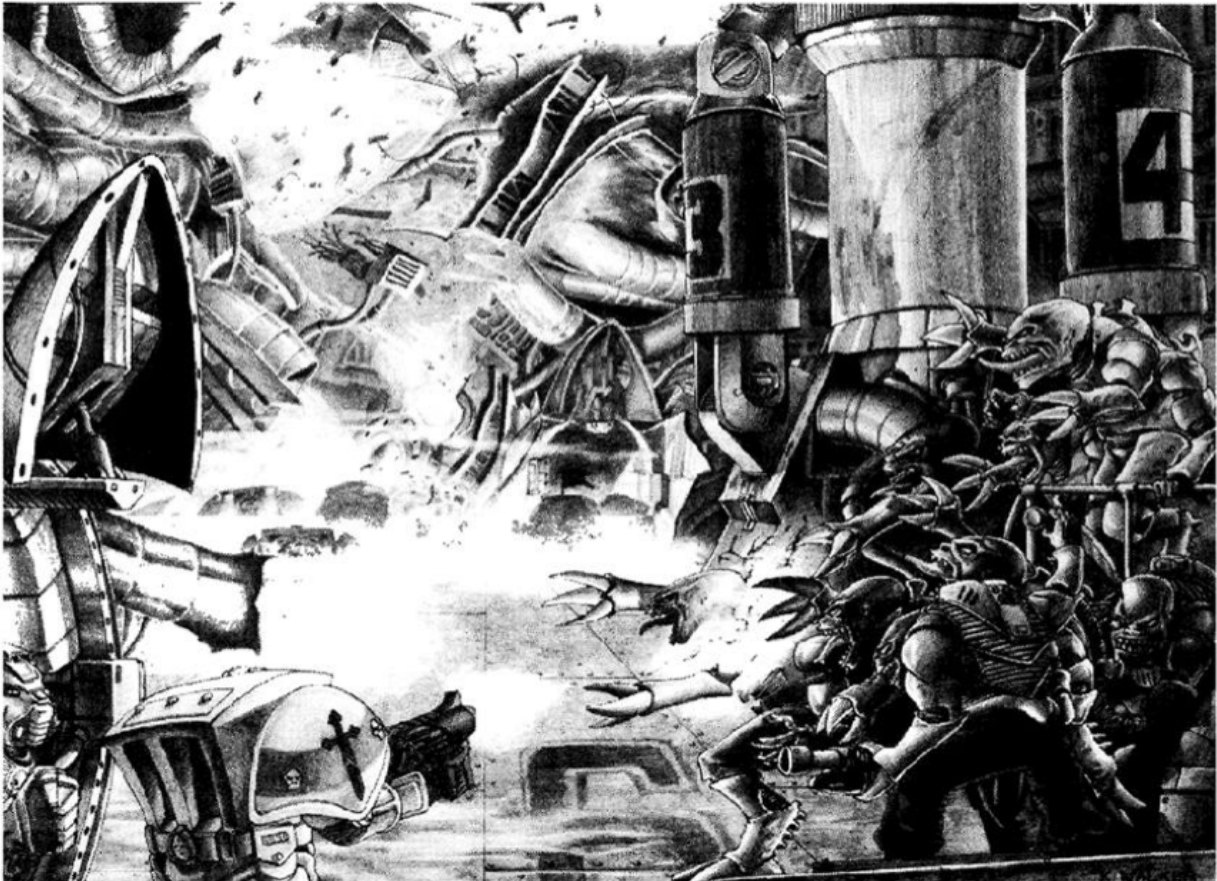
1. Command phase
2. Timer phase
3. Marine Action phase

THE STEALER PLAYER TURN

The player who is controlling the Genestealers is the Stealer player. The Stealer player's turn is divided into 3 phases.

1. Reinforcement phase
2. Stealer Action phase
3. Reset phase

The mission briefing will describe which race goes first. Some missions will instruct that the Stealer player can place their reinforcements first and then the Marine player starts.



THE MARINE PLAYER TURN

COMMAND PHASE

Before the Marine player can make any moves they must pick their command points that will be available for that turn. Command points or CPs are extra action points that the Marine player can spend to make movement or attacks with.

To select command points, the Stealer player places the 6x CP tokens into a cup or bag and shakes it to mix them up. The Marine player then picks one out without looking. The number written on the token is the number of command points the Marine player has for that turn. The Marine player must **not** show the Stealer player how many points they have and they place the token face down on the mission sheet.

If the Marine player has a Sergeant or a Captain then these units add some bonuses which the Marine player can use.

- For each Sergeant in play, the Marine player can replace the picked token back into the cup or bag and re-pick another one.
- Each Captain in play will add a +2 bonus to the total amount of command points available for that turn.

If the Marine player has 2 Sergeants in play, they can if they choose, re-pick the CP token up to 2 times.

If the Marine player picked a 3 CP token and they have a Captain in play, then their total CPs for that turn would be 5.

The Marine player's chapter may also provide a CP bonus (positive or negative) which will also affect the total amount of command points available. See 'Space Marine Chapters' section of this rule book.

Regardless of how many bonuses the Marine player receives, they can never have more than 6 or less than 1.

TIMER PHASE

Once the Marine player has picked their command point token they are now ready to begin their turn. If you are not playing with the timer rule then players will skip this phase.

To simulate the tight corridors and the faster moving Genestealers putting them under pressure, the Marine player has a set time limit in which to make their move.

The Stealer player calculates how much time the Marine player has to make his turn and then sets and starts the timer. Having a device which has the ability to count down and sound an alarm works best for this. Once the timer ends, the Marine player must stop and end his turn, even if he was half way through making a move.

The Marine player gets 90 seconds to complete their action phase. They also receive the following bonuses:

- Extra 30 seconds for every Sergeant in play.
- Extra 30 seconds for every Librarian in play.
- Extra 60 seconds for every Captain in play.

The Marine player's Terminator chapter may also provide a timer bonus (positive or negative) which will also need to be added or deducted. See 'Space Marine Chapters' section of this rule book.

If a Sergeant or Captain is killed, then the Marine player loses the bonus that unit provided in all subsequent turns.



ACTION PHASE

Now that the timer is started (assuming players are using the timer rule) the Marine player must complete their action phase in the allotted time.

This is when the Marine player moves and/or attacks their units. Marine units can also interact with objects or objective points.

All actions in space hulk are done using Action Points (APs) and Command Points (CPs). To perform any action will cost a certain number of APs. For example, for a Marine unit to move forward one square costs 1 AP.

Each Marine unit has 4 APs available each turn.

Marine Action Point Costs	
Action	AP/CP
Movement actions	
Move forward 1 square	1
Move backwards 1 square	2
Turn 90°	1
Turn 180°	2
Other actions	
Open/close a door	1
Climb/descend a ladder	4
Engage close assault	1
Set Marine on 'Overwatch'	2
Set Marine on 'Guard'	2
Clear a weapon jam *	1
Reload Flamer or Assault Cannon	4
Pass an Object	1

* Can be combined with any of the movement actions

Note that the AP costs for shooting weapons will be covered in the 'Armoury' section of this rule book.

Also note that moving forwards and backwards includes diagonal movement.

Some weapons allow 'move and shoot' actions which allows them to be combined with any of the movement actions (see 'Move and Shoot' section of this rule book)

A Marine unit can only move into an adjacent *empty* square.



You do not need to use all 4 APs for each unit but before moving on to the next unit the Marine player must place an AP counter next to the unit to show how many of it's APs have been used. This is to aid in keeping track of all the Marine unit's APs. The Stealer player should keep an eye on APs used.

There are two types of AP counter, one that shows 1 on one side and 2 on the other. The other type shows 3 on one side and 4 on the other.

Using CPs

The Marine player may also use their available CPs that they picked during the Command Phase. CPs can be used exactly like APs and give the Marines extra movement allowance. For each CP used, the Stealer player must move the CP counter along one space on the mission sheet.

The Stealer player is in charge of updating the mission sheet. This is so the Marine player can concentrate on their moves while under the timer constraints.



THE STEALER PLAYER TURN

REINFORCEMENT PHASE

Blip Reinforcements

This is when the Stealer player picks the number of 'Blip' reinforcements as detailed on the mission briefing. The Stealer player crosses off the number of Blips taken from the mission sheet.

The Blips counters are kept in a bag and picked blindly by the Stealer.

Blip counters are numbered 1, 2 or 3 which is the number of Genestealers represented by the Blip. A Blip is essentially a radar Blip on the Marines scanners but because the Genestealers can bunch up closely, a group of 2 or 3 Genestealers can look like a single Blip.

Usually, Blips enter the board via Stealer entry areas. In this phase of the game, the Stealer player secretly looks at their Blip counters and then places them at entry areas of their choosing (unless otherwise stated in the mission briefing).

The Stealer player can secretly look at their Blip counters at any time.

Ambush Blips

If the mission briefing allows and both players have agreed to use them, the Stealer player can choose to pick an Ambush Blip instead of one of their normal Blip counters. The Stealer player crosses off the number of any Ambush Blips taken from the mission sheet.

The Stealer player can only pick 1 Ambush Blip per turn and can only have 2 Ambush Blips in play at any one time.

The Ambush Blips are kept in a separate bag and one is picked blindly by the Stealer player.

Ambush Blips are numbered 0, 1 or 2. 0 represents a false alarms and 1 to 2 represents the number of Genestealers (just like on the Blip counters).

The Stealer player can now look at the Ambush Blip to see what it represents and then places it down in front of them to be placed at the end of their action phase. When placing an Ambush Blip, it must be at least 6 squares away from any Marine unit and not within any Marine units LOS.

STEALER ACTION PHASE

This is when the Stealer player moves and/or attacks with their units.

Each Stealer unit has 6 APs available each turn.

Stealer Action Point Costs	
Action	AP/CP
Movement actions	
Move forward 1 square	1
Move backwards 1 square	2
Move sideways 1 square	1
Turn 90°	0
Turn 180°	1
Other actions	
Open/close a door	1
Climb/descend a ladder	2
Climb up through a pitfall	3
Engage close assault	1
Feeder Tendril Grab	1
Avid Maw Eruptus Self Destruct	1

90° Turning

Because Stealer units are more nimble than the clunky Terminators, Stealer units can turn 90° for 0 APs. They can also combine a 90° turn with any other movement for only the cost of the movement.

For example, a Genestealer can move forwards and turn 90° at the same time for only 1 AP. This means that a Marine on overwatch that see's a Stealer unit move and turn 90° in the same movement can only take 1 shot.

Turning 180° still costs 1 AP, and no, you can not combine 2x 90° turns on the spot. You can, however, move backwards and turn 90° and then move sideways and turn 90° costing a total of 3 APs (which works exactly the same as turning 180° on the spot and then moving forwards 2 squares).

Using CPs

The Marine player may also spend their available CPs during the Stealer players turn to unjam any weapons during overwatch fire. This will also put them back on overwatch.

They can only do this if the Marine unit itself see's a Stealer perform an action within their LOS. The Marine cannot fire and unjam in the same movement and must see the Stealer unit perform another action in his LOS before he can shoot again. For each CP used, the Stealer player must move the CP counter along one space on the mission sheet.



RESET PHASE

This is the tidying up phase.

1. The Stealer player flips over the CP counter to reveal the number of CP points and ensures that the Marine player had not over used them. Any unspent CPs are lost.
2. All fire counters are removed. Gas counters are flipped upside down, or if they are already upside down, they are removed.
3. All overwatch counters are removed except for any jammed counters. These are left to show that those Marine units still need to unjam before they can shoot again.
4. All guard counters are removed.
5. The Stasis counter is removed if used.
6. All AP tracker counters are removed.
7. Any updates that are required on the mission tracking sheet are updated now (e.g. the turn timer, CP bonus...)
8. Check for victory conditions.

If the Marine player had used more CPs than they should have done then the Stealer player wins the game automatically.

THE RULES OF GENERAL GAMEPLAY

This section outlines the general rules of gameplay. There are some differences here to the original rules and some the same. The Stealers have been made more versatile while other rules have been modified to help balance the races.

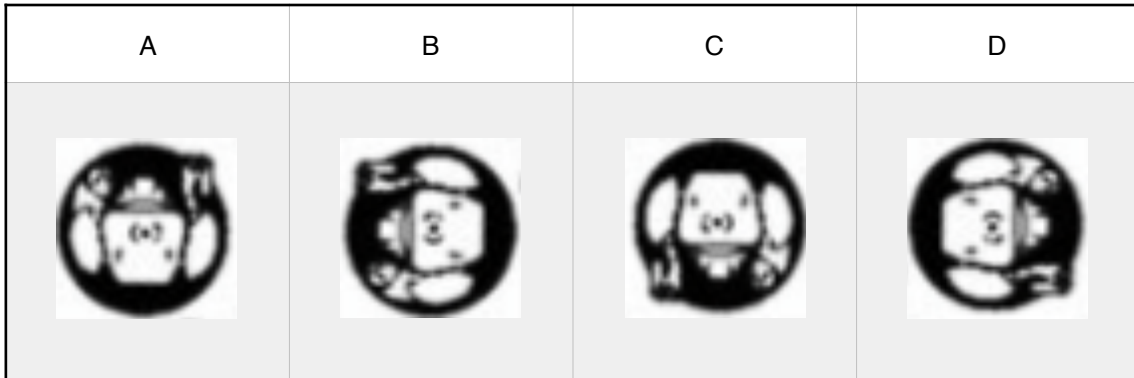
Abbreviations and definitions used throughout this rule book:

Term	Definition
Race	Refers to the two races involved, Human or Tyranid.
Unit	A single playing piece. Can be of any race. Can be referred as Marine unit or Stealer unit.
Marine	The Human player units
Stealer	The Tyranid player units.
D6	A six sided dice
RA	Ranged Attack
RAB	Ranged Attack Bonus
CA	Close Assault
CAB	Close Assault Bonus
AP	Action Point
CP	Command Point
LOS	Line of Sight

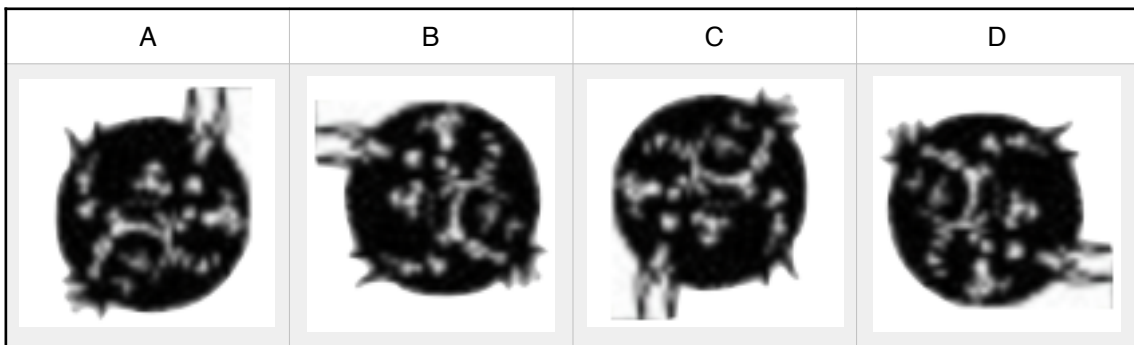


ALLOWED MOVEMENT

Units move one square at a time, up to a maximum detailed by their AP allowance (and CP allowance for Marines). It is important to note the direction a unit faces because it will dictate the allowed movement. Units can only face north, south, east or west.



Showing a Marine unit facing north (A), west (B), south (C) and east (D)



Showing a Stealer unit facing north (A), west (B), south (C) and east (D)

A unit moving forwards will move in the direction it is facing. A unit moving backwards will move in the opposite direction it is facing.

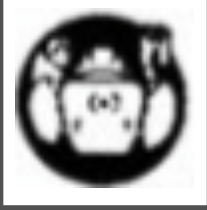

As stated above, units move one single square at a time. Units can either turn on the spot or move to an empty adjacent square.

When a Marine unit moves to an adjacent square, they must remain facing the same direction. They can only change direction by turning on the spot either 90° or 180°. This represents the restrictive movement of the Terminator class suit.







When a Stealer unit moves to an adjacent square, they can if they wish, make a 90° (but not a 180°) turn at the same time. They can also turn 90° or 180° on the spot. This represents the Stealer units being more nimble and versatile.



The table below shows the movement allowed by both the Marine and Stealer units:

Marine unit movement allowance			Stealer unit movement allowance		
<p>1</p> <p>Forwards Left Can move here as long as this square <i>and</i> both squares 2 and 4 are not blocked</p>	<p>2</p> <p>Forwards Can move here as long as this square is not blocked</p>	<p>3</p> <p>Forwards Right Can move here as long as this square and both squares 2 and 5 are not blocked</p>	<p>1</p> <p>Forwards Left Can move here as long as this square and both squares 2 and 4 are not blocked</p>	<p>2</p> <p>Forwards Can move here as long as this square is not blocked</p>	<p>3</p> <p>Forwards Right Can move here as long as this square and both squares 2 and 5 are not blocked</p>
<p>4</p> <p>Sideways Left Cannot move sideways. Unit must turn 90° first.</p>		<p>5</p> <p>Sideways Right Cannot move sideways. Unit must turn 90° first.</p>	<p>4</p> <p>Sideways Left Can move sideways as long as this square is not blocked</p>		<p>5</p> <p>Sideways Right Can move sideways as long as this square is not blocked</p>
<p>6</p> <p>Backwards Left Can move here as long as this square and both squares 4 and 7 are not blocked</p>	<p>7</p> <p>Backwards Can move here as long as this square is not blocked</p>	<p>8</p> <p>Backwards Right Can move here as long as this square and both squares 5 and 7 are not blocked</p>	<p>6</p> <p>Backwards Left Can move here as long as this square and both squares 4 and 7 are not blocked</p>	<p>7</p> <p>Backwards Can move here as long as this square is not blocked</p>	<p>8</p> <p>Backwards Right Can move here as long as this square and both squares 5 and 7 are not blocked</p>



A square is considered as blocked when it contains a unit, a door, a wall or an object that is considered as something that blocks movement. The table below shows some examples of how squares can be consider blocked.

