



comprehensive painting and modelling guide books available from Games Workshop.

THE BOARD

The board is created with card floor plans that link up to form the layout of the space hulk. You will find an interesting and varied selection of corridors, rooms and junctions represented on the

with them, but many people find painting Citadel miniatures great fun in itself. There is a painting guide at the back of the Missions book, and there are more

floor plans. The floor plan sections are specially designed so they interlock with each other, creating a stable playing surface for your games.

DOORS

You will find a number of door markers in the box. These need mounting into the special bases before play. There are two different types of doors: doors and bulkheads. These are described later.



Door



Bulkhead

MARKERS & COUNTERS

There are a wide number of different counters included in the game. Some of these are used by the Space Marine player, others by the Genestealer player. The Space Marine player will use counters to show how much ammunition a model has

remaining, whether a model is on overwatch, whether a gun is jammed and so on. "Blip" counters are used by the Genestealer player to keep track of the hidden movement of his Genestealers.



Overwatch/Jam counter



Blip counters



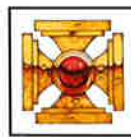
Reverse of Blip counter



Flamer marker



Flamer Reload marker



Command Points counter



Turn counter

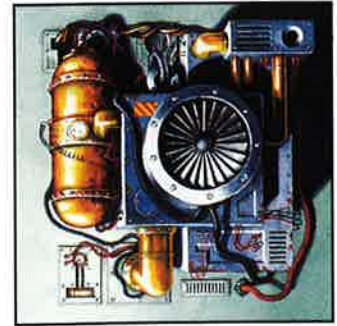


CONTROL PANEL

The Control Panel is used to record how many turns have elapsed, and how many command points the Space Marine player has.



Damping controls



Airpump system

OTHER PIECES

There is a selection of other card pieces in the game which represent items of equipment or special locations within the space hulk.



C.A.T.



Computer console



Hulk archive



Toxin Canister

DICE

There are seven dice included in the game, some of which have been specially designed for use with Space Hulk:

2 Shooting Dice

These are used whenever a Space Marine fires his storm bolter, as will be explained later. Each dice has special symbols marked on it, showing: 1 hit, 1 sustained fire hit, and 4 misses.



1 Jam Dice

This dice is used to decide whether a Space Marine's storm bolter jams and stops firing. It has 5 blank sides and 1 side with the 'jam' symbol on it.



4 Ordinary Dice

These dice are all marked from 1 to 6, as usual. They are used to generate command points and resolve close combat attacks between Space Marine Terminators and Genestealers. The red dice is used by the Space Marine player, and the three blue dice are for the Genestealer player.



WHAT ELSE YOU WILL NEED

To play Space Hulk, apart from the box contents you will need two players and a firm, level playing surface with plenty of space. The kitchen or dining room table will do just fine, but be careful not to scratch the surface – it's often a good idea to put a blanket or tablecloth down first.



A TYPICAL GAME OF SPACE HULK

A Space Hulk game starts off by reading the mission details in the Missions book, to see what each player's objectives are, and to see where the models are deployed. The board is then set up according to the map, and the required forces are deployed.

The game progresses with each player taking turns to move and fight with their forces. The Space Marine player's forces are represented by the plastic Space Marine models, while the Genestealer player uses the plastic Genestealer models and the card Blip counters.

The Blip counters are used first, appearing on the areas of the board indicated as Genestealer entry areas in the Missions book. These areas are the only places where the Genestealer player can bring reinforcements onto the board. The Space Marine player does not have to worry about reinforcements, as he does not get any!

The Blip counters represent 'contacts' on the Space Marines' scanners – indicating hostile Genestealers in the area.

The Genestealer player moves the blips swiftly towards the Space Marines. Each Blip counter is numbered on the reverse, to show how many Genestealers the 'blip' represents. This allows the Genestealer player to conceal his forces from the Space Marines until the very last minute!

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

The game finishes when the Space Marines have achieved their objectives, or when there are insufficient numbers of them left alive to do so!

GETTING STARTED

Before playing Space Hulk, you must decide which player is going to control the Space Marines and which will control the Genestealers. Then consult the Missions book to decide which mission you are going to play, as this will determine your forces, the layout of the board, your objectives and any other special rules. When you've set up and positioned your models, the mission begins.

If you're the Genestealer player take plenty of Genestealer models and put them near you. Then shuffle the Blip counters and place them all face-down in a stack beside you.



If you're the Space Marine player, take the Control Panel, and put the Turn counter on the '1' at the beginning of the Turn track. You will also need the Command Point counter, the Overwatch counters, the Flamer markers and the Flamer Reload markers.

Place your Space Marine models on the board, as indicated in the Missions book.

For each squad of Space Marines you will need a pile of twelve Flamer markers, with a Flamer Reload marker at the bottom of each pile.

You are now ready to play Space Hulk!





SPACE HULK

• RULES •

THE TURN

In the Space Hulk game, you will either be in command of the Blood Angels Terminators, some of the Emperor's finest warriors, or the deadly Genestealer brood. The battle is about to commence, and it promises to be both bitter and bloody in the extreme.

Before you can actually play Space Hulk, you need to sort out the special rules, objectives, board set-up and so on, all of which you will find in the Missions book. There are many different missions, with all sorts of special rules and objectives, but once you have the board set up and ready to play, all your games follow the same rules, as described over the next few pages.

Every game of Space Hulk is played through in a series of **turns**. In Space

Hulk, each turn is broken down into two **phases**, for simplicity and ease of play. Usually, the first phase in every turn is the Space Marine phase (although in some Missions the Genestealers might get to go first). When both the Space Marine and Genestealer phases are complete, that game turn is finished and the next turn begins.

When it is your phase, you may move and fight with all the models under your command. Once you have done so, and completed anything else you can do in your phase, play passes to your opponent and he takes his phase.

The turn sequence (see the top of the opposite page) summarises what each player does in each phase, and the order in which these various activities must be completed. As you can see, both players' phases are actually very similar.

At the start of their phase, each player gains extra help – the Space Marine player gains command points, which are very useful as we shall see, while the Genestealer player can bring extra blips and models into play.

The next thing they each do is to move and fight with their models.

Finally, their respective phases are completed by tidying up or 'record keeping', as counters which have served their purpose are removed from the board.

Over the next few pages, the rules for resolving what happens in each phase are explained in more detail.



THE TURN SEQUENCE



THE SPACE MARINE PHASE

1. Command Points

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

2. Move and Fight

Next, the player may move, shoot and complete any other actions with each of the Space Marines under his command, in turn.

3. Record Keeping

At the end of the phase, the Space Marine player may be required to remove some counters from the board, particularly if he has used items or weapons whose effects only last for a certain amount of time.

This ends the Space Marine phase.