Marine unit movement allowance examples			Stealer unit movement allowance examples		
<p>✗</p> <p>Cannot move here as blocked by wall and Stealer unit.</p>		<p>✓</p> <p>Can move here.</p>	<p>✓</p> <p>Can move here.</p>		<p>✗</p> <p>Cannot move here as blocked by Stealer and Marine units.</p>
<p>✗</p> <p>Cannot move here as blocked by wall.</p>		<p>✗</p> <p>Cannot move here as Marines cannot move sideways.</p>	<p>✓</p> <p>Can move here.</p>		
<p>✗</p> <p>Cannot move here as blocked by wall.</p>	<p>✓</p> <p>Can move here.</p>	<p>✓</p> <p>Can move here.</p>	<p>✓</p> <p>Can move here.</p>		<p>✗</p> <p>Cannot move here as blocked by Stealer units.</p>

DOORS

Doors represent the airlocks and blast-doors scattered around the space hulk. Doors can be opened and closed by either the Stealer or Marine units. They can also be shot at or attacked in close assault to be forced open.

Marine units can only open or close doors located in one of their front three squares while Stealer units can open or close doors located to both their sides and the front three squares.

Marine unit opening doors allowance			Stealer unit opening doors allowance		
1 ✓ Can open a door located here.	2 ✓ Can open a door located here.	3 ✓ Can open a door located here.	1 ✓ Can open a door located here.	2 ✓ Can open a door located here.	3 ✓ Can open a door located here.
4 ✗ Cannot open a door located here.		5 ✗ Cannot open a door located here.	4 ✓ Can open a door located here.		5 ✓ Can open a door located here.
6 ✗ Cannot open a door located here.	7 ✗ Cannot open a door located here.	8 ✗ Cannot open a door located here.	6 ✗ Cannot open a door located here.	7 ✗ Cannot open a door located here.	8 ✗ Cannot open a door located here.

Doors will only open or close when they are not damaged or jammed.

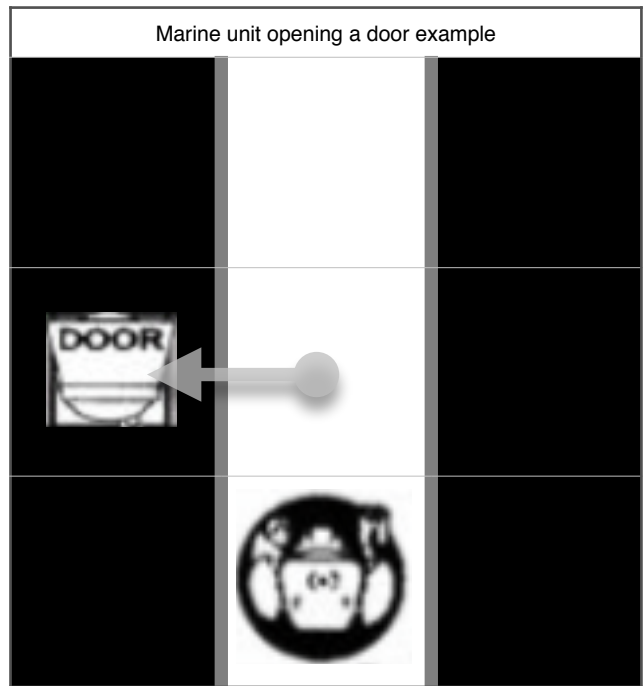
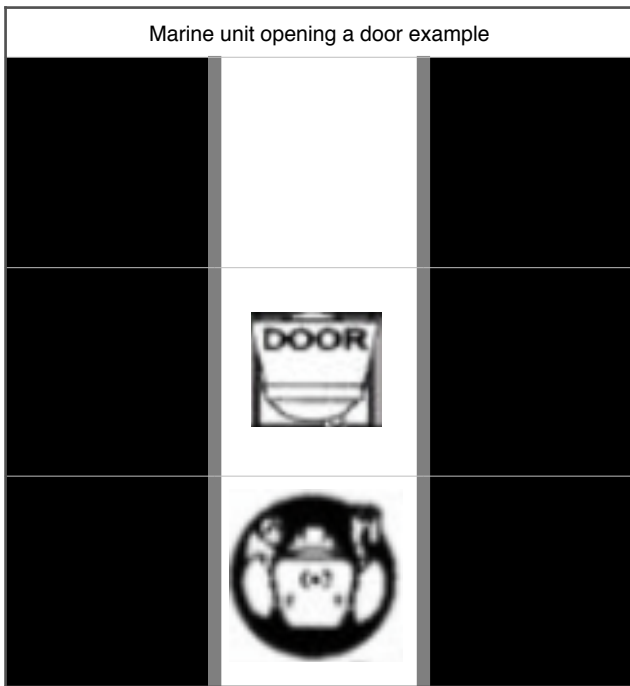
- A **damaged** door refers to a door that has been forced open and can never be closed.
- A **jammed** door refers to a door that has been jammed shut and can never be opened, except by being shot at or attacked open.

A door does not have to be jammed in order to be shot at or attacked open, but the door must be in the closed position. When a door has been successfully shot at or attacked in close assault, it is considered damaged and the door piece is removed from the game board.

When a door is opened, the door piece is moved to the side of the board section. When a door is closed, it is moved from the side of the board section back to the square it is located. A door that is jammed will have a door jammed counter next to it.

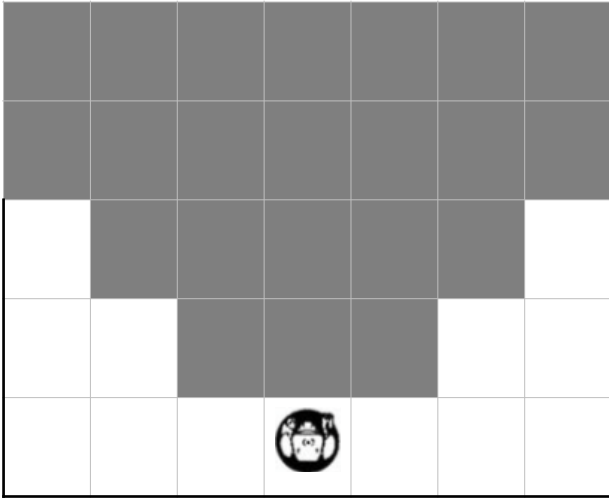
You can optionally use the open door counters (placed under all the door pieces at the beginning of the game). When a door is opened, the door piece can be moved out of the way and the open door counter will show the position of the door without obstructing game play. If the door is closed, the door piece can simply be placed back on the counter.

Closed doors block a unit's LOS (line of sight). This means a unit cannot see beyond a closed door until it has been opened.



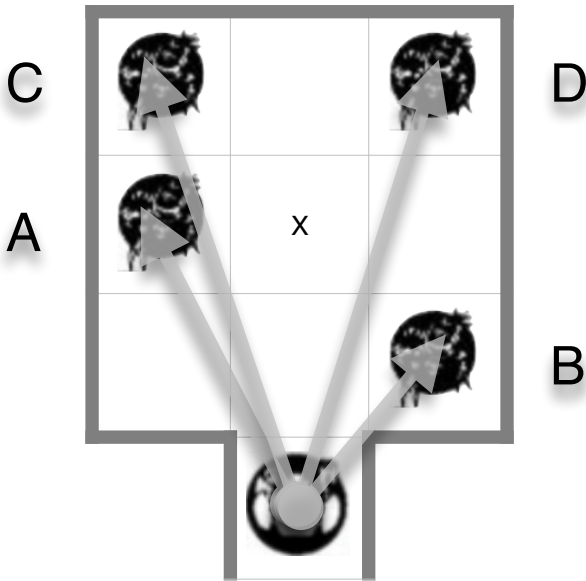
LINE OF SIGHT (LOS)

A unit's line of sight or LOS is a 90° arc directly in front of the direction they are facing as shown below:

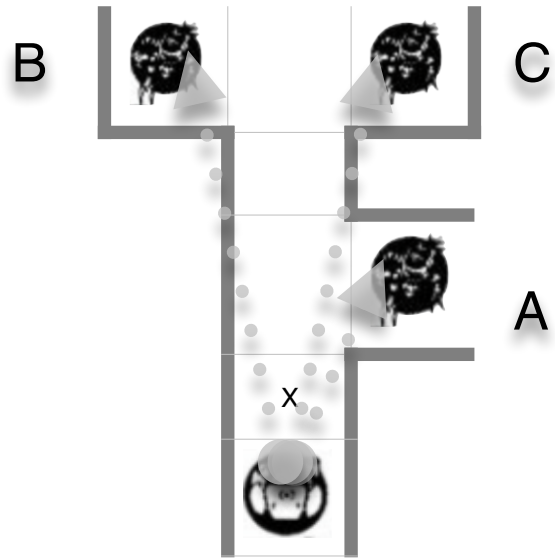


This is the field of view that the unit can see and shoot in.

To target an enemy, it must be within the Marine's LOS and not blocked by another unit, wall or object. Stealer units are considered soft objects and will only block LOS if it passes through its exact centre point. Two Stealer units, however, standing nearer and next to each other will block LOS.



The Marine unit can see all the Stealer units A, B, C and D. He would not, however, be able to see units C and D if there was also a unit positioned on the square marked X. Units A and X are blocking view to unit C and Units B and X are blocking view to unit D.



The Marine unit cannot see any of the Stealer units A, B or C because of the walls. If the Marine unit was standing on the X then he would be able to see Stealer unit A, but not B or C.

PASSING OBJECTS

Only Marine units can pickup objects and pass them to other Marine units. Mission briefings will detail if objects are in play, if they can be picked up (and how many APs to pick up) and if they can be passed.

A Marine unit can only pass an object to another Marine unit located in one of his front 3 squares. It does not matter which way the receiving Marine unit is facing.

Marine units armed with Lightning Claws or Thunder Hammer and Storm Shield cannot pick up or hold objects.

1 ✓ Can pass to a Terminator unit here.	2 ✓ Can pass to a Terminator unit here.	3 ✓ Can pass to a Terminator unit here.
4 ✗ Cannot pass to a Terminator unit here.		5 ✗ Cannot pass to a Terminator unit here.
6 ✗ Cannot pass to a Terminator unit here.	7 ✗ Cannot pass to a Terminator unit here.	8 ✗ Cannot pass to a Terminator unit here.

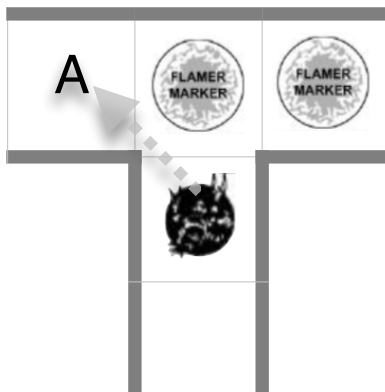
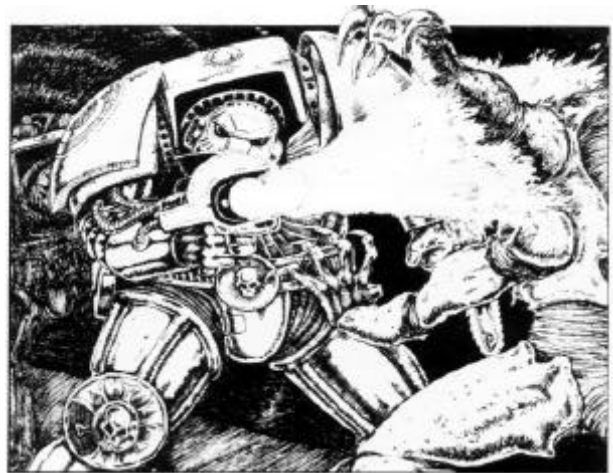
MOVING THROUGH FIRE, PLASMA AND GAS

Fire, Plasma and Gas are represented by the fire, plasma and gas markers.

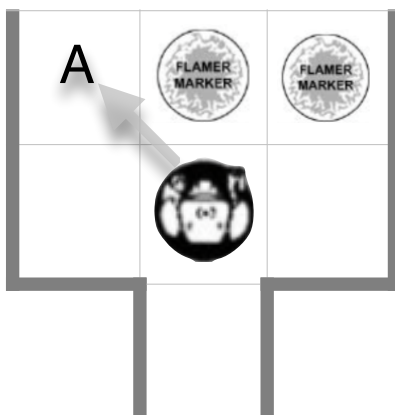
No units can move within fire except the Broodlord who is immune and can freely walk in, about and out of fire and except units that just survived the 'to hit' roll and can move out of the fire within 1 movement. If they cannot move out of the fire within 1 movement then they must remain where they are and cannot move until the fire expires.

Any Stealer units that were caught within gas and survived the 'to hit' roll, must remain where they are and cannot move until the gas expires (this includes the Broodlord). Marine units, however, can move freely within Gas.

Nothing can survive in plasma and is therefore impassable.



In the above example, the Stealer unit wishes to move to point A. Doing so will cause it to walk through the fire and so it may not make the move.

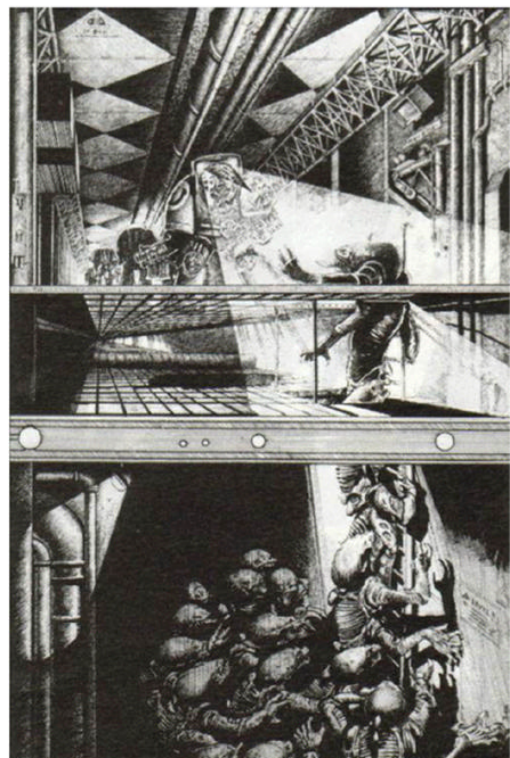


In the above example, the Marine unit wishes to move to point A. Because the square to his left is clear he may safely move to point A without walking through the fire.

MOVE AND SHOOT

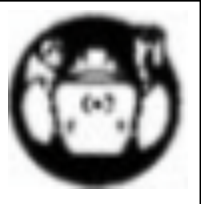
Some weapons can shoot while moving. The shot is taken at the end of the movement meaning that if the unit makes a 90° or 180° turn then the shot is fired in the direction they are facing **after** the turn.

Using move and shoot will cause a unit to lose any sustained fire bonus and the roll to hit is always the normal score.



CLOSE ASSAULT

Adjacent units can go into close assault as long as the unit initialising the assault is facing the other unit.

1 ✗ Cannot attack a unit in close assault here.	2 ✓* Can attack a unit in close assault here.	3 ✗ Cannot attack a unit in close assault here.
4 ✗ Cannot attack a unit in close assault here.		5 ✗ Cannot attack a unit in close assault here.
6 ✗ Cannot attack a unit in close assault here.	7 ✗ Cannot attack a unit in close assault here.	8 ✗ Cannot attack a unit in close assault here.

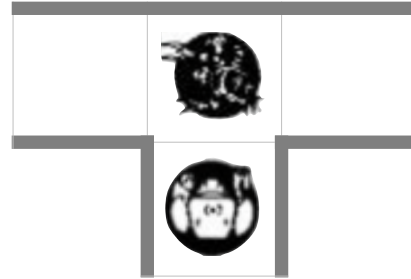
* This is a units close assault square

Close assault is resolved by both units rolling dice and the highest score wins. The losing unit is removed from the board and is counted as a casualty. If the scores are equal then it is a tie and nothing happens.

Some units can roll more than 1 dice and some add bonuses. In the case of rolling more than 1 dice then the highest single dice roll is used (exception being the Broodlord but those details are covered in the 'Units' section of this rule book).



If the unit being assaulted is not facing the assailant and they win, then they can only turn to face their opponent.



In the above example the Marine unit attacked the Stealer unit from its side. The Marine player rolled a 3 and the Stealer player rolled a 1, 5 and a 2. The Genestealer unit uses the 5 result as its highest roll and beats the Marine's roll of 3. The Stealer unit wins the assault but because it was not facing the Marine unit, it only turns to face him.



Had the close assault rolls been a tie, then the Stealer unit would not be able to turn to face the Marine unit.

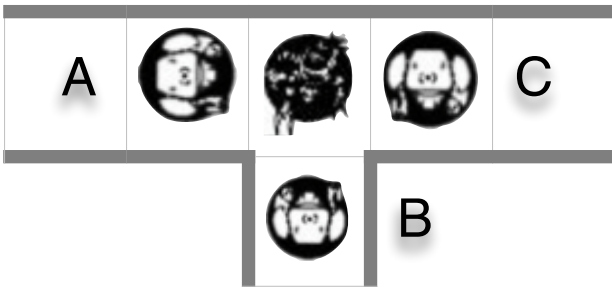
THE STEALERS ASSAULT ZONE

Once a Marine unit is within a Stealers close assault square it is locked in close combat and can only engage in close assault. The Stealer unit may move away at any time if it wishes but the Marine unit cannot. If the Marine unit is not facing the Stealer, it can risk taking a close assault roll with a -1 modifier. If he wins he can only turn to face the Stealer.

Marine units cannot use any ranged weapons while within a Stealers close assault square except when they are on overwatch and the Stealer unit has just moved next to them. Other Marine units that have LOS to that Stealer and are not locked in close assault may attempt to shoot at it to try and help their fellow comrade-in-arms.

GANGING UP

Units can 'gang up' on enemy units and gain a close assault bonus. For each unit surrounding an enemy unit (and is able to attack that unit, see the close assault table above) they receive a +1 to their close assault roll. This rule also works the reverse way round. If a unit that is surrounded by multiply enemy units and engages close assault with one of them, the enemy unit will still receive it's ganging up bonus.



In the above example, two of the Marine units are able to attack the Stealer in close assault. Units A and B will both receive a +2 bonus to their close assault roll. If unit B died in his close assault and then unit A attacked, unit A would not receive any bonus since unit B would not be there to help him and unit C is not able to help since he is facing the wrong way.

If instead, the Stealer unit was to attack the Marine unit B, then the Marine unit B would have a +2 bonus because of Marine unit A.

This makes ganging up a very useful tactic where possible.

GUARD

When a Marine player places a Marine unit on 'Guard', that unit's turn immediately ends. An on guard counter is placed next to the Terminator model. If the Marine player were to make that unit perform any other movement then it will lose it's on guard status.

When a Marine unit is on guard they are essentially readying themselves for close assault combat.

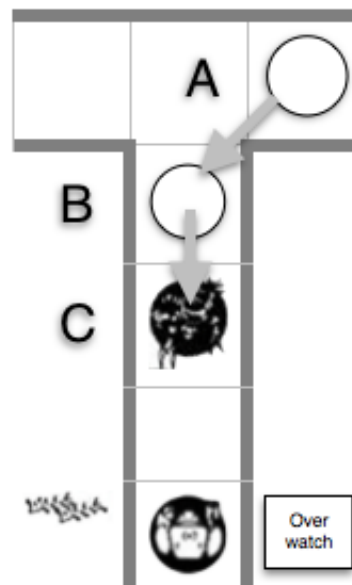
A Marine unit who is on guard is able to re-roll their close assault roll. They must however accept the newly rolled value. If the Marine unit is able to use more than 1 dice for close assault battle rolls, then they can only re-roll one of the dice.

OVERWATCH

When a Marine unit is placed on overwatch they are essentially holding position and will shoot at any enemy targets that move in their LOS.

When a Marine player places a Marine unit on 'Overwatch', that unit's turn immediately ends. An overwatch counter is placed next to the Marine model. If the Marine player were to make that unit perform any other movement then it will lose it's overwatch status.

A Marine unit who is on overwatch will shoot during the Stealer's action phase at any Stealer unit that moves within it's LOS and is within a range of 12 squares. It does not cost any APs or CPs to fire on overwatch so it is a good way to get free shots. When a Stealer unit moves within a Marine units LOS who is on overwatch, the Marine player **must** take a shot.

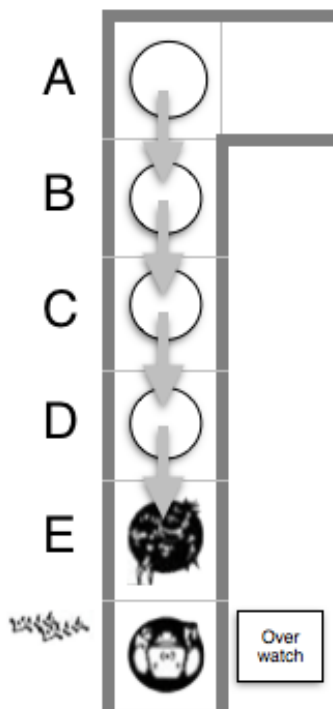


In the above example, the Marine unit was set on overwatch and during the Stealers action phase the Stealer unit started from point A and moved to point B. This placed it in the Marines LOS and within the 12 squares range. The Marine takes a shot but misses. The Genestealer unit moves again to point C and the Marine takes another shot and again misses. The Stealer player could if they wished, leave that unit there blocking the Marines LOS. This would allow them to bring more units in behind since the Marine unit will not be able to see them.

When on overwatch, some weapons are prone to jamming. If a weapon jams it can no longer fire and the Marine player must flip the overwatch counter to show that it has jammed. A weapon may be un-jammed during the Stealers action phase by spending CPs.

If a jammed weapon was not cleared during the Stealer action phase, then it will remain jammed on the Marine's action phase. A Marine unit may clear a jam while moving but they cannot however, move and clear a jam *and* shoot all in the same move.

Once a weapon has been unjammed, the jammed counter is removed. If it was cleared during the Stealer action phase, then the Marine unit will automatically go back on overwatch by simply flipping the counter back over.



In the above example, the Marine unit was set on overwatch and during the Stealers action phase the Stealer unit started from point A and moved to point B. The Marine takes a shot but misses. Unfortunately his weapon also jammed. The Genestealer unit moves again to point C and the Marine uses a CP to unjam his weapon. The Stealer unit moves again to point D and the Marine unit takes another shot but misses. The Stealer unit moves again to point E and the Marine unit takes another shot and finally scores a hit, just in time.

If a Stealer unit is able to move into close assault with a Marine who is on overwatch, then he loses the overwatch status. If there are other Marines who can help him out by ganging up on the Stealer unit and they are also on overwatch, the Marine player can choose to take them off overwatch in order to help the Marine in close assault. Regardless of the outcome of the close assault, the Marines who where engage in the close assault do **not** automatically go back on overwatch.

OVERLAPPING OVERWATCH

When more than one Marine unit overlaps the area they cover when on overwatch, this is known as overlapping overwatch. This will give the Marine player a higher chance of successfully covering a particular area during the Stealer players turn.

When two or more Marine units who are on overwatch and can see a Stealer unit move in their LOS, the Marine player must declare which units are taking each shot before rolling the dice. This is important because all of the Marine units **must** roll to hit to check for any weapon jams, weapon malfunctions or simply to decrease ammo (depending on weapon used).

So if 3 Marine units are set on overlapping overwatch and a Stealer unit moves within all of their LOS. Even if the first Marine unit scores a hit, the other two units **must** roll to hit to see if any of their weapons jam. This simulates the fact that all 3 Marine units took the shot at the same time.

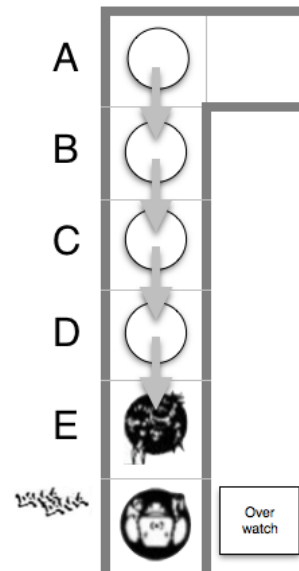


SUSTAINED FIRE

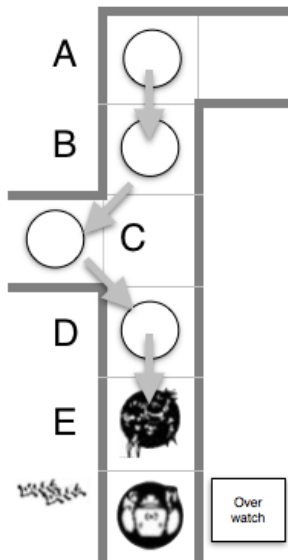
Some weapons can gain a special bonus to shooting when the Marine units stays still.

If a Marine unit takes a shot at an enemy unit and misses (it does not matter if they had also moved) if they now stand still and then shoot again at the same enemy target, the score to hit will go down by 1 point. If they miss again the score to hit will go down one final time. The next and all succession shots remain at 2 points less of the normal score to hit as long as they stay still and continue shooting at the same target.

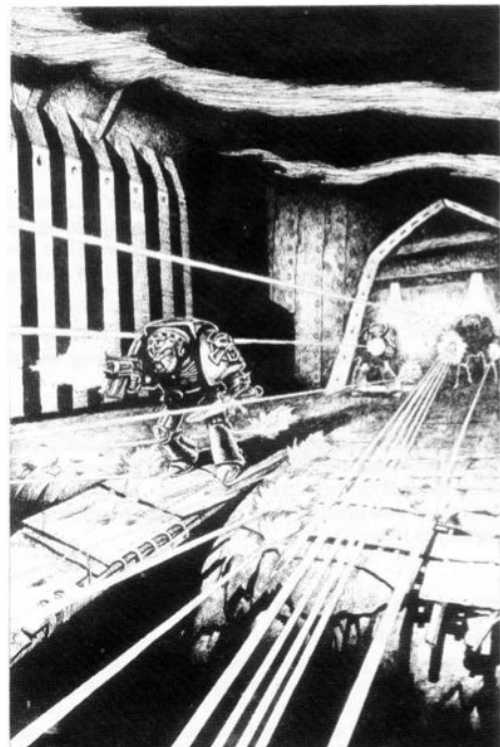
If at any time they lose LOS to that enemy target they will lose the sustained fire bonus, even if that same target comes back into their LOS.



In the above example, the Marine unit was on overwatch. The Stealer unit moved to point A and the Marine unit took a shot at 6+. The Stealer unit moved to point B and because the Marine unit stayed still the shot was now 5+. The Stealer moved to point C and the shot was now 4+. The Stealer then moves to point D and E and the score to hit is still 4+ as the sustained fire bonus does not go further than 2 below the normal roll to hit.



In the above example, the Marine unit was on overwatch. The Stealer unit moved to point A and the Marine unit took a shot at 6+. The Stealer moved to point B and because the Marine unit stayed still the shot was now 5+. The Stealer moved to point C and moved out of his LOS and so the Marine unit now loses the sustained fire bonus. The Stealer unit then moves to point D and the score to hit is back up to 6+ again. The Stealer unit moves to point E and the shot is now 5+.



BLIPS

Blips can move around the board in exactly the same way as normal Stealer units. They must open doors to go through them. Blips do not have any facing so they are free to move around without the need to worry about which way they are facing.

They cannot, however, move into the LOS or a square directly next to any Marine unit. If the Stealer player wishes to move the Stealer units represented by the Blip counter into the LOS of a Marine unit, they must first convert the Blip.

Keeping Blips on the board for as long as possible is good for hiding the Stealers numbers and can make for good tactical play.

CONVERTING BLIPS

Blips must only be converted before they are moved into or during the Marine player's action phase when a Marine unit moves and gains LOS to one.

To convert a Blip, flip the counter over to reveal to the Marine player the number of Stealer units that are represented. A Genestealer model is placed on the square that contained the Blip counter and facing any direction the Stealer player wishes.

If the Blip counter represents more than one Genestealer then the next one must be placed on one of the surrounding squares that contained the Blip counter and is also empty. If there are no empty squares available, then the unit is lost.

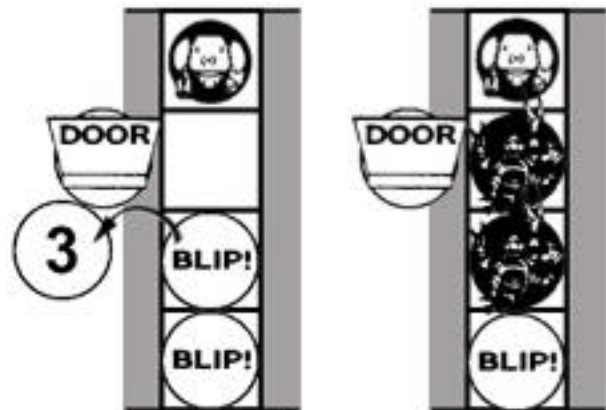
If it was a 3 Stealer counter then the third unit is placed exactly as above. If there are no empty squares available then the unit is lost.

Some Stealer units require the use of the 1 and 3 Stealer Blips in order to enter the board. In this case, instead of placing Genestealer units, the Stealer player informs the Marine player that they are bringing on a special unit. The special unit is then placed on the square containing the Blip counter and facing the

direction the Stealer player wishes. (see 'Units' section of this rule book)

If the Blip was seen during the Marine players action phase then it is the Marine player who places the Genestealer units but the Stealer player chooses the direction they are facing.

Revealed Blip counters are not put back in the Blip bag. Instead they are put aside until all the Blip counters in the bag have been used. If the mission has an endless Blip supply then once the bag is emptied it is topped back up again with all the used Blip counters.



In the above example, the Terminator unit opened the door, revealing the Blip in his action phase and so the Marine player places the converted Genestealers. The Blip counter is revealed to be a 3 Stealer Blip. He places one on the square that contained the Blip counter, and one on the empty square next to it (where the door was). There is no more empty squares to place the third so it is lost.

It is worth noting, even if the Marine was back one square, the Stealer player would still lose 1 unit as the bottom Blip counter was blocking the third empty square. Stealers cannot be placed more than 1 square away from where the Blip counter was.

CONVERTING AMBUSH BLIPS

Ambush Blips are converted exactly the same way as normal Blips except that some may contain false alarms, in which case nothing is revealed and the Ambush Blip counter (unlike normal Blip counters) is put back into the bag with the other Ambush Blips.



STEALER ENTRY AREAS

Blips enter play at entry areas: off-map areas depicted by the Stealer Entry Area counters.

You can only have up to three Blips and three Stealer units in the same entry area at any one time; you must place additional Blips in other areas. A Blip/Stealer unit pays 1 AP to move from an entry area onto the adjacent corridor square.

Place the Blips so that it is obvious which entry area they are in. Blips/Stealer units may not move to different entry areas: they must either move onto the map, or lurk where they are.

LURKING

The Marines cannot attack Blips that are in entry areas. Entry areas may not be shot at by flamers (though the corridor section leading to the entry area can be fired at as normal). Blips in entry areas do not have to enter the map when they arrive; they may lurk off-board, completely safe from harm, for as long as the Stealer player wishes. LOS does not extend into entry areas; thus, Blips there are never subject to involuntary conversion.

MANDATORY LURKING

If a Marine unit is six or fewer squares away from the square next to the entry area, Stealers or Blips cannot enter the map on the turn they are placed: they must lurk for at least one turn. On the next turn, however, they may enter as normal. Count by the shortest possible route, ignoring facing, doors, flames, intervening models or Blips.

If a Blip was already lurking in the entry area when the Marine moved to within six spaces, it can enter play immediately. It does not have to lurk an additional turn because the Marine showed up - he'll just have to take his chances.

Important: Blips are never forced to lurk for more than one turn! They can always move on the second and subsequent turns (though they do not have to move if they want to).

STEALERS IN ENTRY AREAS

The Stealer player can convert Blips to Stealer models in entry areas. The Stealer models may also lurk, and must do so if their Blip arrived this turn and a Marine unit is six or fewer squares away. A maximum of three Stealer models may lurk at any one-entry area, in addition to the three Blips.

Once they have entered the map, Stealers or Blips may not move back off board. Lurking Blips cannot relocate to different entry points.

MARINES AT ENTRY AREAS

If a Marine occupies the square directly adjacent to the entry area, Stealers who are not forced to lurk can attack him from the entry area in close assault combat at the standard AP cost. Blips must be converted first to do this. Marines in this position are not locked in a Stealers assault zone and can move away freely if they wish (and had survived any attacks).

AIR DUCTS

Air ducts are sometimes located connecting between corridors and can only be used by the Stealers (except the Broodlord and Hormagaunts which are too large). Blips must be converted first before entering air ducts so as to avoid the dilemma of a 3 Blip passing through and then later converting to a Broodlord or Hormagaunt. Stealers can freely move in and out of the air ducts as if they are just corridor sections.

Marine units that have LOS to the first square of an air duct can see and attack any unit found there as long as it is within range of their current weapon. Flamers, Frag Grenades, Gas and Plasma affect air ducts exactly as if they are corridor sections.

A Stealer facing out of an air duct will still have a close assault zone in their front square which will as usual prevent a Marine unit from simply walking passed and must engage in close assault.

LADDERS

Ladders are represented with the ladder counters. The counters supplied in this book are labelled with letters and there are two of each. This is to help with finding the corresponding ladder counters when playing the game. A ladder counter going down and labelled "C" will lead to the matching ladder counter labelled "C" on a separate board section.

A unit may only climb or descend as long as it is on the same square as the ladder counter. It does not matter which direction the unit is facing to use a ladder. When a unit uses a ladder, move the model and place it on the corresponding counter on the appropriate separate board section and face it in the direction of your choice. The mission briefing map will detail where all corresponding ladder counters are to be placed.

A unit cannot use a ladder if another unit is standing on the corresponding counter. They will have to wait for the space to be free. A Marine unit, however, can shoot at a Stealer unit standing on a ladder space above or below if the Marine is standing next to and facing or standing on the corresponding ladder counter. Stealer units can attack in close assault Marine units on corresponding counters but they do not lock the Marine units in their assault zone.

PITFALLS

Pitfalls are essentially holes in the flooring of the space hulks. They lead from one floor to another. The pitfall counters supplied in this book are labelled with letters and there are two of each. This is to help with finding the corresponding pitfall counters when playing the game. A pitfall counter labelled "C" will lead to the matching pitfall counter labelled "C" on a separate board section. The counters with the holes in the floor represent the pitfall hole itself (top) and the counters that are simply lettered are where the pitfalls lead to (bottom). Some missions do not show the levels where the pitfall leads to and so the bottom counters are not needed. Units that move/fall down these are lost as casualties.

Marine units cannot climb from bottom counters up to top counters but they can attempt to walk over the top counters. A Marine unit can never end its movement on a top pitfall counter and instead must have enough APs/CPs to get past it.

Each time a Marine unit passes over a top pitfall counter they must roll a D6. On a 1 or 2 they fall through it and either land on the corresponding bottom pitfall counter or are counted as a casualty. If they fall through, any unit on the corresponding bottom pitfall counter automatically dies and the Marine unit that fell must roll another D6 and is killed on a 4+.

Stealer units can climb from bottom counters up to top counters and are not restricted when moving over the top and *can* end their move on a top pitfall counter.

A Marine unit standing next to a top pitfall counter and facing it can look down and have LOS to any unit on the corresponding bottom counter. Due to the thickness of the floors this is the only square that can be seen from above. This is the same as looking down a ladder square.

RUBBLE

Rubble represents general decay of the space hulk corridors and room sections from the long periods of time in deep space.

Marine units cannot move across rubble counters but they have LOS and can shoot across them.

Stealer units can freely move over rubble counters.



UNITS

SPACE MARINE: TERMINATORS



The Space Marines in classic Space Hulk wear Terminator armour, which is also known as Tactical Dreadnought Armour. Constructed from heavy gauge plasteel plating designed to withstand the high pressures found inside plasma reactor shields, Terminator armour is virtually impervious to most weapons. Each suit contains its own independent power supply, life support systems, communications array, and targeting systems for weapons. They are heavily armed and many carry teleport homers, bio scanners, and energy scanners. Almost all chapters of Space Marines have suits of Terminator armour and train a small number of their best Marines in its use. The suits themselves are valuable and often very old. Many bear the scars or medallions commemorating past actions, and all Terminator armour is treated with the reverence due to ancient relics.