THE GENESTEALER PHASE

1. Reinforcements

First, the Genestealer player sees how many reinforcement Blip counters he gets this turn. He places the blips as explained in the Missions book, and in the rules section for blips in this book.

2. Move and Fight

The second thing the Genestealer player does is to move and fight with each of his Genestealers, in turn.

3. Record Keeping

At the end of the phase, the Genestealer player may also be required to remove some counters from the board, particularly if the Space Marines have used items or weapons that only last for a certain amount of time.

This ends the Genestealer phase.

END PHASE

In the end phase of every turn, move the Turn counter on one square, if required by the mission.





COMMAND POINTS AND REINFORCEMENTS

At the start of their phase, each player gains some 'help' for the coming turn. The Space Marine player gets command points, and when it is the start of his phase, the Genestealer player gets some extra blips.



COMMAND POINTS

Space Marine squads are in constant communication with their commander back on the assault vessel, via small cameras and communicators fitted to their Terminator suits. The commander urges his Space Marines on, offering tactical suggestions, and exhorting them to even greater efforts. In a game of Space Hulk the advice and leadership of the Space Marines' commander is represented by **command points**.

The first thing the Space Marine player does in his phase is to roll a dice to see how many command points he has for the turn. The Command Points counter is then placed on the corresponding number on the Command Point track on the Control Panel. As command points are used the counter is moved down the track until all the points are spent. If the Space Marine player does not use all of his command points during a turn, any remaining command points are lost. Next turn, at the beginning of his phase, he rolls again to see how many command points he gets.

The rules that explain how command points are used are covered in a separate section. Basically, though, command points are expended to help your Space

Marines move a little further than would otherwise be possible, take an extra shot, and so on.

Once the Space Marine player has determined his command points for the turn, he then goes on to move and fight with each of his models.

GENESTEALER REINFORCEMENTS

Once inside the space hulk the Space Marines use scanners to reveal a map of the surrounding corridors, and to show 'blips' – the tell-tale glowing dots which indicate unknown life forms.

In the twisted labyrinth of a space hulk, the scanners merely indicate an unknown presence. What the life form is, or how many of them the blip represents, is unknown. The scanner might even be malfunctioning, indicating movement where there is none, or perhaps picking up the slow swinging of an unsecured bulkhead. More often than not, however, the blips indicate one thing and one thing alone – Genestealers!

When the Genestealer player begins his phase, the first thing he does is to see how many reinforcement blips he gains this turn. The Missions book will say how **many blips per turn the Genestealer player gets for a particular scenario, and where they appear on the board. The player takes the blips from the pile of blips he has beside him. He must always take them from the top of pile – he is not allowed to shuffle through the Blip counters and choose the best!**

The Genestealer player may look at the Blip counters at any time he likes to see what they are, but never shows them to his opponent! Each counter will indicate a group of between 0 to 6 Genestealers.

Each mission has several Genestealer 'entry areas', the locations where blips are placed before they move onto the board. The Missions book tells you where these are, together with any special rules for how many blips may be placed by each entry area per turn.

The full details for placing and moving blips are covered in a separate "Blips" section of the rules.



MOVING AND FIGHTING

This section of the rulebook contains all the rules for moving and fighting whether you are playing the Genestealers or the Space Marines. This section is split into three parts: **moving**, **close combat** and **shooting**.

In his phase, once the Space Marine player has rolled to see how many command points he has for the turn, he can then move and fight with any of his models.

Likewise in the Genestealer player's phase – once he has placed any new blips or Genestealers at their entry areas, the Genestealer player may now move and fight with the forces at his command.

ACTION POINTS

What a Space Marine, Genestealer or blip can do in its moving and fighting phase is determined by the number of **action points** it has. Space Marines have 4 action points per phase while Genestealers and blips have 6 action points.

There is a wide range of actions available, from moving and shooting to opening or closing doors. Some actions are limited to certain models. Only Space Marines are allowed to fire storm bolters, for example.

Everything a model does has an action points cost, as shown in the Action Points Table at the bottom of page 15.

ACTIVATING A MODEL

When it is your phase, and you have sorted out your blips or command points, you may move and fight with each model you command, in turn. Once you have chosen to move a model, you must complete any actions you wish to make with that model before going onto the next one. You may not, for example, move a Space Marine two squares forward, then move another Space Marine, shoot with yet another, and then go back to the first and move him again.

The exception to this is the Space Marines' use of command points, as we shall see later.

USING ACTION POINTS

Once activated, a model can use some or all of its action points to perform a variety of the actions, as long as the total cost doesn't exceed the action points available for the model.

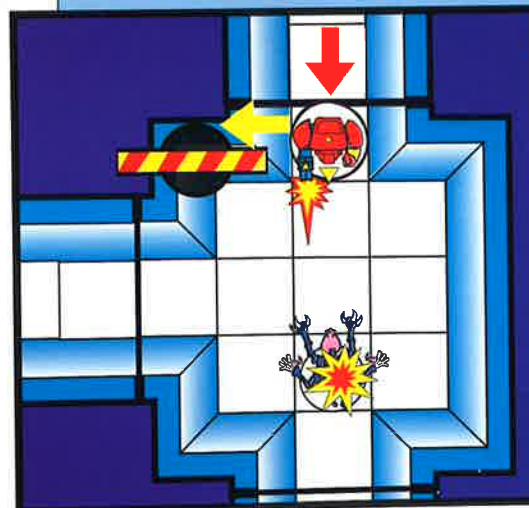
Generally, a model will use up all its action points each turn by moving and fighting. A model can move then shoot, move then attack, stay where it is and shoot and so on, as long as you have enough action points to keep going. So long as the Action Points Table indicates that the model is able to do the specified action, and you have enough action points left, then go ahead!

You do not have to use all a model's action points each turn. In fact, you may choose to do nothing with a model, leaving it exactly where it is if you like.

Example: Using Action Points



It is the Space Marine player's phase and he activates his first Space Marine. The Space Marine opens the door (1 action point), moves forward into the door square and shoots at the Genestealer (1 action point), then shoots again without moving (1 action point). The second shot kills the Genestealer. The Space Marine has now used up 3 of his 4 action points for the turn, and still has 1 left. The Space Marine player decides that the Space Marine is better off left where he is, and chooses not to use the last action point this turn. He thus moves on to his next Space Marine. He may not go back to the first Space Marine this turn, except by spending command points.





MOVEMENT

As you can see, each board section is divided up into squares. A model may move up to a maximum number of squares equal to its total action points score, although you do not have to move a model this many spaces if you do not want to. If you wish, you may choose not to move a certain model at all.