Below is a list of all the different unit types available for the Marine player. The tables accompanying them detail the unit's Action Points, number of dice they roll for Close Assault and any other special instructions.

Terminators



Terminator Space Marines are typically armed with Storm Bolters and Power Gloves. Extremely effective against individual Genestealers at long range, a Marine is in real trouble if a Stealer gets within clawing distance!

Heavy Weapon Marines are armed with weapons that do more damage but have limited ammunition, like the Heavy Flamer and Assault Cannon. They have the same statistics as a Terminator Space Marine, but their weapons usually cost 2 AP to fire.

APs	Assault Dice	Notes
4	1	None

Sergeant



These are the commanders of the Squads. They are particularly powerful in Close Assault with the Genestealers, where they receive a +1 to their die roll. The Marine Sergeants are usually armed with Storm Bolters and sometimes with Power Swords.

APs	Assault Dice	Notes
4	1	<ul style="list-style-type: none"> • +1 CAB • Can allow re-selection of CP counter • +30 seconds bonus to action phase timer



Captain



For each Captain in play, the Marine player receives two additional Command Points. If a Captain is killed during play, the Marine player no longer enjoys the benefits of a Captain's CP bonus in subsequent turns.

The Marine Captain is also a skilled fighter and receives a bonus of +2 CAB and +1 RAB. In addition, he provides a +1 CAB to all Marine units within 6 squares of him as a morale boost.

APs	Assault Dice	Notes
4	1	<ul style="list-style-type: none"> • +2 CAB • +1 RAB • Provides +1 CAB bonus to nearby units (6 squares) • Provides +1 CP bonus • +60 seconds bonus to action phase timer



Librarian



Librarians are powerful psykers, able to channel the force of their minds into their weapons and sinister powers.

Librarians are ranked according to mastery level. There are four different levels of mastery - the higher the level, the stronger the Librarian.

At the start of the game the Librarian has a number of Psi points that is dependent upon his psychic mastery level. When the Librarian has spent all of his Psi points, he cannot spend any more during that mission.

Psi points can be spent to use one psychic ability per turn at the cost detailed in the 'Psychic Abilities' section of this rule book. The psyker can cast a psychic ability at any time during the Marine action phase.

The Librarian is also a skilled fighter and receives a bonus of +1 CAB and +1 RAB.

Librarian Psi Points table		
Mastery Level	Rank	Psi Points per mission
1st	Lexicanian	12
2nd	Codicier	15
3rd	Epostiliary	17
4th	Chief	20

APs	Assault Dice	Notes
4	1	<ul style="list-style-type: none"> • +1 CAB • +1 RAB • Can use Psi points • In CA, can add as many available Psi points needed to allow him to tie the result • +30 seconds bonus to action phase timer

TYRANID: GENESTEALERS



The Genestealers are a menacing race, travelling on derelict space hulks on-route towards worlds in which to destroy. There are many different forms or biomorphs of Genestealer, all of which are truly deadly. Lead by at least 1 Broodlord, the Genestealers minds are as one - the hive-mind - acting as different parts of a very large single unit. Very few ever meet and survive encounters with the Genestealers.



Below is a list of all the different unit types available for the Stealer player. The tables accompanying them detail the unit's Action Points, number of dice they roll for Close Assault and any other special instructions.

Genestealer



The Genestealers, fast, nimble and powerful. They have 2 legs and four arms, two with fingers and two with razor sharp claws that can easily rip through Terminator armour. Their vast numbers make them a near un-stoppable force.

APs	Assault Dice	Notes
6	3	None

Genestealer Feeder Tendrils (Biomorph)



A biomorph, the Feeder Tendrils have been bred with Tendrils which can grab a foe from a slight distance and pull them towards it. They are extremely accurate and they can grab a target up to 3 squares in front of them on a roll of 3+. If successful, the target model is placed in the square directly in front of them facing the same direction they were before being grabbed. They will lose any on guard status and bonus.

A target model can be anywhere within a clear 90° LOS arc and up to 3 squares away.

For the first close assault roll only, the Marine player (except for the Librarian unit) does not receive any CAB bonuses apart from the ganging up bonus. This is to represent the shock of the Tendril attack.

Note - if the Genestealer Feeder Tendrils engages close assault without using it's Tendril attack first then the Marine player does not lose any CAB bonuses.

If the current mission is allowing Feeder Tendrils, then they can be brought into play by converting a 1 Stealer Blip (not including Ambush Blips). Instead of revealing 1 Genestealer, replace the Blip with the Feeder Tendrils unit. You can only bring on as many Feeder Tendrils units as stated by the mission briefing or by your force list (see 'Force Lists' section of this rule book).

APs	Assault Dice	Notes
6	3	• Can use it's Tendrils to grab enemy targets up to 3 squares away. Successfully grabs on a roll of 3+. If successful, the target model is placed in front of them.

Genestealer Acid Maw Eruptus (Biomorph)



A slight variation of the Acid Maw biomorph, the Acid Maw Eruptus has been bred with over filled corrosive acid. The acid holding organ of their body has been evolved to explode upon death, spraying any close-by units with deadly acid.

If any Genestealer Acid Maw Eruptus unit is killed it explodes in a ball of acid. The explosion affects all units up to 2 squares around the Stealer killing any model on a 2+. They can also cause themselves to explode at will.

If the current mission is allowing Acid Maw Eruptus, then they can be brought into play by converting a 1 Stealer Blip (not including Ambush Blips). Instead of revealing 1 Genestealer, replace the Blip with the Acid Maw Eruptus unit. You can only bring on as many Acid Maw Eruptus units as stated by the mission briefing or by your force list (see 'Force Lists' section of this rule book).

APs	Assault Dice	Notes
6	3	<ul style="list-style-type: none"> • When unit is killed it explodes in a ball of acid affecting all units up to 2 squares away. • Can self explode.

Hormagaunt



The Hormagaunt is a highly specialised Tyranid bioform. Each Hormagaunt has four razor-sharp claws specially developed for ripping and piercing flesh and armour.

The large claws give this Tyranid the ability to parry an enemy close assault attack. When in close assault, this allows the Stealer player to force the Marine player to re-roll one of their combat dice. Hormagaunts also receive a +1 bonus to close assault due to those large razor-sharp claws.

Hormagaunts are harder to kill than normal Genestealers and therefore subtract 1 to all Marine to hit rolls.

If the current mission is allowing Hormagaunts, then they can be brought into play by converting a 3 Stealer Blip. Instead of revealing 3 Genestealers, replace the Blip with the Hormagaunt unit. You can only bring on as many Hormagaunt units as stated by the mission briefing or by your force list (see 'Force Lists' section of this rule book).

APs	Assault Dice	Notes
6	3	<ul style="list-style-type: none"> • +1 CAB • Can parry an enemy close assault roll (force a re-roll). • Harder to kill (Marine player -1 to all to hit rolls).

Broodlord



The oldest and most powerful Genestealers are known as Broodlords. Even more vicious and intelligent than their offspring, brood lords are dangerous foes.

Broodlords have the ability to deliver a mighty blow. When in close assault, the Stealer player rolls 3 dice and adds the highest and the lowest scores together. This is then the Broodlords close assault combat roll.

Broodlords are hard to kill as well as being immune to flamer and all Psychic attacks. Being hard to kill requires the Marine player to score a hit on 2 dice.

If the current mission is allowing Broodlords, then they can be brought into play by converting a 3 Stealer Blip. Instead of revealing 3 Genestealers, replace the Blip with the Broodlord unit. You can only bring on as many Broodlords units as stated by the mission briefing or by your force list (see 'Force Lists' section of this rule book).

APs	Assault Dice	Notes
6	3	<ul style="list-style-type: none"> • Mighty Blow (add highest and lowest close assault dice). • Hard to Kill (Marine player must score a hit on 2 dice). • Immune to fire. • Immune to all psychic attacks.



ARMOURY

STORM BOLTER



Terminator Space Marines are armed with the very best weaponry in the Imperium. Their standard issue firearm is the Storm Bolter which fires small, high-velocity bolts with explosive tips that are capable of blasting through eight inches of plasteel as though it were tissue paper.

The Storm Bolter can be shot while moving in any direction. Follow the move and shoot rules.

The Storm Bolter can gain the sustained fire bonus. Follow the sustained fire rules.

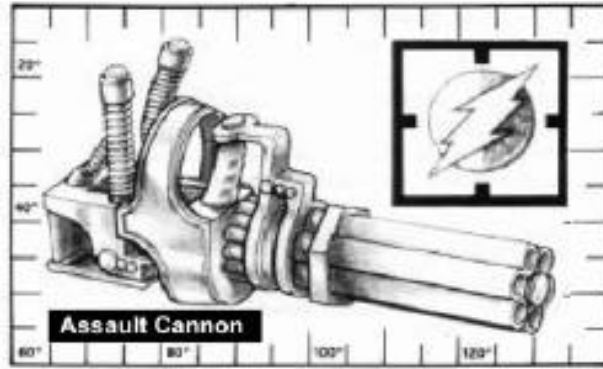
A Terminator unit armed with a Storm Bolter can be put on overwatch. The Storm Bolter is prone to jamming when on overwatch and will jam on a double. Follow the overwatch rules.

The Storm Bolter has an unlimited ammo supply.

Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
Normal	1	2	6+	Y	∞	
Overwatch	-	2	6+	Y	12	• Will jam on a double.



ASSAULT CANNON



The Assault Cannon is a heavy weapon capable of tearing through hordes of Genestealers but at a cost of limited ammo.

The Assault Cannon can be shot while moving in any direction (excepting when firing on full auto, see below). Follow the move and shoot rules.

The Assault Cannon can gain the sustained fire bonus. Follow the sustained fire rules.

The Assault Cannon can be fired in full auto mode (not while on overwatch) for a cost of 2 APs. In this mode, the Marine unit can shoot at targets in his LOS and kill on a 4+ (Broodlord dies on a double 4+). If he makes a kill he can target another unit in his LOS (this may be a unit that was behind the previously killed unit that can now be seen) and again kill on 4+. The Marine unit can keep on going until he either misses or runs out of ammo.

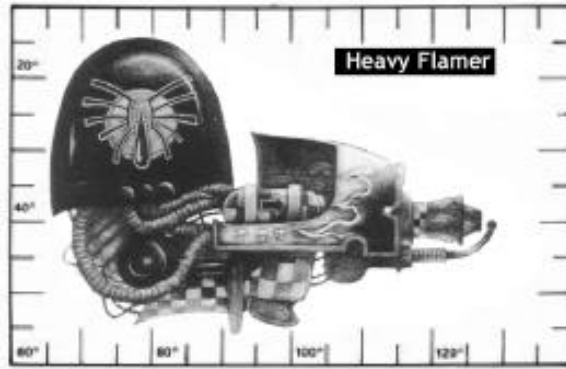
A Terminator unit armed with an Assault Cannon can be put on overwatch. The Assault Cannon will never jam. Follow the overwatch rules.

The Assault Cannon is prone for malfunction. Rolling a triple at any time after a reload will cause the Assault Cannon to explode, automatically killing the Terminator unit holding it and any units in the 8 surrounding squares are killed on a 4+ except the Broodlord who dies on a 6+ on a single dice.

The Assault Cannon has a limited ammo supply. Each ammo reload has enough for 10 shots.

Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
Normal	1	3	5+	Y	∞	• Will malfunction on a triple roll after first reload.
Full Auto	2	3	4+	N	∞	• Will malfunction on a triple roll after first reload.
Overwatch	-	3	5+	Y	12	• Weapon does not jam • Will malfunction on a triple roll after first reload.

HEAVY FLAMER

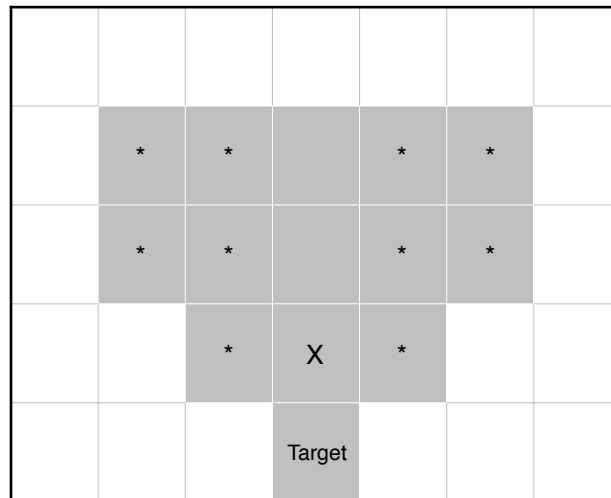


The Heavy Flamer fires jets of volatile chemicals that explode violently when ignited, filling the target area with burning flames and smoke. Flamers have a maximum range of 12 squares, and a full flamer carries six shots.

The Heavy Flamer has a limited ammo supply. Each ammo reload has enough for 6 shots.

To fire a flamer, the Marine player chooses a target square to be the start. Place 1 flame counter on that square. Use the chart below for placing the other flame counters. If the square marked X is blocked by a wall then the flames will only follow the squares marked *.

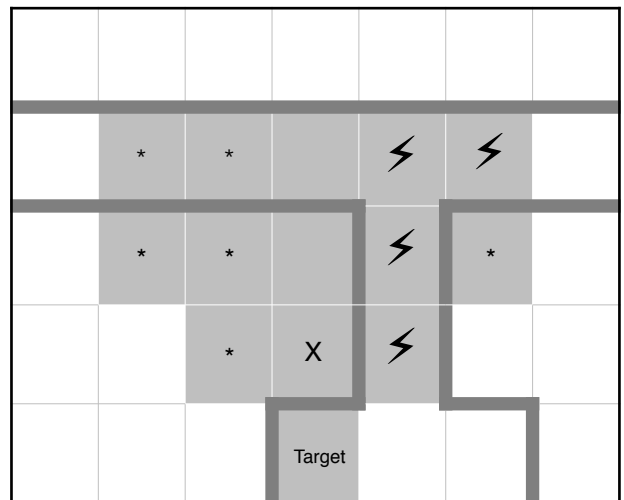
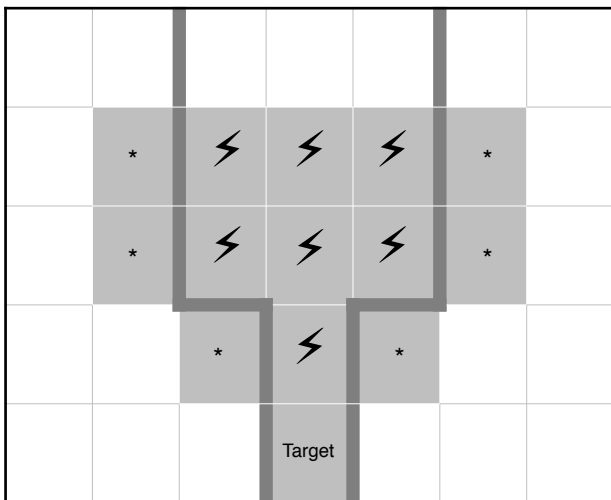
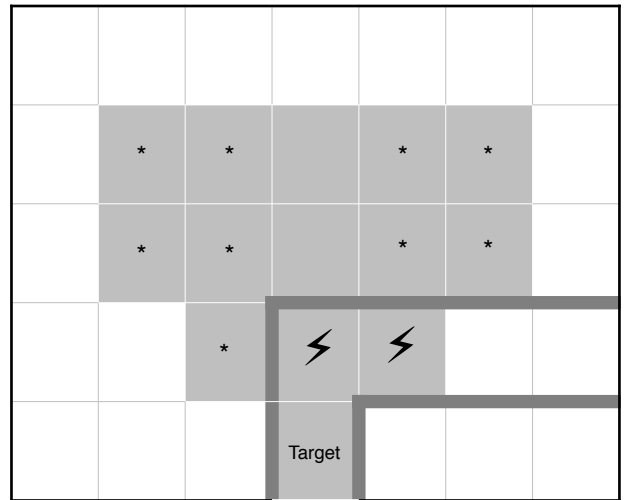
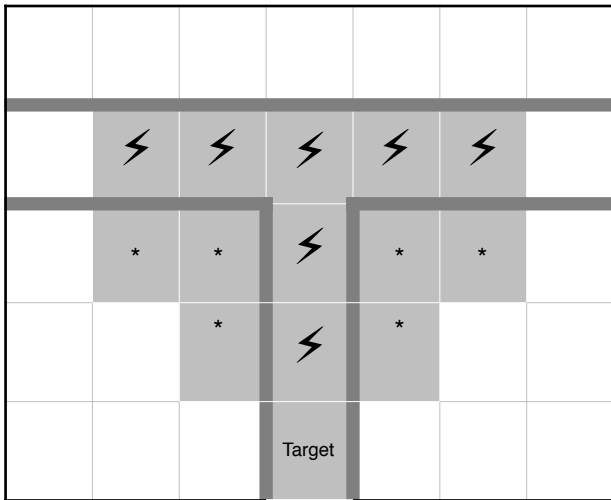
Flames cannot move past doors or walls and the flames block LOS.



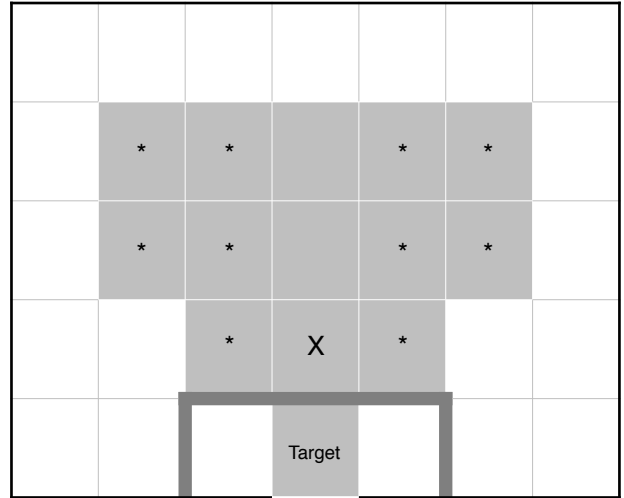
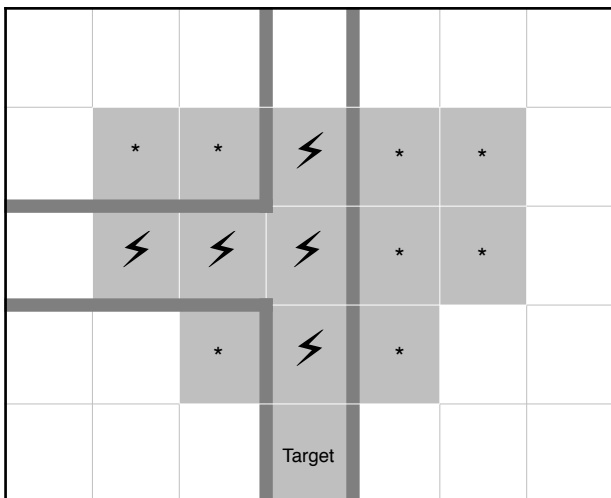
Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
Normal	2	1	2+	N	12	• Flames block LOS
Overwatch	-	-	-	-	-	

Examples of using the flame template.

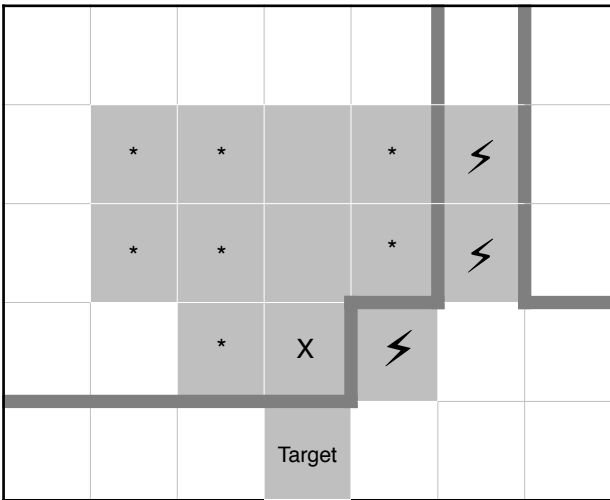
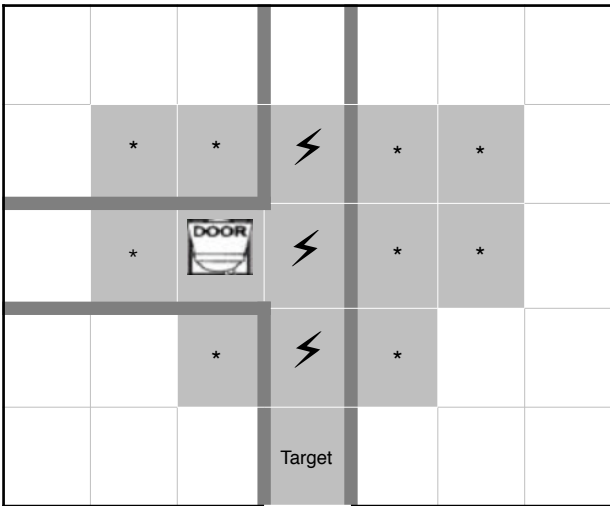
⚡ symbol represents squares that are filled with a flame counter. The target square is always filled with a flame counter. These examples assume the Terminator unit is facing north. Simple adjust for other directions accordingly.



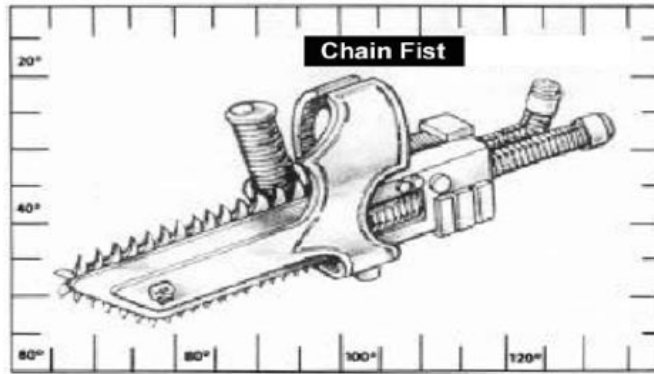
Because the X is blocked, flames follow the *



Only the Target square is flamed.



CHAIN FIST

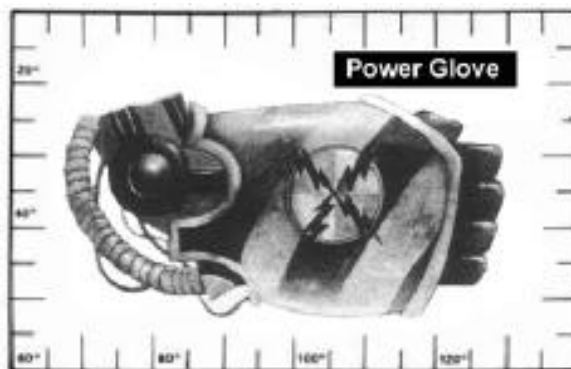


Chain Fists are used for slicing through bulkheads and closed doors. Though they do more damage in battle than a Power Glove, they are somewhat more unwieldy so Marines with Chain Fists receive no close assault bonus or penalty.

A Marine armed with a Chain Fist cuts through a jammed door for a cost of 1 AP (No close assault dice roll is necessary). The door must be in the Marine's close assault square. Once destroyed the door is removed from play.

Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
-	-	-	-	-	-	• Can slice open a jammed door.

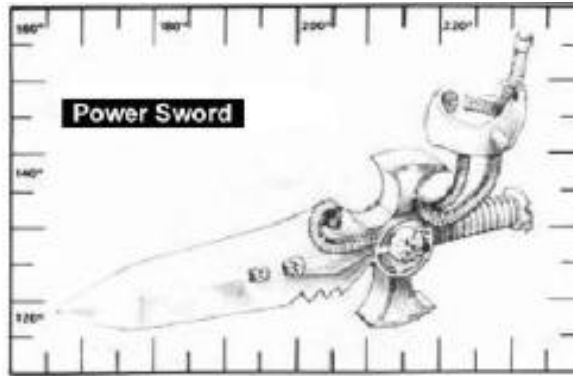
POWER GLOVE



This is the massive gauntlet that most Terminators are equipped with to aid in close assault combat. Though the Power Glove is a powerful weapon against normal foes, or even armoured Space Marines, it is slow and unwieldy against Genestealers.

Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
-	-	-	-	-	-	None

POWER SWORD



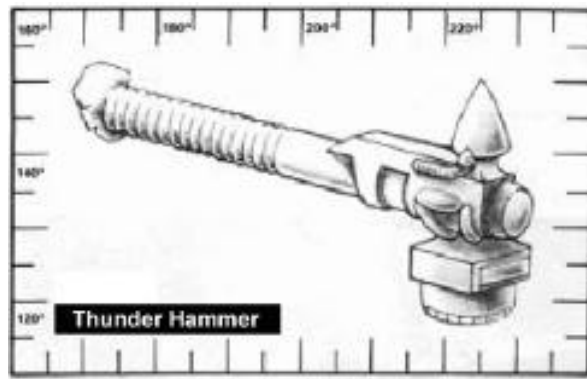
Power Swords are extremely effective weapons awarded to only the battle-proven best. Usually only Marine Captains possess them, although Marine Sergeants who have shown extreme bravery are sometimes awarded one.

A Marine armed with a Power Sword is able to parry one of the Genestealer’s attacks. After both sides roll, the Marine player can force the Genestealer player to re-roll one of the three dice they rolled. The new roll stands - even if better than the original roll. The Marine can parry only against opponents in the Marines close assault square. He cannot parry attacks from the side or rear. The Marine is never forced to parry – in fact if he wins the initial roll, he would be wise to let it stand

Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
-	-	-	-	-	-	• Can Parry to front attacks.



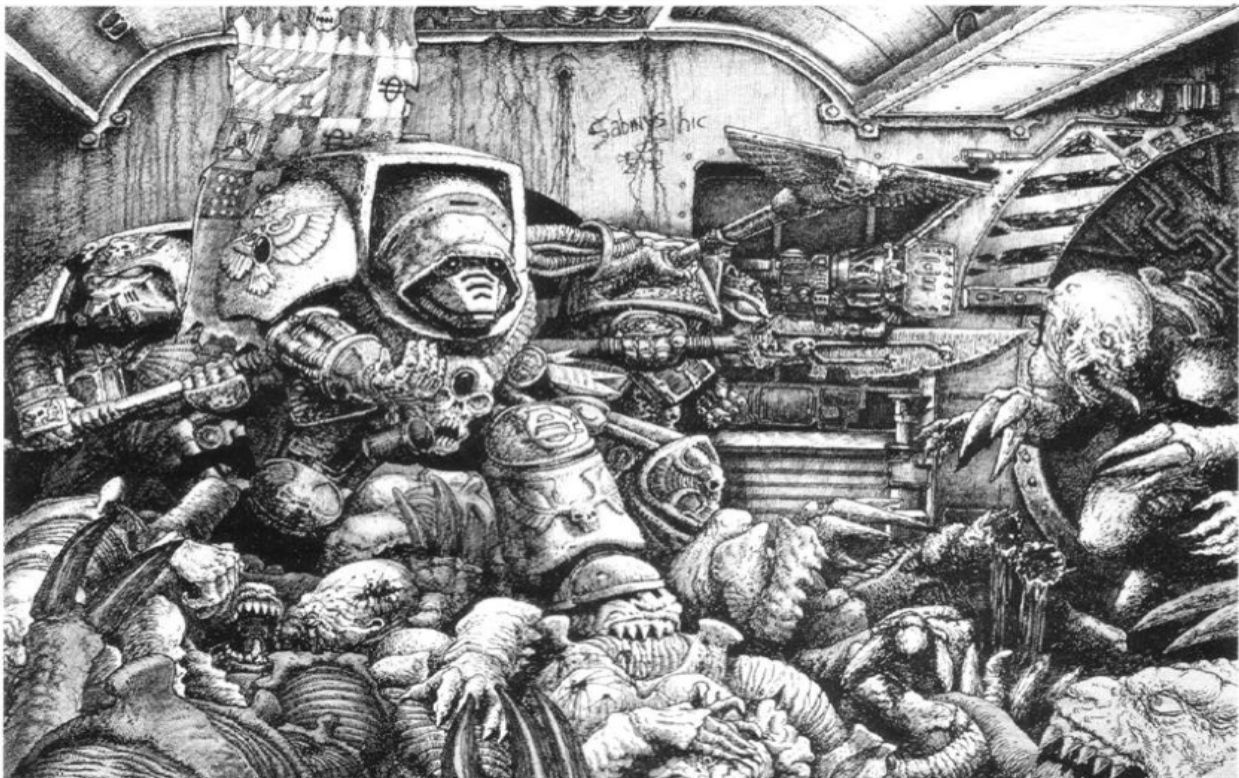
THUNDER HAMMER



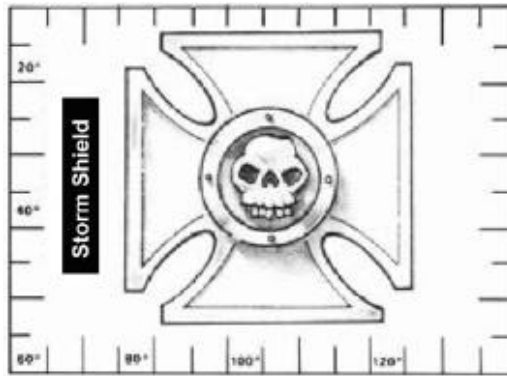
The Thunder Hammer is an energy weapon constructed around a generator. It produces a blindingly bright explosive energy field capable of blowing apart a Genestealer’s carapace. A Thunder Hammer is always carried in conjunction with a Storm Shield.

Any Marine equipped with a Thunder Hammer has his close assault modifier increased by +1 when against opponents in the Marines close assault square. The Marine’s assault modifier is not increased when defending against attacks made from the side or rear.

Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
-	-	-	-	-	-	• Adds +1 CAB to front attacks.



STORM SHIELD

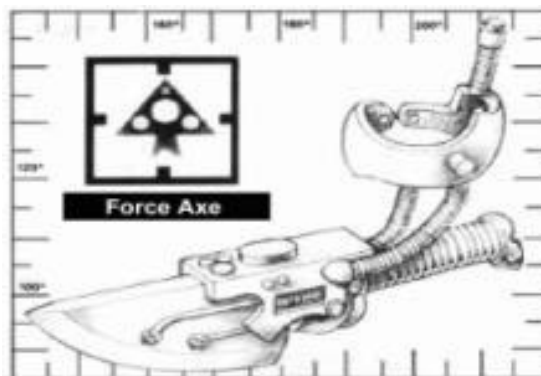


The Storm Shield a defensive energy shield that can be worn on a Terminator Marine’s left arm. Shaped like a cross, it draws its energy from the generators inside of the Terminator suit. It always glows a startling azure from the electrical energy that snakes across its surface. It glows even more violently when a Genestealer’s claws rake across it and disturb the energy pattern. Usually the front of the shield bears a facsimile of the Marine’s chapter or company battle banner.

A Storm Shield can be used to block a close assault attack, but only against opponents in the Marines close assault square. This forces the opponent to roll 1 less dice than normal in close assault.

Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
-	-	-	-	-	-	• Blocks (enemy units roll 1 less dice in CA) to front attacks.

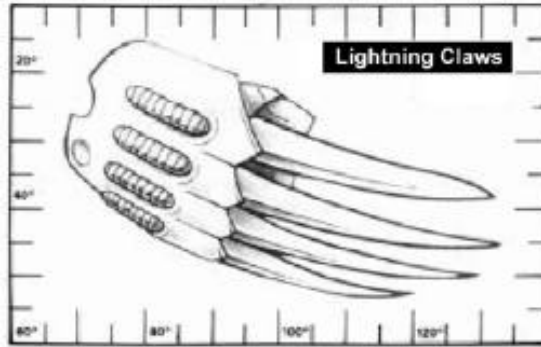
FORCE WEAPONS



Marine Librarians are invariably armed with a Force Sword or Force Axe. The carbon steel blades of these weapons house a meticulously engineered Psi-matrix formed into a precise serpentine shape that concentrates and directs the psychic energy of the wielder. Can be used to parry against opponents in the Marines close assault square.

Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
-	-	-	-	-	-	• Can Parry to front attacks.

LIGHTNING CLAWS



Lightning Claws are bladed gloves surging with lethal energy. The claws can hook into a Genestealer’s carapace and rip it away, exposing the flesh beneath. Lightning Claws are extremely difficult to use; it takes many years of study to become proficient with them.

Lightning Claws are always worn in pairs, as the Marine’s sole armament. Marines rolls two dice in close assault instead of just one when facing his opponent. Lightning Claws can only be used against opponents in the Marines close assault square. The Marine rolls only one dice against opponents to his side or rear.

Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
-	-	-	-	-	-	<ul style="list-style-type: none"> • Adds +2 CAB to front attacks. • Roll 2 dice to front attacks.

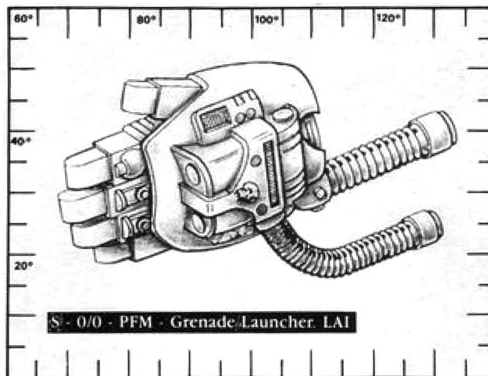
POWER/FROST AXE



The Power/Frost Axe is a large bladed weapon with a powered edge. It is used in close combat to give a unit a +1 CAB. It can also be used to break through doors and bulkheads. The Power/Frost Axe can also be employed using heavy chops to literally break a door down at a cost of 2 AP. No dice roll is needed to destroy doors with a Power/Frost Axe but the door must be in the Marines close assault square.

Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
-	-	-	-	-	-	<ul style="list-style-type: none"> • Can chop down doors for 2 AP. • +1 CAB.

GRENADE LAUNCHER



A special Power Glove incorporating a small, rapid-firing grenade launcher. Grenade launchers can fire at a cost of 1 AP at any square in the Marine’s LOS and up to a range of 8 squares. They have enough ammo space for 5 grenades.

Grenades can also be carried by any Marine unit and thrown up to a range of 6 squares but it costs 2 APs to do so. Marine units manually carrying grenades can only carry a maximum of 3.

Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
Normal	1	-	-	-	8	None
Thrown	2	-	-	-	6	None

Grenades on their own can be thrown by Terminator units at the cost of 2 APs and a range of 6 squares in their LOS.

Crak Grenade

Crak is a target effect grenade. It is a sticky, shaped charge that is used against armoured targets. They have an instant effect so no effect counters are needed.

Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
-	-	2	2+	-	-	• Single target only.

Frag Grenade

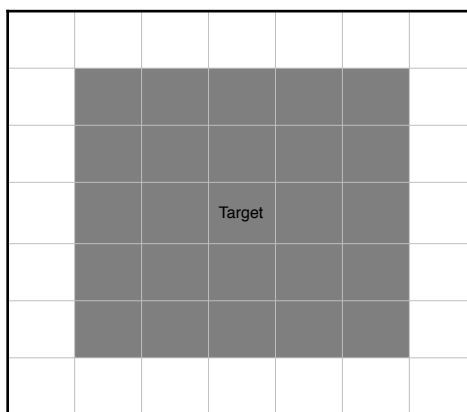
Frag grenades are small, high explosive area effect grenades. They effect the target square and all 8 squares around it. They have an instant effect so no effect counters are needed.

Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
-	-	1	5+	-	-	• Area effect. • Does not affect Broodlords

Gas Grenade

Gas grenades are small, area effect grenades that fill an area with poisonous gas. They effect the target square and all squares around up to 2 squares away. They have lasting effect so gas effect counters are needed. The gas lasts for 2 turns before dissipating enough to be non-lethal. Place the gas effect counters face up for the first turn they are used. Then in the reset phase, turn them over to show that they are half way through. In the second reset phase they are removed from play. Marine units can walk through the gas (see 'Moving through fire, plasma and gas' section of this rule book) but Stealer units that survive the roll to hit must remain still until the gas clears. Broodlords cannot be harmed by gas but must remain still until it clears.