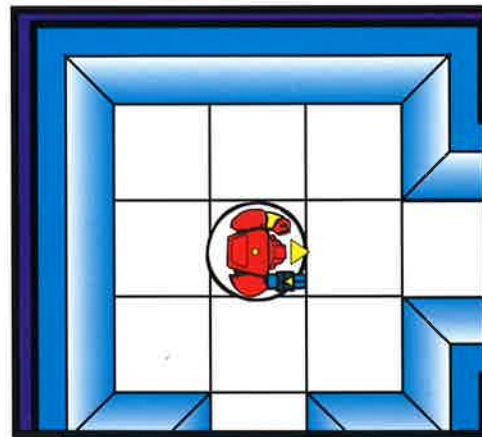
A model can move into any empty square, with certain exceptions. A model cannot move into a square containing another model, a blip, a closed door, or anything else that blocks the square.

FACING

You need to be able to see clearly which direction a model is facing when you start to move it. Models always face straight ahead. They never face towards a corner of a square.

The direction a model faces is important in Space Hulk, as to turn a model around costs valuable action points! It is usually fairly obvious which way a model is facing.

Blip counters are the exception to this rule. These do not face in any particular direction as they are just formless 'blips' on a scanner. As such, they can move off in any direction the Genestealer player chooses.



Above: Correct – The Space Marine faces straight ahead.

Right: Incorrect – The Space Marine faces diagonally across the board.

TURNING

If a model starts the phase facing in one direction, and you want to move off in another, you will have to turn the model first. This will use up action points, as indicated on the table below.

For example, it costs a Space Marine 1 action point to turn through 90°, and 2 to turn 180°. A Genestealer, on the other hand, can turn through 90° for no cost at all, and 180° for just 1 action point. Genestealers may not combine two 90° turns into one free 180° turn.

Because blips have no particular direction of facing, they do not pay any costs for 'turning' at all!

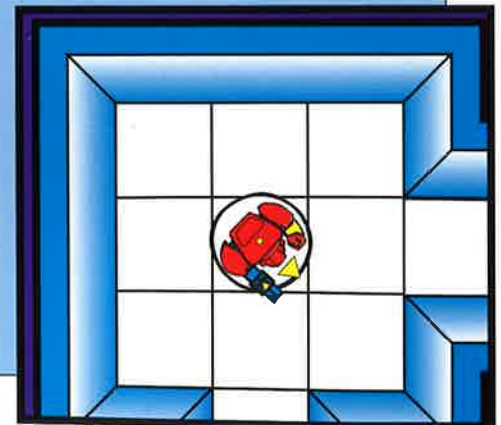
MOVING

A Space Marine or a Genestealer uses 1 action point to move into either of its three front squares, and 2 action points to move into either of its three rear squares.

A Genestealer may use 1 action point to move into either of its two side squares. This represents the Genestealer scuttling to the side, whilst still facing forwards. Space Marine Terminators cannot move sideways at all because of their bulky armour. If a Space Marine wants to move to the side, it must turn through 90°, move forward into the square to the side, then turn back to face the original direction – using up 3 of his 4 action points.

Once again, blips do not face in any particular direction, and so may move freely in any direction they like for just 1 action point per square moved.

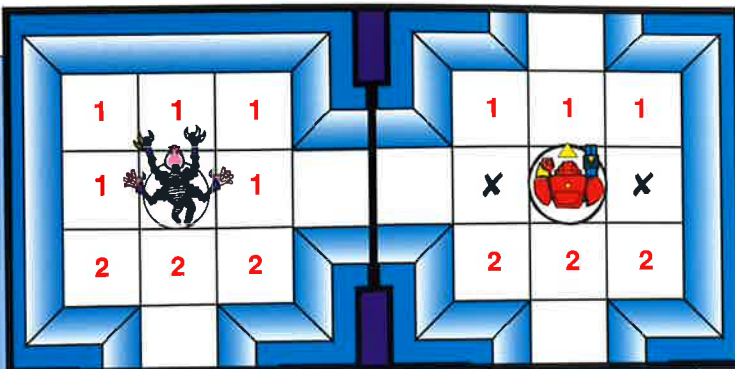
Example: Correct and Incorrect Facings





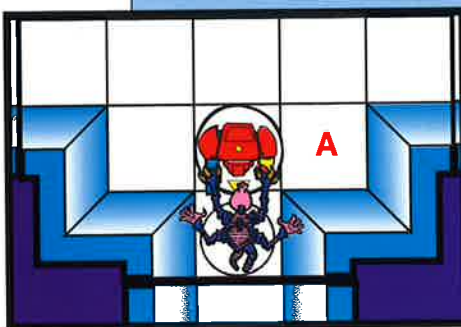
Example: Moving

This diagram shows how many action points it costs for a Genestealer and a Space Marine to move into an adjacent square. Note that a Space Marine may not move sideways.



BLOCKED DIAGONALS

A Space Marine, blip or Genestealer can also move diagonally, forward or backwards, except when both of the adjacent squares between it and its destination square are a wall, another model, a blip or are on fire. The example to the right shows how this works.



Example: Blocked Diagonals

The Genestealer wants to move into square A, but cannot, as his path is blocked on one side by the Space Marine and on the other by the corner of the wall.

SPACE HULK ACTION POINTS TABLE

Action	Cost in Action Points		
	Space Marine	Genestealer	Blip
Move forwards 1 square	1	1	1
Move backwards 1 square	2	2	1
Move sideways 1 square	-	1	1
Turn 90 degrees	1	free	-
Turn 180 degrees	2	1	-
Fire storm bolter	1	-	-
Set overwatch	2	-	-
Clear jam	1	-	-
Move forwards and fire storm bolter	1	-	-
Turn 90 degrees and fire storm bolter	1	-	-
Move backwards and fire storm bolter	2	-	-
Turn 180 degrees and fire storm bolter	2	-	-
Fire heavy flamer	2	-	-
Reload heavy flamer	4	-	-
Close combat attack	1	1	-
Open/close door	1	1	1

You will see that certain actions are not possible for some models – Space Marines cannot move sideways for example, and Genestealers can't shoot as they have no long ranged weapons.



FIGHTING

Whether it moves or not in its phase, a model may find itself in a position to fight.

In Space Hulk, there are two types of fighting: **close combat** and **shooting**. Both use up action points, as indicated on the Action Points Table. So long as a model has the required action points, it can keep on fighting if it wants to. For example, if a Space Marine Terminator wishes, he can use all 4 of his action points to make 4 shots. This of course means that he will not be able to do anything else this turn, but that's the choice he has to make!

CLOSE COMBAT

If a Genestealer or Space Marine has a target in its front middle square and has at least 1 action point left it may attack the target. This represents the Genestealer slashing at the Space Marine with its claws, and the Space Marine hitting the Genestealer with his power fist.

Close combat can only happen when a model starts its turn next to, or moves into, a square which is adjacent to that of an enemy model. A model may attack an enemy model in close combat and then move on if it has enough action points to do so. In fact, a model may make several attacks each turn if it has enough action points.

Blips can never get into close combat. They must be converted into Genestealer models in order to attack. This is explained fully in the rules for blips, which come later.

HOW TO ATTACK

A close combat attack costs 1 action point. The attacker pays the action point cost, but the defender does not have to spend any action points at all.

Each player rolls a number of dice, and the outcome is decided by comparing scores – the highest scoring single dice wins. The Space Marine player rolls the red 6-sided dice. The Genestealer player rolls all three of the blue 6-sided dice, and can choose the highest score from the dice he rolled. The highest score

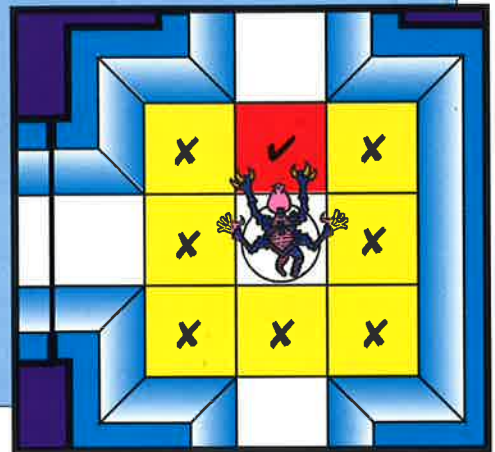
wins, and the winner kills his opponent – remove the beaten model from play.

Whether attacking or defending, the players still roll the same number of dice – the Space Marines roll one dice, and the Genestealers roll three.

If the result is a draw, neither model is harmed.

Example: Attacking

The Genestealer could make a close combat attack against a target in the red square. It could not attack a target in any of the yellow squares. The same rule applies to Space Marines.



SIDE OR REAR ATTACKS

Combat is always resolved as explained above, unless the attacker is assaulting his opponent from the side or back rather than head to head. In this case, the players roll dice as described above, but even if the defender gets the highest score, the best he can do is keep his opponent at bay whilst he turns to face him.

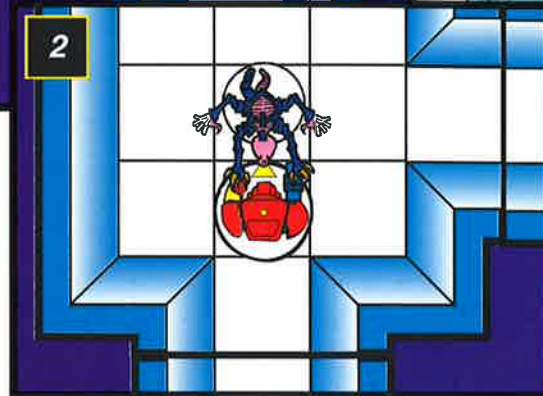
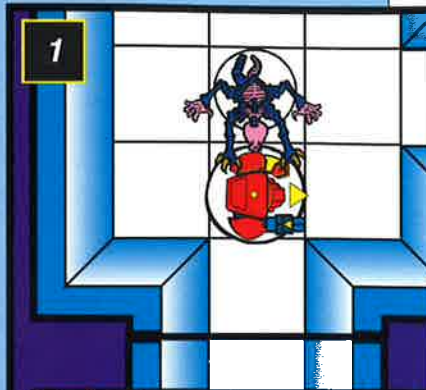


If a model is attacked from the side or rear and wins the combat, the attacker is not killed, but the defender may now turn to face the attacker without spending any action points. At least any further combat will now be head to head...

**Example:
Side and Rear Attacks**

1 It is the Genestealer player's phase, and he attacks the Space Marine from the side. Though the Space Marine wins the combat, he does not kill the Genestealer, as he has been attacked from the side. The best he can do is turn to face his attacker (as shown in diagram 2) in case the Genestealer attacks again. It costs the Space Marine no action points to do this.

2 The attack cost the Genestealer 1 of its 6 action points, so it now has 5 action points left. It decides to attack again. This time, the Genestealer wins, killing the Space Marine. The Space Marine is removed from play and the Genestealer can go on to use its 4 remaining action points to move off and perhaps even attack another Space Marine!



SPACE MARINE SERGEANTS

Every Space Marine squad is led by a Sergeant. These are elite warriors even by the high standards of the Space Marines! Sergeants are armed with a storm bolter and a power sword, a deadly weapon which helps the Sergeant to even out the odds a little when facing a Genestealer in close combat. The blade of a Sergeant's power sword exudes a powerful energy field, enabling it to slice through even a Genestealer's tough carapace.

The Sergeant's power sword gives him a +1 bonus to dice rolls in close combat, when he is facing an opponent immediately in front of him. When the Sergeant is in close combat, just add +1 to your score when you roll the red D6.

Example: Parrying

A Space Marine Sergeant is attacked by a Genestealer. The Space Marine rolls a 4, which is modified by his power sword by +1, giving a total close combat roll of 5.

The Genestealer now rolls his three dice, needing a 6 on any of them to win, and a 5 for a draw. He rolls a 5, a 2 and a 6. Because the Genestealer's highest score is a 6, the 5 and 2 are ignored. The Genestealer's 6 beats the Space Marine's 5.

Things look grim for the Sergeant. However, he can parry with his power sword, forcing the Genestealer player to re-roll the dice which scored a 6. The Genestealer player rolls the dice again, and the new roll is a 4.

This means that the Genestealer player's dice now stand at 2, 4 and 5. The highest number is a 5, which draws with the Sergeant! The Space Marine has survived for now at least, and squares up for the Genestealer's next attack.

The power sword also gives the Sergeant a chance to **parry** one of the Genestealer's attacks. The Space Marine player normally chooses to do this when he has been beaten in close combat. He may be able to turn the Genestealer's winning dice roll into a Space Marine victory!

After both players have rolled their dice for close combat the Space Marine player

can choose one of the Genestealer player's dice, and make him re-roll it. The Genestealer player has no choice in the matter, he has to re-roll the indicated dice, sticking with the new score, which might be lower (as the Space Marine player hopes!), or higher...

The power sword cannot be used against an attack to his rear or the side, as the Sergeant cannot bring it to bear on an opponent attacking from these directions. For this reason the Sergeant loses his +1 dice roll bonus and parry when being attacked from the side or from the rear.



SHOOTING

In Space Hulk, only the Space Marines have guns of any sort – most are armed with storm bolters, and a few carry heavy flammers. Storm bolters are the Terminator Space Marine's standard firearm, firing explosive bolts which rip their foes asunder. Heavy flammers fire superheated gouts of burning chemicals which can set the space hulk ablaze.

Shooting a storm bolter or flamer costs action points, as indicated on the Action Points Table earlier in this book. So long as he has enough action points, a Space Marine can fire his storm bolter or heavy flamer as often as he likes each turn. Storm bolters are fired at particular targets, such as a Genestealer model or door, whilst a heavy flamer is fired at a general area, such as a single square or a group of squares.