Terminator units are immune to the gas as they are in full environmental suits. The gas, however, blocks LOS so Marines units cannot fire through it except at Stealer units standing right next to them. They can fire outwards only from the outer edge of the gas. Stealer units have no close assault zone within gas so Marine units can walk past them freely.



Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
-	-	1	4+	-	-	<ul style="list-style-type: none"> • Area effect, lasts for 2 turns. • Blocks LOS. • Does not kill a Broodlord.

Plasma Grenade

Plasma grenades fill an area with hot molten plasma that kills everything instantly, including doors. They effect the target square and all 8 squares around it. The effect lasts for the remainder of the game and so effect counters are needed. No unit can move into a plasma counter. See 'Moving through fire, plasma and gas' section of this rule book. Plasma does not block LOS. Because of the lasting effect, these must be used wisely. If the Marine player cannot complete their objective because of trapping themselves behind plasma, the Stealer player automatically wins the game.

Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
-	-	-	auto	-	-	<ul style="list-style-type: none"> • Area effect, lasts for remainder of game.

CYCLONE MISSILE LAUNCHER

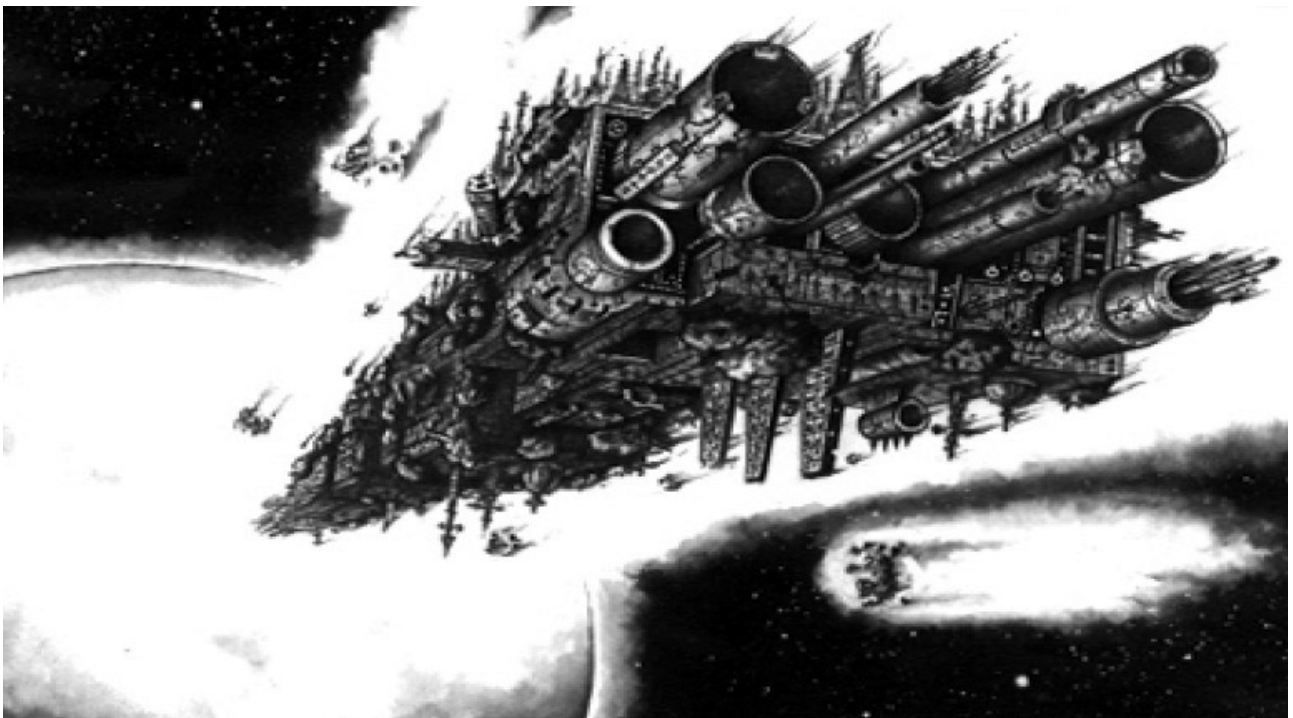


These are bulky shoulder-mounted weapons that fire small missiles armed with powerful warheads. All Cyclone Missile Launchers can carry 6 missiles. It costs 2 APs to fire a missile launcher.

Because of the weapon's bulk, move and fire actions are impossible. The same model can fire different types of missile in the same turn, but the player who's firing must select the type of missile before rolling to hit. As each missile is a separate shot, Missile Launchers receive no sustained fire bonus.

Missile types available are similar in effect to grenades but missiles have a longer range.

Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
Normal	2	-	-	-	12	• Must stand still to shoot
Overwatch	-	-	-	-	-	



POWER FIELD GENERATOR



Power Field Generators block movement through the square they are in. A Marine unit can deploy a Power Field Generator on any empty square up to 3 squares away from himself that's within his LOS.

The generators can be attacked but it takes a Stealer unit who is next to and facing it, their full 6 APs to bring it down 50%. If two Stealer units were next to it on different sides and both were able to spend their full 6 APs, then the generator would be destroyed in one turn but those units would not be able to move until their next turn.

If the Stealer player could only attack the generator once in a turn, the Power Field Generator counter is flipped over to show it is down to 50%. When it is next attacked the counter is removed. A Stealer counter that has just attacked a Power Field Generator cannot make any further movement until it's next turn.

Marine units can disable a Power Field Generator as long as they are standing next to and facing it. Once disabled the Power Field Generator counter is removed from the board, the Marine unit does not pick it up.



SELF DEPLOYMENT SENTRY GUN



The Self Deployment Sentry Gun is a powerful piece of equipment capable of holding off hordes of Genestealers by itself.

At the start of a game, the Self Deployment Sentry Gun is a mobile unit that cannot shoot and cannot move through any square with any unit. Stealer units cannot attack the Sentry Gun while in it's mobile state. They can, however, move over it during their turn but not end their movement on the same square. It can move at a speed of 6 APs but only forwards or backwards. Moving forwards or backwards one square cost's 1 AP and it can turn on the spot for 1 AP.

It cost's 2 APs to deploy the gun and it can only do so on an empty square. Once deployed, the Sentry Gun remains on that square for the remainder of the game. It cannot be recovered or used again in another mission of a campaign (unless you have purchased more than one).



When deployed, the Sentry Gun automatically goes on overwatch and will always fire at Stealer units that move in its LOS and within 12 squares. The Sentry Gun has 360° LOS and has been designed to be able to rotate extremely fast. It can rotate 90° or 180° in 1 AP. During the Stealer player's turn, if a Stealer unit moves within 12 squares from it's side or rear, the Sentry Gun must turn to face it. If the Stealer unit then moves again, it can then (and must) shoot at it.

A deployed Sentry Gun blocks LOS and movement to all units.

The Sentry Gun basically is a bolter but with mechanical accuracy and therefore has a starting score to hit of 5+ on three dice. The Sentry Gun receives the sustained fire bonus and will never jam but only has enough ammo for 20 shots. If a Stealer unit can manage to get close enough to engage it in close assault, the Sentry Gun automatically loses and self destructs killing all units in the 8 squares around it. The Stealer player may have to sacrifice a unit like this in order to get past the Sentry Gun.

Fire Mode	Cost to Fire (APs)	Number of Hit Dice	Score to Hit	Sustained Fire?	Range	Notes
Normal	1	3	5+	Yes	12	
Overwatch	1	3	5+	Yes	12	• Never jams

PSYCHIC

The material universe is but one aspect of reality. There is a quite separate and co-existing immaterial universe. This is commonly known as the warp or warpspace, although it is also known as Chaos, the otherworld, the ether, the empyrean, the void and the immaterium. Warpspace may be explained in terms of an endlessly broad and deep sea of raw energy. This energy carries within it the random thoughts, unfettered emotions, memory fragments and unshakeable beliefs of those who live in the material universe — it is the collective mind of the universe itself.

All living creatures exist in warpspace as well as in the material universe, although most are not conscious of the fact. Just as a man's body inhabits the material universe, his soul inhabits that of the warp. The body is part of the universe and made of matter: the soul is part of the warp and is made from the stuff of raw Chaos. Human sensitivity to the warp is not generally well developed. The soul itself is not aware: it is simply a coherent lump of Chaos energy maintained whole by its anchor to the material body. However, in a minority of people this sensitivity is far more finely tuned. These people are psykers and they are able to consciously control and use the energy of the warp to affect the material universe. There are many kinds of psykers, not all of them Human, some of whom are tolerated or encouraged within Human society while others are regarded as dangerous and are actively persecuted and destroyed.

PSYCHIC POWERS

As power from the warp flows into realspace, it splits into eight parts, each perceived by those with psychic awareness (often called the second sight) as a separate colour. Just as the warp comprises tides and currents of emotion that over the millennia have melded together to form the great Powers of Chaos, so in realspace each of the colours of psychic power draws on a certain type of emotion or energy from warpspace. This gives each colour its own distinctive effects when used by a psyker. A small amount of raw energy from the warp leaks through into realspace all the time. Those with psychic powers see this energy as layered mists of colour, building into boiling,

turbulent clouds and multihued storms where the barrier between the warp and realspace is particularly tenuous.

To cast a psychic attack, the psyker pulls energy of one colour into himself, draining the surrounding area as he concentrates and focuses the colour. When he uses his powers, he further weakens the distinction between warpspace and realspace, allowing more power to flow through, providing additional impetus to his attack and replenishing the mist of colour that surrounds him. To those with psychic second sight, it appears that the psyker is the center of a maelstrom as fragments of colour whip and twist around him. As he gathers all the energy of one colour, the storm dies for a brief moment and he stands at the calm center of the boiling clouds

— he moulds the power into his chosen form, turning it with his mind from raw energy into potent weapon of attack or a shield of defence. Then he releases the pent-up energy, hurling it at his enemy or pushing it out to form an impenetrable shell around him.

Those with the second sight see psychic attacks in many ways. Each psyker interprets what he sees according to his understanding of the warp: some as a dance of pure colour; others as a strange geometry of mystical symbols drawn from the arcana; many as images of power and destruction taken from the mythologies of their homeworld. Where one may see bolts of startling colour, others will see the talons of huge beasts grappling with their enemies or strange forms with a Daemonic glint in their eyes ripping and tearing. For some, skeletal hands reach out of the darkness with the touch of death where others see all-consuming hellish fires burning with the souls of the damned. One will see spiders and beetles whose eyes glow with an uncanny radiance and whose feet send out sparks as they skitter along faint webs of colour to reach with thin feelers into the minds of their victims. Another will see pools of darkness that spread from the caster to consume everything they meet with the insatiable hunger of the warp.

PSYCHIC COMBAT



Even those without the second sight see flickering shadows, or catch a sight of something from the corner of their eyes, bringing a moment's dread apprehension before the psyker's attack bursts upon them with its full energy, surrounding them with deadly fires or a hail of coloured bolts that strike down all in their path.

As well as using the power of the warp by drawing it into realspace, the psyker can reach out within the warp itself to clutch the soul of an enemy and break the thread that connects it to a living body. For a second the eyes of his victim will go blank and any who look into them will feel drawn in, sucked by the black emptiness of death, before the victim crumples to the ground in silence — only his soul, torn apart by the psyker, screams unheard with the agonies of annihilation.

The links of those who are weak are easily broken; the psychically strong are anchored to their souls with adamantine chains and only the most powerful of enemies can threaten them. As they feel the presence of animosity in the warp, they can concentrate their power into the chain, setting it aglow as if just pulled from the fires of a furnace, throwing back the

assailant with a white psychic heat that burns any who approach.

PSYKERS IN THE IMPERIUM

Most Humans do not have psychic powers, although all Humans have at least a limited potential for psychic activity. However, a small but growing minority of Humans do develop tangible powers. These people are called psykers by the Imperial authorities — on their own worlds they may be known by many names: warlock, witch, necromancer, spirit walker, exorcist, speaker in tongues, shaman. Psykers are dangerous individuals whose powers can only be tolerated when safely harnessed within the Imperial organisation: the psychic universe is the universe of Chaos and therefore perilous. It is a universe inhabited by Daemonic aliens that care nothing for living creatures and wish only to use and destroy Humanity. All psykers, even the most powerful, offer these aliens a potential means of entering and affecting the material world.

Every planet in the Imperium is bound by law to control its psychic population. Persecutions or witch-hunts are an everyday part of life on most worlds. The same laws oblige rulers to set aside a levy of young and relatively promising psykers for transport to Earth by the Adeptus Astra Telepathica.

THE ADEPTUS ASTRA TELEPATHICA

The Adeptus Astra Telepathica is dedicated to the recruitment and training of psykers for service throughout the Imperium. The headquarters of the organisation is on Earth, but its ships travel the Imperium and its offices extend over most of Human space. The institution is divided into a teaching body called the Scholastia Psykana and a recruiting body known as The League of Blackships. These two are united under the Master of the Adeptus Astra Telepathica and his advisory council of several hundred senior officials drawn from the main divisions.

THE LEAGUE OF BLACKSHIPS

The League consists of a substantial fleet based throughout the Imperium. The ships visit each world every hundred years or so. As the fleets approach their destination, the ruling Imperial Commander is instructed to prepare the customary levy. On many planets, this is a holy time — a time for rejoicing as the young hopefuls gather for their chance to be taken to the stars and serve the unseen Master who rules them all. Once the levy has been collected, the Blackship Captains make an initial evaluation of their cargo before proceeding to the next world in their circuit. When the holds are full, the Blackships turn towards Earth. It is common for Inquisitors to travel on board these ships, as this gives them a good opportunity to investigate a planet's potential for psychic corruption and other heresy.

THE SCHOLASTIA PSYKANA

The Scholastia Psykana is a vast teaching institution dedicated to the training of psychics. Most recruits are drawn from the levy collected by the Blackships, but a minority are handed over by the Inquisition, the Judges or through other channels. The role of this institution is to teach young psychics how to develop and control their powers. The future of each psyker depends on his abilities and character. Initial evaluation divides the levy into several groups depending on their innate psychic power and their willingness to serve the Emperor.

The Chosen

Those whose powers and strength of character are sufficient to resist possession and Daemonic taint under normal circumstances are chosen to serve in an elite capacity. They are often known as primary psykers or the Chosen and they will learn to serve the Imperium in many ways throughout the galaxy. The very young may be indoctrinated into the Space Marines as Librarians; the most talented may become Inquisitors or Grey Knights. Even these chosen psykers are not invulnerable to the powers of Daemons and psychic aggressors, but their training gives them a fighting chance against all but the most potent of these creatures.

ASTROPATHS

Astropaths are selected from the second ranking of psykers, those whose powers are considerable but inadequate to resist the dangers of possession or Daemonic corruption. Astropaths undergo basic training coupled with a thorough study of telepathy. They are taught how to use the Emperor's Tarot, how to cast horoscopes, and the practices of cheiromancy and augury of all kinds. Once they have been prepared in this way they undergo the unique Binding Ritual which gives them a little of the Emperor's strength.

SACRIFICES

The psychic levy inevitably includes many whose powers are too random; whose minds are too vulnerable. If left unrestrained they would soon perish and their doom would lead to further deaths — maybe even to the destruction of entire Human worlds. In a teeming universe their loss is of no great matter but even in death they can serve, for the Emperor must feed upon raw psychic energy if he is to survive as the protector of Humanity. They become sacrifices to the Emperor, their souls leached away to sustain the Father of Mankind.



PSYCHIC ABILITIES

SCAN

Sending tendrils of psychic power out before him, the psyker is able to look into an unseen area with his mind's eye and see what it contains. Those affected feel a spine tingling chill as ghostly feelers brush across their skin and probe their minds. The air becomes slightly misty and a distant whistling noise is heard from all sides. As the psyker withdraws his presence, a freezing wind whips through the area, leaving a thin rime of frost on the walls.

This can be used to Scan a single tile section containing at least one Blip. The Scan immediately converts any Blips on the section.

When Scanning Blips, the Marine player chooses one Blip at a time, turns it over and places the models accordingly. Once all the Blips on the section have been converted, the Marine player may stop the clock while the Stealer player selects their facing.

The target square can be up to 12 squares from the psyker and he does not need a LOS or clear path it.

Target	Cost to use (Psi)	Number of Hit Dice	Score to Hit	Range	Notes
Blips	2	-	-	-	None



LIGHTNING ARC

A bolt of psychic energy flies from the caster's hand to strike down his chosen target, then leaps from enemy to enemy until its destructive power is exhausted. The Lightning Arc inflicts one hit on up to six different targets. The casting player has a free choice of which targets are struck by the Lightning Arc, but may not direct more than one hit at each model or feature. The attacker can choose the next target after each hit is rolled.

All the targets of a Lightning Arc must be within a 12 square range of the caster but do not need to be in their LOS. Lightning Arc needs a clear path between targets. You cannot target through an intervening model, though you may be able to trace around it. If a unit or door survives the attack, nothing beyond can be attacked unless the caster can trace a line that doesn't pass directly through the surviving feature. When targeting the Lightning Arc, you must identify a clear path the lightning can take to reach its target.

The Lightning Arc continues until all six hits have been used, or until there are not any targets within range that have not already been hit and survived.

If the Lightning Arc is targeting a Blip, the Blip is converted as usual. The casting player can now choose which model or models to attack with the Arc.



Target	Cost to use (Psi)	Number of Hit Dice	Score to Hit	Range	Notes
Blips	5	1	3+	12	<ul style="list-style-type: none"> • Can target up to 6 units. • Must have a clear path to target.
Stealer Unit		1	3+	12	
Door		1	2+	12	

SWITCH

By telekinetically operating the control mechanisms, the psyker can open or close a nearby door, possibly blocking or opening a vital line of sight to the enemy. As he reaches out with his mind, crackling green sparks leap from the control panel, arcing across to surround the door with an eerie light as it moves under psychic control.