The steps to go through when shooting at a target can be summarised as follows:

- 1) Can the Space Marine see the target?
- 2) Is the target within the Space Marine's fire arc and weapon range?
- 3) If the answer to 1 and 2 is "yes", try and hit the target!

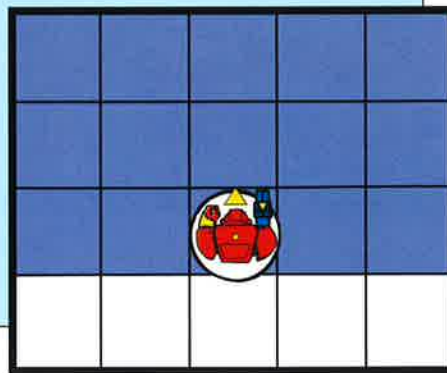
CAN YOU SEE THE TARGET?

A Space Marine can see straight ahead and to the side for an unlimited distance within the confines of a space hulk, as long as there is nothing blocking his view. If there is a model, wall, corner, door or flamed square between the Space Marine and his target then he cannot see it.

In addition, Space Marines cannot see anything which lies behind them.

Line of Sight

The diagram below shows the Space Marine's line of sight. He can see any target in the blue shaded squares.



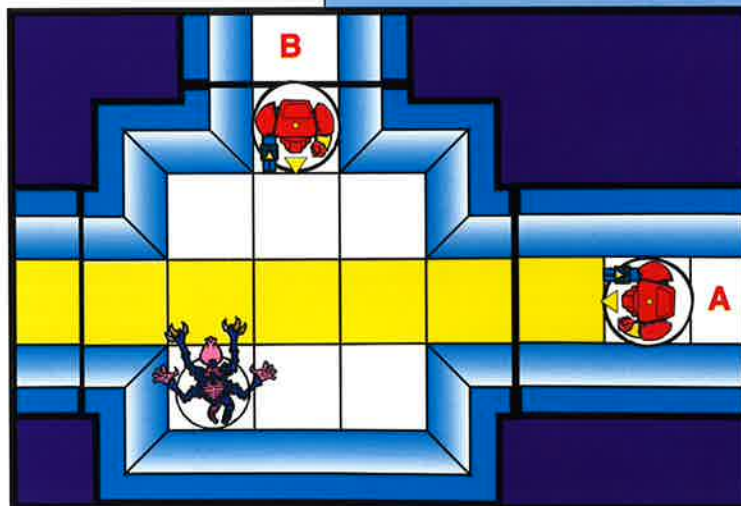
SEEING INTO ROOMS

When approaching a room a Space Marine can always see a target in a direct line, as shown in the diagrams below. However, squares in the corner and sides of the room cannot be seen until the Space Marine is at least in the doorway.

Example: Seeing into Rooms

Space Marine A can only see the yellow squares. He cannot see the Genestealer hiding in the corner of the room.

Space Marine B can see all of the squares in the room, because he is in the doorway. He can see the Genestealer!



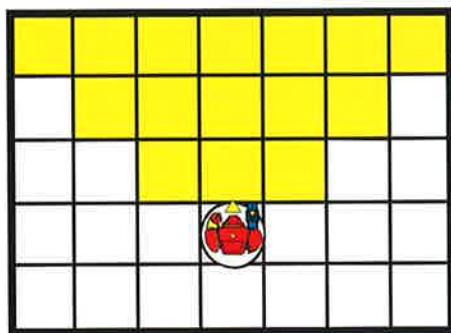
FIRE ARCS

Having worked out that the Space Marine can see his intended target, you have to determine whether he can actually shoot at the target or not.

Although Space Marines have fairly good all round vision, the sheer bulk of their armour means that they can only fire more or less straight ahead. Terminators do not have the agility to whip off a few shots to left and right, they have to ponderously turn to face the direction in which they wish to shoot.

The area a Space Marine can fire into is referred to as his **fire arc** – the diagram below shows this very simply. You will see from the diagram that the fire arc widens from three squares to five, then seven, and so on.

If the Space Marine can see his target, and it is within his fire arc, then he may shoot – so long as he has enough action points to do so, of course.



Fire Arc

The diagram above shows part of the Space Marine's fire arc.

BLIPS

One of the reasons it is so important to know what a Space Marine can and cannot see are blips. This is covered in detail in the Blips rules section, but in short, as soon as a blip can be seen by a Space Marine, it must be turned over and any Genestealers it represents placed on the board. A Space Marine will therefore never be in a position to shoot at a blip or attack one in close combat – it will always be converted into Genestealers as soon as he sees it.

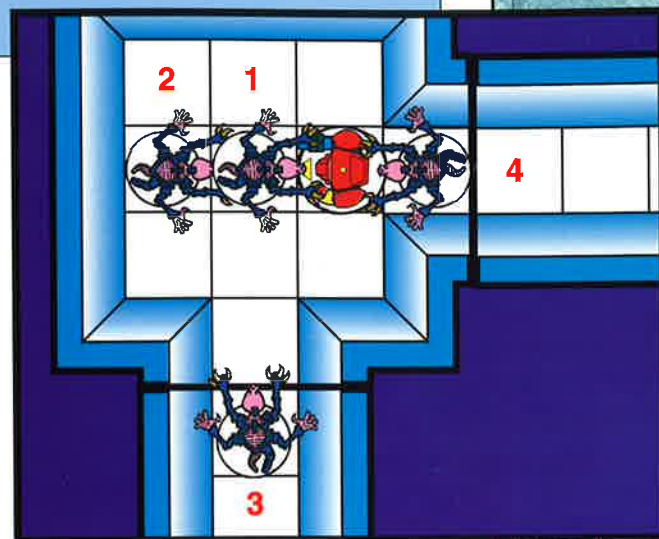
Example: Seeing the Target

The Space Marine cannot see Genestealer 2, because Genestealer 1 is in the way.

He cannot see Genestealer 3 because a) it is not in the room and b) it is not in the Space Marine's arc of fire.

He cannot see Genestealer 4 because it is behind him, and out of his line of sight.

The Space Marine has no choice but to shoot at Genestealer 1, if he wants to shoot at all.



STORM BOLTERS

A Space Marine firing a storm bolter can shoot at any target he can see, and which is within his fire arc. Targets are usually Genestealers, but can include doors too – see the section of the rules which looks at doors in Space Hulk.

It does not matter how far away the target is. The only exception to this is covered by the Overwatch rule, which is described later.

FIRING A STORM BOLTER

Having ascertained that he can shoot at the target, the Space Marine player rolls the two Shooting dice. If either dice shows a 'hit' the target is destroyed and removed from the board.

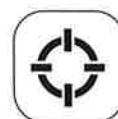
NORMAL FIRE



HIT



MISS



MISS

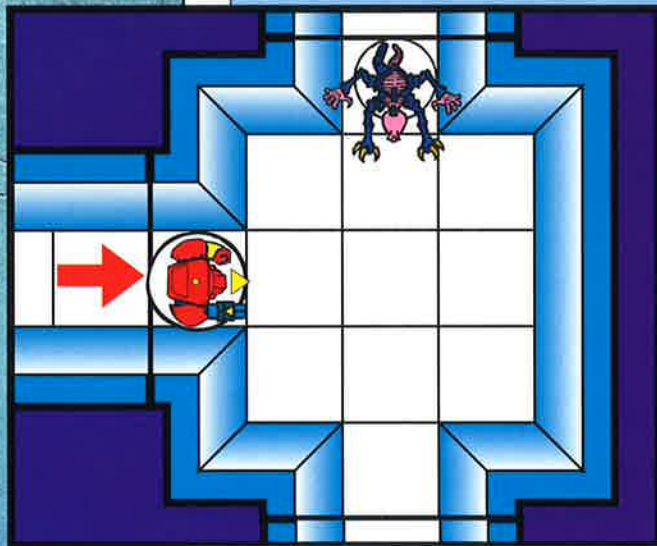


MOVING AND FIRING

As can be seen from the Action Points Table, a Space Marine armed with a storm bolter may move and fire in one combined action. Moving and shooting as one combined action means that the Space Marine may move into a position to shoot at a Genestealer, door and so on that he otherwise would not have been able to see to fire at.

Example: Moving and Firing

The Space Marine cannot see the Genestealer, but by making a move and fire action (1 action point) he can move one square forward to the doorway square and shoot at the Genestealer.



SUSTAINED FIRE

Sometimes, even a Space Marine misses! If this happens, he can use another action point to shoot again at the same target if he wishes. He can either move and fire, as described above, or he can stay where he is and shoot again.

If a stationary Space Marine misses with the first shot, he has a better chance of hitting the target with his second and subsequent shots. This is called **sustained fire**.

The Space Marine must remain stationary and keep shooting at the same target to receive this bonus. Any further shots at the same target may count the hit symbol and the sustained fire symbol as a 'hit'.

Once he changes target, or moves, the Space Marine loses this sustained fire bonus.

SUSTAINED FIRE



HIT



HIT



MISS

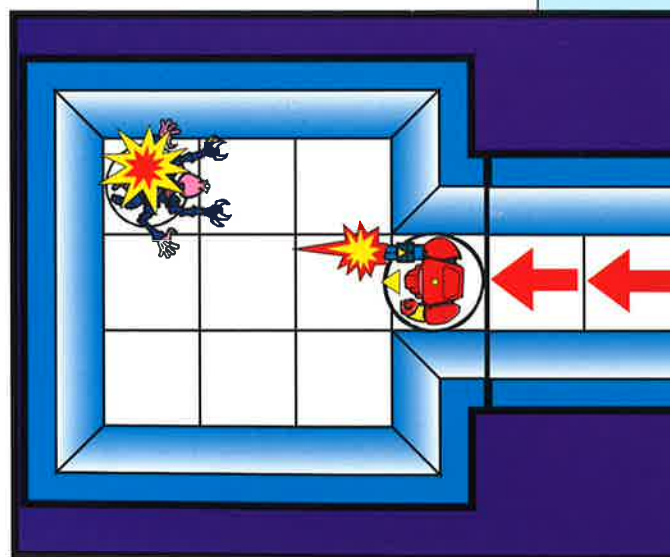
Example: Sustained Fire

The Space Marine moves forward 1 square (1 action point), but cannot see the Genestealer.

With his 2nd action point he moves forward and fires, as the Genestealer can now be seen. Disaster – He doesn't score a hit on either dice and so misses!

With his 3rd action point, the Space Marine stands and fires again. A sustained fire hit comes up but does not count as the Space Marine was moving on the previous shot.

The Space Marine stays still and fires again with his 4th (and last!) action point. One dice comes up as a miss, but the other rolls a sustained fire hit. This time it counts as the Space Marine was standing still on the last shot so the target is destroyed.



OVERKILL FIRE

The twin barrels of a Space Marine's storm bolter can fire a hail of lethal destruction, often ripping multiple targets asunder in a single salvo.

In Space Hulk, this is represented by **overkill fire**. When a Space Marine shoots and scores a hit on both his dice (including sustained fire hits), then he does not only kill his original target. If there is another target adjacent to the original target, and which the Space Marine would be allowed to shoot at once the first target has been removed, it is also killed. Overkill fire can also be used to destroy doors, or kill Genestealers that were hiding behind a door which was destroyed by the Space Marine's first hit! Note that overkill fire never affects Space Marines, only Genestealers and doors.

OVERWATCH FIRE

Space Marines armed with storm bolters may be ordered to stay behind and guard a room or corridor, standing watch and shooting at anything hostile which comes their way. This is represented in the game by **overwatch fire**.

Overwatch is a special rule which allows a Space Marine to fire in the Genestealers' phase. Generally it is used to allow a Space Marine to cover an area, such as a

long stretch of corridor for example. In the Genestealer phase, every time a Genestealer moves into the Space Marine's view and fire arc, he is allowed to take a shot. This is the only way in which a Space Marine may do anything in the Genestealer phase.

SETTING OVERWATCH

In the Space Marine phase, any Space Marine with a storm bolter may be placed on overwatch, for a cost of 2 action points. Once he is on overwatch, then every time a Genestealer moves into or through his fire arc, or performs any action within his fire arc, the Space Marine may shoot at it.

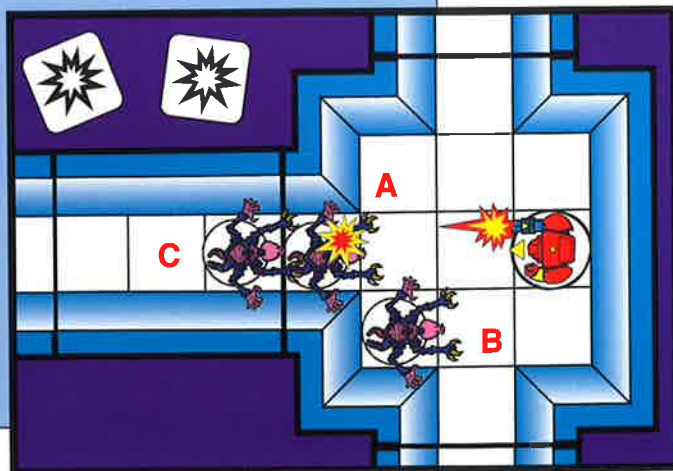
Once you have spent the action points, place an Overwatch counter next to the Space Marine, as a reminder.