Doors on space hulks are designed so that they cannot possibly injure anyone. They simply will not close if anyone— or anything — is standing in the door's square.

Target	Cost to use (Psi)	Number of Hit Dice	Score to Hit	Range	Notes
Doors	1	-	-	12	None

TELEPORT

The psyker manipulates the link between warp space and realspace to open a short-lived portal into the warp. He steps into the portal and disappears from realspace, instantly reappearing a few yards away as the portal slams behind him, shutting out distant cries echoing from the warp.

The psyker can teleport to any other square on the board in a range of 12 squares. He does not need a LOS or clear path to the target square and he can choose his facing.

Target	Cost to use (Psi)	Number of Hit Dice	Score to Hit	Range	Notes
Empty Square	10	-	-	12	None

PRESCIENCE

By opening his mind to the echoes of future events rippling backwards through the warp, the psyker is able to foretell things that are about to happen. With second sight, he sees a few seconds into the future. Shadow images of his opponents movement and fire, revealing attacks as yet unplanned.

With this knowledge, the psyker can inform his team and gain the Marine player some additional CPs. Roll a D6, on a 1-2 you gain 1 CP, on 3-4 you gain 2 CPs and on a 5-6 you gain 3 CPs.

Target	Cost to use (Psi)	Number of Hit Dice	Score to Hit	Range	Notes
-	2	-	-	-	• Roll a D6, on a 1-2 you gain 1 CP, on 3-4 you gain 2 CPs and on a 5-6 you gain 3 CPs.

STASIS

Stasis freezes time in a small area, causing it to appear from the outside as a dull black, impenetrable shell. By opening a small hole into the warp, the psyker bleeds time out of the area affected. For those within the Stasis shell, time stops — when the Stasis eventually fades, it will seem that anyone outside has instantaneously leapt to a new position.

Stasis affects a single square — in effect, that square is out of the game while the Stasis is operating. Stasis itself never causes any actual harm but any unit inside cannot perform any actions and are completely immune to attack or other psychic effects.

Place a Stasis counter on the target square. Stasis blocks LOS and movement and will last until the Reset Phase. The target square can be up to 12 squares from the psyker and he does not need a LOS or clear path to it. Targets can be an empty square, a closed door or any unit.

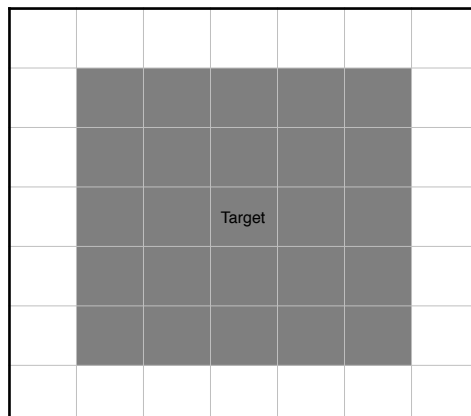
Target	Cost to use (Psi)	Number of Hit Dice	Score to Hit	Range	Notes
Any square	4	-	-	12	None

HELLFIRE

The psyker unleashes a roaring blaze of psychic energy that erupts around his opponents, burning them with the fires of his enmity. The affected area is filled with huge red and orange flames as the furnace heat boils off flesh and blood, melts armour and blackens even the hardened plasteel walls of a space hulk.

Hellfire affects all the models within 2 square radius of the target square. The target square can be up to 12 squares from the psyker and he does not need a LOS or clear path to it.

Target	Cost to use (Psi)	Number of Hit Dice	Score to Hit	Range	Notes
All Units	10	1	2+	12	None
Door			3+		



FORCE LIST

Some campaigns or missions will have set units that are used and some will allow you to use a Force List. When using force lists, you are provided with a number of points that you can spend on building up your squad(s) to use for the campaign or mission.

When using force lists for campaigns, both players buy their squads to last for the whole campaign. For the Marine player, this will include buying any backup units and ammo that can be teleported in as required. For the Stealer player, this includes buying the total number of Blips and any special units.

Campaigns will detail if races require certain units that *MUST* or *MUST NOT* be on their list.

MARINE UNITS

Marine Units	
Type	Cost
Terminator	1
Sergeant	3
Captain	6
Librarian (Lvl 1)	8
Librarian (Lvl 2)	10
Librarian (Lvl 3)	12
Librarian (Lvl 4)	14

Marine forces can only have a maximum of 2 Librarians and 1 Captain. A squad can have no more than 5 Marine units. A Captain is considered a single squad, as is a Librarian. The Stealer player receives 1 Blip reinforcement per Marine squad in play.

STEALER UNITS

Stealer Units	
Type	Cost
Normal Blip x5	1
Ambush Blip x1	1
Genestealer Feeder Tendrils (Biomorph) Blip x1	2
Genestealer Acid Maw Eruptus (Biomorph) Blip x1	2
Hormagaunt Blip x1	3
Broodlord Blip x1	5

WEAPONS, AMMO AND EQUIPMENT

Ammo/Upgrades/Equipment			
Weapon	Compatible Units	Weapon Type	Cost
Power Glove	Any	Close Assault	0
Power Glove with built in Grenade Launcher	Captain	Close Assault/Ranged	1
Chain Fist	Terminator	Bulkhead Demolition	1
Add Power/Frost Axe to a Marine with a Power Glove	Terminator	Close Assault	1
Thunder Hammer (must be combined with the Storm Shield)	Terminator or Sergeant	Close Assault	1
Storm Shield (must be combined with the Thunder Hammer)	Terminator or Sergeant	Close Assault	1
Lightning Claws (does not allow use of any other weapon)	Terminator or Sergeant	Close Assault	2
Power Sword	Sergeant	Close Assault	1
Force Weapon	Librarian	Close Assault	1
Storm Bolter	Any	Ranged	1
Heavy Flamer	Terminator	Ranged	4
Flamer ammo (6 shots)	Heavy Flamer	Ammo	1
Assault Cannon	Terminator	Ranged	4
Assault Cannon ammo (10 shots)	Assault Cannon	Ammo	1
Cyclone Missile Launcher	Terminator	Ranged	4
Crak Grenade (x1)	Any Manually/Grenade Launcher	Thrown/Ammo	3
Frag Grenade (x1)	Any Manually/Grenade Launcher	Thrown/Ammo	2
Gas Grenade (x1)	Any Manually/Grenade Launcher	Thrown/Ammo	7
Plasma Grenade (x1)	Any Manually/Grenade Launcher	Thrown/Ammo	12
Crak Missile (x1)	Cyclone Missile Launcher	Ammo	3
Frag Missile (x1)	Cyclone Missile Launcher	Ammo	2
Gas Missile (x1)	Cyclone Missile Launcher	Ammo	7
Plasma Missile (x1)	Cyclone Missile Launcher	Ammo	12
Power Field Generator**	Any	Defence	5
Sentry Gun	Not Applicable	Defence	10

* Grenades can be used with the grenade launcher or they can be manually carried by any Marine unit. Marine units can only manually carry 3 grenades.

** Any unit armed with Lightning Claws or Thunder Hammer and Storm Shield cannot hold Grenades, Power Field Generators or Objects.



SPACE MARINE CHAPTER BONUSES

Below is a table describing the bonus that can be awarded for the Space Marine chapters. Just choose the bonus type you want to use. If playing a campaign then the chosen chapter bonus lasts for all missions of the entire campaign (you cannot change it part way through).

Some chapter bonuses can only be used by specific chapters.

Space Marine Chapters Bonus Table					
Bonus Type	CAB	RAB	Timer Bonus	CP Bonus	Special Ability
1			+30		
2	+1			-1	
3		+1		-1	
4				+1	
5	+1	+1	-30	-1	
6	-1		+30	+1	
7		-1	+30	+1	
8	-1	-1	+60		
9			+60	-2	
10	-1	-1		+2	
Salamanders					Can walk through fire with a 6+ to hit roll for each turn spent within fire.

Fill in the Force List and Mission Sheet with your chosen chapter bonus. You can now use your force in the campaign or mission as detailed in the mission briefings.



SETTING UP AND PLAYING A GAME

Space hulk can be played as individual missions or as a full campaign made up of 2 or more missions. The Force List sheet and the Mission sheet are used for playing both campaigns and individual missions.

CAMPAIGNS

STARTING A CAMPAIGN

A campaign will usually provide both players with a background story. They are made up of 2 or more missions that link from one to the other as described by the story line. Campaigns using this 2016 ruleset will have the Marine player having to carry over surviving units from one mission to the next. They can purchase backup units that can be teleported in before next missions to make up for any losses. With this in mind, some campaigns may never get play to the end if the Marine player loses all their units.

The campaign instructions should detail how many points there are available for spending on your forces. The number of available points will be the same for both races and should be written in the appropriate box on the force list sheet.

The first choice to be made is who is playing which race. Once that is done, the Marine player chooses a chapter bonus. They can then enter the chapter bonuses on the campaign force list sheet.

Once that is done, both players buy their forces and fill in the relevant parts of the campaign force list sheet. The campaign instructions will instruct if any race must have or must not have any particular unit types. It may also require a minimum number of squads or units.

It is a good idea for the Marine player to buy backup units as well as the units required (unless of course they are feeling lucky). The Stealer player should buy enough Blips to use for each mission with the minimum being 15 Blips per mission. Special units and Ambush Blips can be purchased on top.

You may want to use a pencil while doing this to make correcting mistakes easier. Add up the cost of both races and make sure that no one has exceeded the limit. Any overspends must be corrected. Once everything is correct, you can now go over in pen (A coloured pen shows up clearer on the black and white sheet).

The players must also agree on whether they are using the timer rules for the Marine player.

You are now ready to start playing the missions.

STARTING A MISSION

Before playing a mission you should read the mission story so both players have a good understanding of the background and mission objectives. Now both players can assign what units they wish to use for the mission. The mission briefing will detail minimum and maximum allowances for both races and what units must or must not be included.

The mission sheet needs to be filled in with all units taking part in the mission. Any extra ammo, grenades or Power Field Generators also need to be added. The Stealer player needs to add the number of Blips and special units they wish to use. The Stealer player also needs to carefully consider the number of Blips they assign as any unused Blips will be lost after the mission.

The Mission sheet

Marine Unit List

If the mission states that there should be two or more squads then you can use the first column to write the squad number that each Marine unit belongs to. The load out column allows you to circle the unit type along the top. Along the bottom are all the different types of available grenades/missiles with numbers 1-6 next to them. Use these to circle the number of each type of grenade/missile the unit may be carrying.

If the unit is a Captain with the grenade launcher, then it can have a maximum of 5 grenades. You can mix and match the 5 over the different grenade types. E.g. 2x Crak, 2x Frag and 1x Gas. A unit armed with a missile launcher can have 6 missiles and again can be mixed. Any unit can carry grenades, except for any unit with either the Lightning Claws or Thunder Hammer and Storm Shield, but without the grenade launcher they can only carry a maximum of 3.

Also use this column to write down the weapon load out of each unit. E.g. Storm Bolter + Power Glove.

The CAB column is for a units Close Assault Bonus that they may have. This includes any bonus from the Space Marine chapter. E.g. Some chapter bonuses give each unit a +1 CAB in addition to any CAB that the unit usually has.

The RAB column is for a units Ranged Assault Bonus that they may have. This includes any bonus from the Space Marine chapter. E.g. Some chapter bonuses give each unit a +1 RAB in addition to any RAB that the unit usually has.

The Power Field Generator column is to show which units, if any, are carrying a Power Field Generator. Circle YES or NO. Each unit can only hold one Power Field Generator, except for any unit with either the Lightning Claws or Thunder Hammer and Storm Shield.

If a Marine unit has either the Heavy Flamer or Assault Cannon, then you can use the Ammo column to indicate how much ammo they have. A Heavy Flamer will usually have 6 and

the Assault Cannon will have 10. If you are playing a later mission and you do not have any more ammo to reload, you can use what ever was left over from a previous mission. Therefore, the starting ammo could be lower than the normal amount. A unit with a Heavy Flamer or Assault Cannon can only carry 1 reload during a mission. To indicate a unit carrying a reload, you circle the number of ammo along the Reload row. E.g. A unit carrying a Heavy Flamer and 1 reload will have 6 circled along the Ammo row and 6 circled along the Reload row.

The Timer Bonus column is used to indicate how much time bonus that unit provides. This is only necessary if the players have agreed to play using the timer rule.

The CP Bonus column is used to indicate the CP bonus that unit provides

There is also the Chapter Bonuses for both the Timer and CPs. Fill in any bonuses the chapter provides to these fields.

Finally, add up the CP bonuses and write the total in the CP Bonus field of the Command Point (CP) Tracker section.

Stealer Unit List

The Stealer player indicates how many Blips they want for the mission. It is usually a good idea to make it a multiple of the number of reinforcements they receive each turn, but not essential. If on a reinforcement phase they do not have enough Blip counters remaining, they simply only receive what they have left. Each turn from then on, they would receive no further Blip reinforcements.

The number of Ambush Blips the Stealer player wishes to use is also indicated, but only if the mission briefing allows for them.

The number of special units are also indicated and again, only if the mission briefing allows them.

The mission briefing should also indicate the minimum and maximum number of all Stealer units that can be used.

Setting up the Board

Some missions will have a pre-defined map and some will require the use of the geotiles. Others may have a combination of the two. Geotiles are the square card cutouts that represent parts of a map and can be arranged together to make a larger map. There is a set supplied with this rulebook.

If a mission requires the use of the geotiles, the deck is dealt to each player. The players then take it in turns to place a geotile on the table. There will be some corridor sections that will be left open and these are intentional so as to be Stealer entry or Marine starting areas.

Once all the geotiles have been placed, you now have the map layout from which to construct the actual game board with. The mission briefing will detail how to place the Marine starting positions.

Optional Rubble Rule

If both players agree, the Stealer player can roll 1x D6 once the game board has been setup and consult the following table.

Dice roll result	Number of rubble counters
1-2	1
3-4	2
5-6	3

The Stealer player will then receive the number of rubble counters as determine from the above table. These can then be placed wherever they choose as long they they do not make it impossible for the Marines to complete their objectives.

This rule can add some interesting randomness to game maps.

Play the Game

The mission briefing will state which race is first. It may state that the Stealer player can place a certain number of Blips at Stealer entry areas first and then the game starts with the Marine player.

Which ever race goes first, the game is then played following the normal game sequence until victory conditions for either side has been met.

The mission sheet is kept up to date by the Stealer player. All Marine casualties are noted by drawing a line all the way across the appropriate row. As Blips and special Stealer units are brought into play they should be crossed off the mission sheet.

The Stealer player receives 1 Blip reinforcement for every Marine squad that started the mission. Remember, Captains and Librarians count as squads by themselves.

End of Mission

At the end of the mission, regardless of who won, the mission and force list sheets both need updating.

If there were any Marine casualties then the units lost need to be crossed off the force list sheet including all weapons, ammo and equipment they were carrying.

The number of Blips, Ambush Blips and special Stealer units that were used are also crossed off the force list sheet.



RULES FOR SOLO PLAY

This section deals with the rules for playing space hulk on your own. It is always assumed that you play as the Marines and never the Tyranids. It would be far too complex to create solo rules for players controlling the Tyranids.

When playing solo rules you will need to use the supplied priority counters. These are labelled P1-2 and S1-2. P stands for Primary, S stands for Secondary and the number represents the priority level, 1 being the highest. These counters are placed on top of Blip tokens and used to determine how and where they move around the board.

Playing a solo game will follow all the normal rules and game sequences with the following differences.

REINFORCEMENT PHASE

If it is possible to place an Ambush Blip near any Marine unit and the Stealer has enough Ambush Blips available, roll 1x D6. On a 3+ one of the reinforcement Blips will be an Ambush Blip instead.

For each Blip reinforcement that is brought into play, roll 2x D6.

- -1 from the score for every Blip unit that has a P1 or P2 Priority counter on it
- +1 to the score for every Blip unit that has a S1 or S2 priority counter next it.

Check the result from the following table to see what the target type is for that Blip.

Reinforcement Target Type Table	
Score Result	Target Type
Roll 2x D6 and -1 from score for every P Blip on board and +1 to score for every S Blip on board.	
1-4	Secondary Target
5+	Primary Target

Once you know the target type, you can now look up the Blips target.

Blip Target Table		
Target Type	Score Result	Target
Roll 2x D6 and -1 from score for every P1 Blip on board and +1 to score for every P2 Blip on board.		
Primary Target	1-4	(P2) Marines Front Line
	5+	(P1) Current Marine Objective
Roll 2x D6 and -1 from score for every S1 Blip on board and +1 to score for every S2 Blip on board.		
Secondary Target	1-4	(S2) Marines Rear Line
	5+	(S1) Marines Side Line

Once the priority counter has been chosen, place the priority counter on top of the Blip token.

CHOOSING ENTRY AREAS

Always place Blips at the closest entry areas to their assigned targets (see 'The Marines Defence Line' section later). If there is already a Blip within 6 squares of the closest entry area, place it at the next closest that's within 15 squares of the closest Marine. Repeat this process until there are no more entry areas within 15 squares. Loop back to the first if need be. If there are no entry areas within this range, always use just the closest entry area. If the closest entry area is directly in the LOS of a Marine and there is another that is not in a Marines LOS and within 15 squares of that Marine, then choose the other.

CONVERTING BLIPS

A Blip will always be converted when it's movement will bring it within 6 squares of any Marine unit or within a Marine's LOS. 1 and 3 Blips will only be converted to special units based on the priority counter and whether there are special units available.