Once you have done this, any other action will take the Space Marine out of overwatch, so be careful not to waste those action points! For example, it would be a good idea to move a Space Marine two squares forwards and then put him on overwatch, as this costs exactly 4 action points. On the other hand, there would be no point at all in placing the Space Marine on overwatch for 2 action points and then moving him forward – as soon as he moves, he breaks his overwatch.

At the end of the Genestealer phase the Space Marine loses his overwatch, but he may be put back on overwatch again in the next Space Marine phase if the Space Marine player wishes, and has the action points to do so.

Example: Overkill Fire

In the diagram the Space Marine scores two hits when he shoots at Genestealer A. Genestealer A is removed, and the Space Marine player can now choose to destroy Genestealer C (revealed by the removal of Genestealer A), or Genestealer B.



FIRING ON OVERWATCH

The maximum range for overwatch fire is 12 squares. Every time that a Genestealer performs any action within 12 squares, and within the fire arc and view of a Space Marine on overwatch, he **MUST** take a shot at it. As noted above, this doesn't cost the Space Marine any action points at all.



Note that there are many forms of action other than just moving. If a Genestealer opens a door, turns, close assaults another Space Marine and so on, these are all actions, and will all trigger overwatch fire. If a Genestealer turns 90°, which costs it no action points, this too counts as an action. The Action Points Table lists all the possible actions.

In each case, the Genestealer will resolve the action, and then the Space Marine makes his overwatch shot. By the same token, a Genestealer that disappears from view (by shutting a door or moving out of sight, for example), may not be fired at, even if the attacker could see him at the start of the action.

If two (or more) Space Marines in overwatch can both see the same target, they must both fire at it. Even if the first Space Marine destroys the target, you must still roll for the second to see if his gun jams (see the rules for jamming, below).

RESOLVING OVERWATCH FIRE

In most respects overwatch fire is taken as normal, rolling the two Shooting dice and looking for a 'Hit' result. However, no matter how many times a Space Marine

fires at the same target in overwatch, he does not get the sustained fire bonus. Overwatch fire is a wild hail of bolter shells fired in the general direction of dimly seen movement, and there is no time for careful and considered aim.

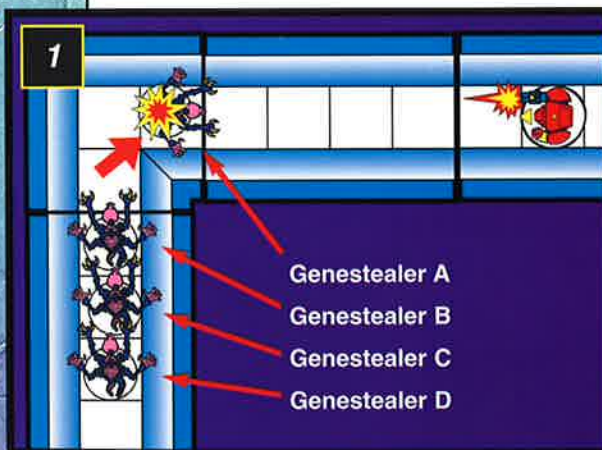
JAMMED STORM BOLTERS

When making overwatch shots, the Space Marine player rolls another dice too – the Jam dice! This is because in overwatch fire, storm bolters are fired off at such a rapid rate that they sometimes jam.

The results on the Shooting dice are resolved as usual. However, if the Jam dice comes up with a 'jammed' result, then once the Space Marine has resolved the shots, whether he hits or misses, his storm bolter jams solid.

When a Space Marine's storm bolter jams, he loses his overwatch. This can be very bad news! Turn his Overwatch counter over to show the 'jammed' side. The Space Marine is no longer on overwatch and cannot fire again during the Genestealers' phase.

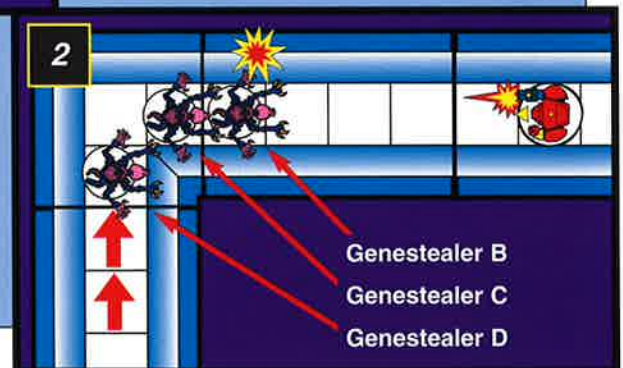
Before he can fire again, the Space Marine must clear his jammed storm bolter. This will take up 1 action point.



Example: Overwatch Fire

The Space Marine is on overwatch. It is the Genestealer player's phase. Genestealer A moves into sight and the Space Marine fires, scoring a hit and a miss, and not jamming (phew!). The Genestealer is killed. Genestealer B now moves into sight, and the Space Marine takes another overwatch shot. Although he still does not jam, he scores two misses. The Genestealer moves forwards again and the Space Marine takes another shot, still not jamming, but missing again.

The Genestealer player decides that it would be too risky to move forwards again, so he leaves Genestealer B where it is. The Genestealer player can now move Genestealers C and D up behind Genestealer B without being shot at – the Space Marine cannot see them, as Genestealer B blocks his view.



OVERWATCH & CLOSE COMBAT

If a Space Marine is attacked in close combat he loses overwatch even if he wins the fight. Remove the Overwatch counter from the table. The other ways he loses overwatch are if his storm bolter jams, or if he performs any other action at all.

Sometimes, a Genestealer will attack a Space Marine who is within the fire arc of another Space Marine who is on overwatch. In this case, so long as the overwatch Space Marine can see the target he can shoot – because close combat is an action, and therefore can be reacted to. This may save the other Space Marine from certain death at the claws of a Genestealer, but remember that the Genestealer will get at least one attack in as it always makes its action before the overwatch shot!

HEAVY FLAMERS

The heavy flamer is an awesome weapon which shoots a jet of flame that can frazzle Genestealers to a charred husk. A heavy flamer can also be used to sweep an area with flames, slowing up the progress of the Genestealers.

The size, weight and sheer power of a heavy flamer dictates that is used in quite a different way to a storm bolter, as summarised below:

- 1 It costs 2 action points to fire a heavy flamer.
- 2 A Space Marine cannot move and fire with the heavy flamer.
- 3 A heavy flamer cannot be used on overwatch.
- 4 The maximum range of the heavy flamer is 12 squares.
- 5 A heavy flamer contains enough ammo for 12 shots. It may be reloaded at any time at a cost of 4 action points.

In fact the only similarity between flamer fire and storm bolter fire is that you use the same rules when working out whether the Space Marine can see to shoot at his target!

USING THE HEAVY FLAMER

It costs 2 action points to fire the heavy flamer, and the Space Marine is not allowed to move and fire the weapon at the same time. When a heavy flamer is fired, the Space Marine player places a Flamer marker in the square where he wants the shot to hit. This can be anywhere that he can see within his fire arc, and of course within the flamer's 12 square range.