Blip Conversion Table		
Priority Level	1 Blip	3 Blip
P1	Roll 2x D6 1-6 - Convert to Genestealers 7-9 - Convert to a Feeder Tendrils 10-12 - Convert to a Acid Maw Eruptus	Roll 2x D6 1-2 - Convert to Genestealers 3-7 - Convert to a Hormagaunt 8-12 - Convert to a Broodlord
P2	Roll 2x D6 1-2 - Convert to Genestealers 3-7 - Convert to a Feeder Tendrils 8-12 - Convert to a Acid Maw Eruptus	Roll 2x D6 1-6 - Convert to Genestealers 7-11 - Convert to a Hormagaunt 12 - Convert to a Broodlord
S1	Roll 2x D6 1-10 - Convert to Genestealers 11 - Convert to a Feeder Tendrils 12 - Convert to a Acid Maw Eruptus	Roll 2x D6 1-10 - Convert to Genestealers 11-12 - Convert to a Hormagaunt
S2	Roll 2x D6 1-8 - Convert to Genestealers 9-10 - Convert to a Feeder Tendrils 11-12 - Convert to a Acid Maw Eruptus	Roll 2x D6 1-6 - Convert to a Genestealers 7-12 - Convert to a Hormagaunt
If a specific special unit is not available then Blip converts other special unit. If that unit is also not available then it converts to Genestealer units.		

STEALER ACTION PHASE

RULES FOR MOVING STEALER UNITS

The Stealers are moved in order of the closest Stealer unit to a Marine unit. If there are ties then roll a dice for each and the highest moves first (tie rolls are re-rolled). Blips and Stealer units are moved using a set of rules as detailed on the following page. Once a Blip is converted, it loses it's priority counter and will simply follow the rules below with it's target being either the nearest Marine unit or the nearest objective depending on whether the stealers have objectives to get to.

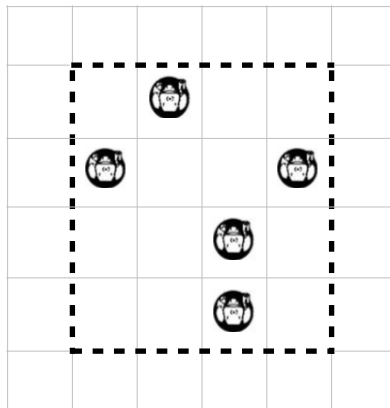
The rules are intended to be checked every time a Stealer or Blip meets one of the conditions listed. A Stealer unit that ends it's turn at a junction, corner or end of an air shaft will always face outwards so that it's close assault square is blocking the Marines path.

Stealer Action Table												
#	Action Scenarios	Blip	Genestealer		Feeder Tendrils		Acid Maw Eruptus		Hormagaunt		Broodlord	
			Side/Rear	Front line	Side/Rear	Front line	Side/Rear	Front line	Side/Rear	Front line	Side/Rear	Front line
1	<ul style="list-style-type: none"> All Blip units will take the shortest route towards their priority objective. If there is a route that they can take which avoids LOS with Marine units then they will use that. If there are other Stealer units blocking the shortest path towards their priority objective and there is another route they can take then they will use that. Ambush Blips never move into the LOS of Marine units and are never converted voluntarily but keep moving as close as they can towards the nearest Marine unit. They are converted only when a Marine unit gains LOS to it. 											
2	If a Blip has to move into the LOS of a Marine unit on overwatch in order to move towards its priority objective, it will convert first. If it is a Genestealer unit and there are other Blips nearby that need to cross the Marine's LOS, then it will purposely try to block the Marine's LOS by allowing the Marine unit to take 1 shot at it. If it survives it will hold position.											
3	Only Genestealer units will purposely move to positions that force a flamer unit to waste a shot. If a Stealer unit is already in position to do this, all other nearby Stealer units will attempt to stay clear of any possible flame effect area.											
4	Only Genestealer units will purposely move into the LOS of a Sentry Gun or a Terminator armed with an Assault Cannon to force it/him to waste ammo, but only if there are other Stealer units within 6 squares of itself.											
5	Stealer units sent to guard objectives will crowd around the area starting as close to the objective as they can. They will remain as Blips until Marine units get within 8 squares. If the Marine's objective is to flame the room or corridor, then all blips will surround the room/corridor and not stay inside it. They will, however, move through it if needed to get to the Marine's side of it. Once a room or corridor section is filled with Blips they will always close any doors.											
6	<ul style="list-style-type: none"> Acid Maw Eruptus units will always self explode when it reaches 1 square from a Marine unit. Feeder Tendril units will always attempt their special Tendril attack when at 3 squares or less from a Marine unit. If failed, they will move 1 more square and re-attempting the Tendril attack (if they survived any overwatch shots). 											
7	If a Stealer unit is able to move into the LOS of a Marine unit on overwatch and there are other Stealer units within 6 squares and...											
	<ul style="list-style-type: none"> it is close enough to make at least 1 attack or it can move to cover out of LOS nearer to the Marine and it can be shot at on... 											
	Roll D6 and Stealer will risk moving on a											
	only 1 square	N/A	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+
	2 squares	N/A	2+	2+	1+	1+	1+	1+	2+	2+	1+	1+
3 squares	N/A	4+	4+	1+	1+	2+	2+	4+	4+	3+	2+	
4+ squares	N/A	6+	6+	6+	Never	6+	Never	6+	6+	6+	Never	
Otherwise, if the Stealer has not already started moving and there are other Stealer units within 6 squares, then it will move towards the Marine on a...	N/A	2+	Never	4+	Never	6+	Never	5+	Never	4+	Never	
8	If a Stealer unit starts its turn within the LOS of a Marine unit on overwatch... <ul style="list-style-type: none"> If it is only 1 square away from the Marine then it will always move towards him. If it is more than 3 squares away from the Marine and it can retreat out of LOS in up to 2 moves then it will do so. Otherwise it will always move towards the Marine unit. 											
9	A Stealer unit will always move towards and within LOS of a Marine unit armed with a non-ranged weapon.											
10	If a Stealer unit is able to move into the LOS of a Marine armed with a ranged weapon but is on guard...											
	<ul style="list-style-type: none"> If it can not move close enough to get the Marine in its close assault zone but it can move to cover out of LOS nearer to the Marine then it will do so Otherwise, if there are other Stealer units within 6 squares and it can reach... 											
	Roll D6 and Stealer will risk moving on a											
	2 squares from the Marine	N/A	1+	1+	1+	1+	1+	1+	2+	4+	3+	4+
3 squares from the Marine	N/A	2+	3+	1+	1+	5+	Never	5+	6+	4+	5+	
4+ squares from the Marine	N/A	3+	Never	5+	Never	6+	Never	6+	Never	6+	Never	
11	If a Stealer unit starts its turn within the LOS of a Marine unit armed with a ranged weapon but is on guard... <ul style="list-style-type: none"> If it is within 6 squares away from the Marine then it will always move towards him. If it is more than 6 squares away from the Marine and it can move out of LOS in up to 6 moves nearer the Marine then it will do so. Otherwise it will always move towards the Marine unit. 											
12	If a Stealer unit has a Marine unit in its close assault zone...											
	<ul style="list-style-type: none"> If there is another Stealer unit that can reach the Marine unit and make at least 1 attack (thus using the ganging up rule) then it will let the other Stealer unit move and attack. Otherwise it will only attack if there are other Stealer units nearby that can also attack the Marine should it fail and the Marine unit is a... 											
	Roll D6 and Stealer will attack on a											
	Normal Terminator	N/A	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+
	Marine armed with Lightning Claws	N/A	2+	3+	3+	3+	1+	1+	4+	4+	3+	3+
	Sergeant armed with Power Sword	N/A	1+	3+	3+	3+	1+	1+	3+	3+	3+	3+
	Marine armed with Thunder Hammer	N/A	2+	3+	3+	3+	1+	1+	4+	4+	4+	4+
Captain	N/A	2+	3+	3+	3+	1+	1+	4+	4+	4+	4+	
Librarian	N/A	1+	3+	3+	3+	1+	1+	2+	2+	2+	2+	

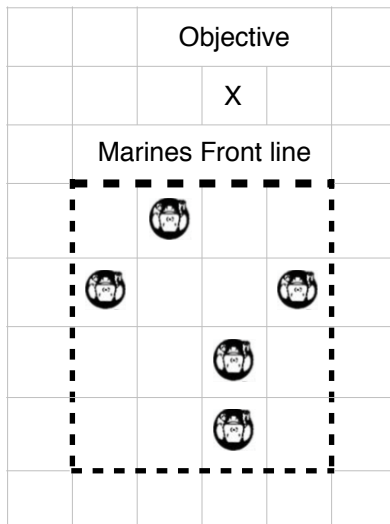
Blips that start on the board and are within 8 squares of an objective will be P1 Blips. Blips not within 8 squares of objectives will be P2.

THE MARINES DEFENCE LINE

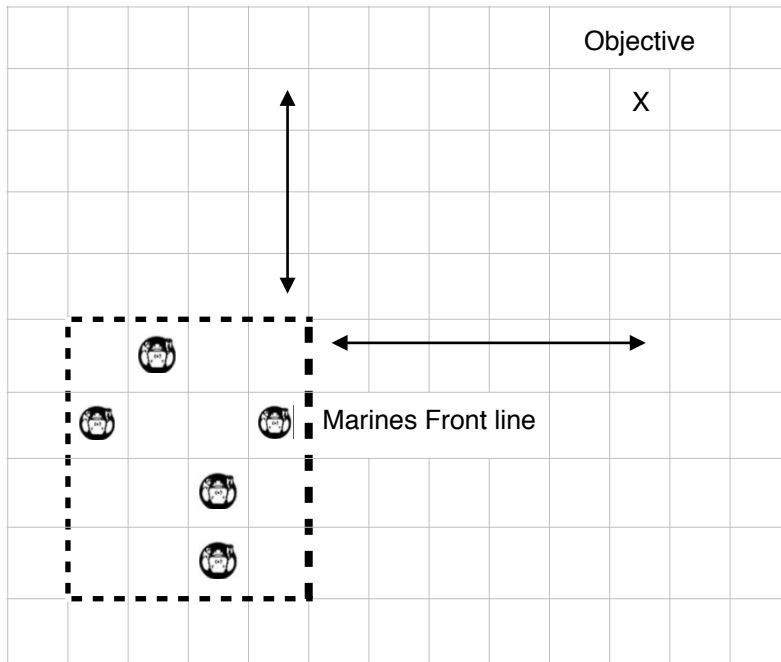
Each Marine squad will have an imaginary box around it known as it's defence line. It surrounds all outer most Marine units. It's size and shape will change throughout the game.



The Marines front line is always facing the direction towards their current objective (and not necessarily the direction the Marines are facing) and extends from the frontmost Marine. The front line is determined at the start of each turn.

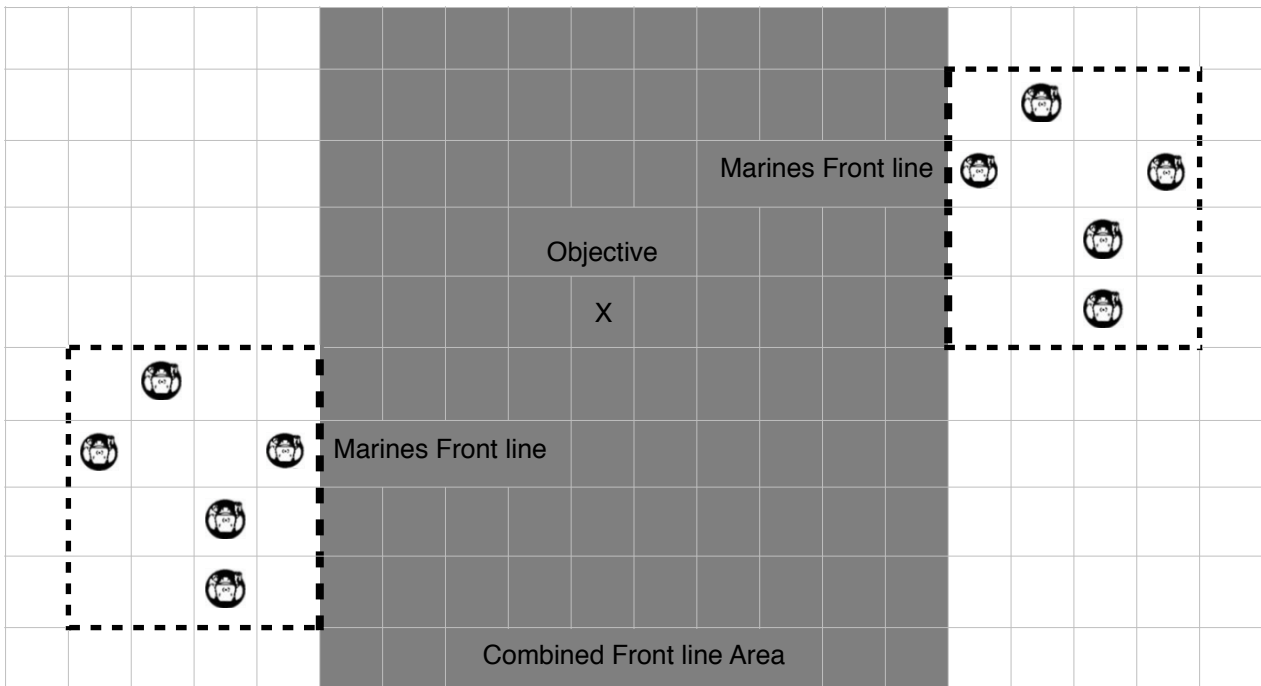


Sometimes the objective may align in front of two sides of the Marines defence line. In this case the front line is the side which is furthest from it. If the distance is the same then flip a coin.

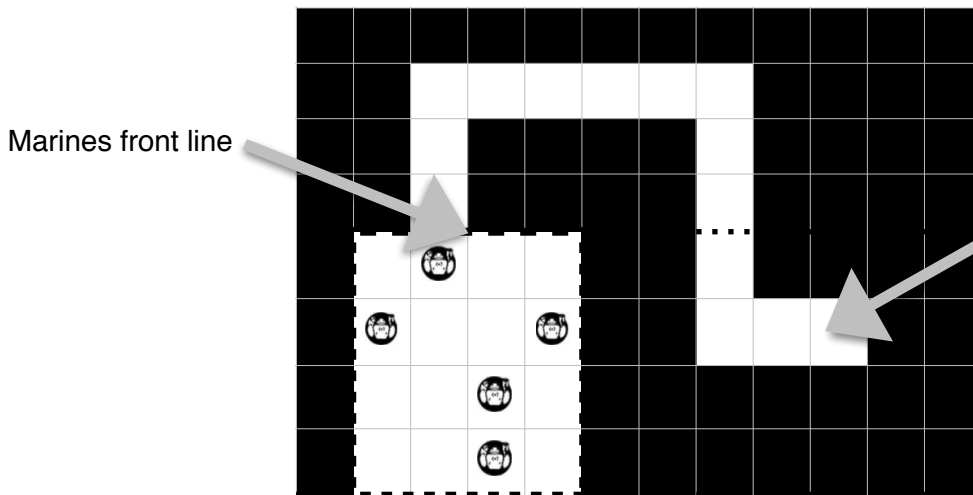
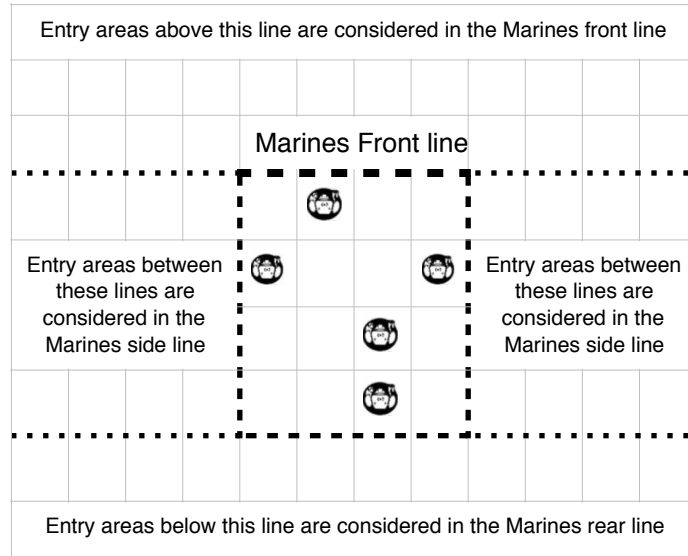


In the case of multiple objectives, the front line will always face the Marines closest objective or if the Marines are in the middle of multiple objectives then they will have 2 front lines and 2 side lines (no rear line). This may change back to a single front line if they move to one end during a mission.

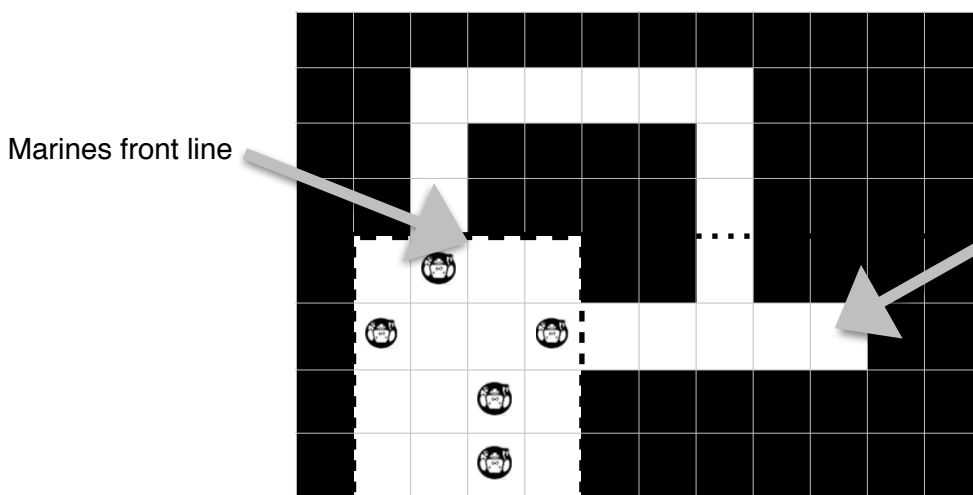
Games involving more than 1 squad of Marines will have their own defence line but there will usually be only 1 front line area. If there ever becomes too much doubt, make the front line all around and only use P1 and P2 counters.



Entry areas are considered along certain parts of the Marines defence line as shown below.



This entry area is still considered in the Marines front line as it's only route connects to the Marines front line.



This entry area is considered in the Marines side line as it's shortest route connects to the Marines side line. (this could also be used as a front line entry if no other exists)

If the current mission has no objectives and it is a fight to the death style game, then the Marines front line is always all around them. In this case there will be no secondary priorities and only P2 counters in use.

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