If the target square contains a Genestealer, stand the Genestealer model on top of the Flamer marker to indicate that it is now standing in an inferno.

The Genestealer player now rolls a combat dice. If he scores a 6, then the Genestealer miraculously survives the scorching flames. Otherwise, the Genestealer is roasted and removed from play.

CHAIN OF FIRE

Firing a heavy flamer costs 2 action points.

However, when

he fires, the

burst of

flame can

consist of

as many

Flamer

markers as

the Space Marine

player wishes, so

long as he has

them. If he has a full

tank of 12 markers, he can blow them all

in one glorious fiery blast if he wishes.

On the other hand, he can use his

markers sparingly, using perhaps one or

two per shot. However many markers the

Space Marine uses in a particular burst of

flame, the total action points cost for the

shot is 2.

Once he has commenced firing his flamer,

and placed the first Flamer marker, the

Space Marine player may place further

markers to build a **chain of fire**.

Each subsequent Flamer marker must be

placed in a square adjacent to the last one

placed, and in a square within the Space

Marine's view and fire arc. Of course, no

Flamer markers may be placed beyond the

heavy flamer's range of 12 squares.



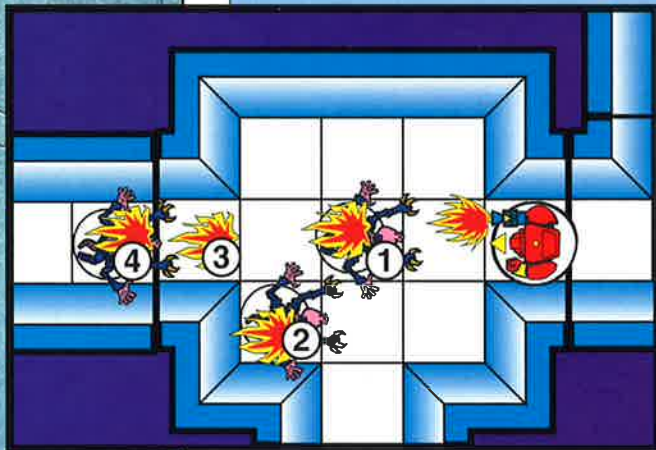


This creates a chain of fire, as the diagram below shows.

**Example:
Chain of Fire**

The Space Marine fires his flamer, placing four markers in the order shown. He starts with the first Genestealer, kills it with one marker, then moves onto the next Genestealer and kills it as well. He then places another two Flamer markers, one on the empty square (3) and one with the third and final Genestealer, which is also killed. The Space Marine has placed a chain of four Flamer markers which killed three Genestealers, all in a single shot which cost 2 action points!

Note that the Space Marine could not have fired straight from square 2 to square 4, as this would count as another shot, costing 2 more action points.



STACKING FLAMER MARKERS

Apart from creating a chain of fire, Flamer markers can be stacked on top of one another, to a maximum total of two Flamer markers in each square. If the Space Marine wishes to do this, he must follow all the rules for placing Flamer markers as outlined above – subsequent Flamer markers may only be placed in squares adjacent to or on top of the last Flamer marker placed, and which are in the line of sight and fire arc of the Space Marine.

This will ensure that the area stays blazing for longer, which is often useful for the Space Marines – see *Record Keeping*, opposite. Also, this means that if by some miracle a Genestealer survives a single flamer shot, the Space Marine can try again, flaming the same square another time.

BLAZING FLAMES

By the time the Space Marine takes his finger off the trigger of his heavy flamer, the fires will have taken hold and the whole area will be ablaze. When the Space Marine player has placed the last Flamer marker he wishes for that particular flamer shot, then the wall of flames he has created is so fierce that nothing can be seen through it at all.

This means that once the shot is finished, then so long as a square has a Flamer marker in it, no further shots by either heavy flamers or storm bolters can be made into the flaming area, or at targets that lie beyond it – the flames completely block lines of sight through burning squares.

Also, any square which has a Flamer marker in it cannot be moved through by either Space Marines or by Genestealers – the square is blocked by a wall of fire.

SURVIVING GENESTEALERS

A Genestealer that survives a hit from a flamer must move out of the burning square in the Genestealer phase. If it cannot, and is forced to stay where it is, then the Genestealer player must roll a dice again, just as if the Genestealer had been flamed once more. See the example at the top of the next page.

RELOADING A HEAVY FLAMER

The Missions book will often state that a Space Marine with a heavy flamer carries a reload. This means that when he has used up all his Flamer markers, a Space Marine may reload, gaining a further 12 markers.

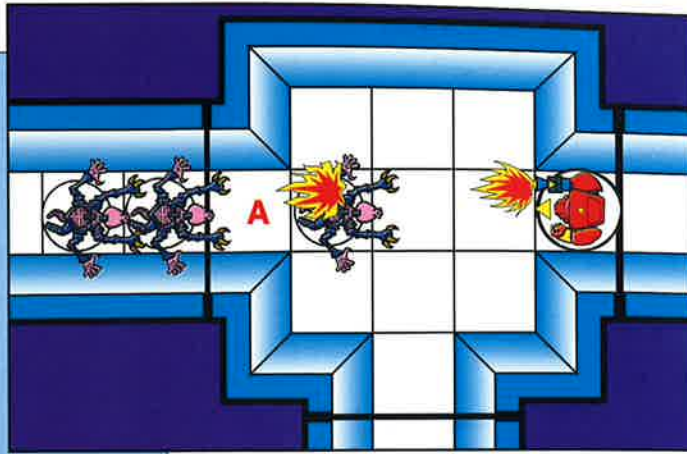
Reloading a flamer costs 4 action points. These must all be spent at once – you cannot gradually reload a flamer over several turns.

Sometimes, a Space Marine may be left with just 1 or 2 Flamer markers, and the dire need to create a big wall of flames. This is obviously a case of bad planning, but if the Space Marine player wishes, he can eject the remaining markers in the load, and reload 12 markers once more, if he has a reload to hand. The remaining markers from the existing ammunition load are lost, wasted, gone forever. Ejecting a load costs no action points at all, and can be done at any time.



Example: Surviving Genestealers

The Genestealer has been flamed but has survived. The Space Marine cannot start a chain of fire by placing a marker in square A, because the Genestealer is still alive and blocking his line of sight. The Space Marine must either finish the shot, and place no more markers, or flame the square again. If the second try also fails the Space Marine player cannot lay any more Flamer markers on that square. If the second try succeeds the Space Marine player can now see into square A and beyond, and can continue to place further Flamer markers as usual.



FLAMERS AND DOORS

Flames cannot damage the reinforced metal doors of a space hulk, so a Flamer marker cannot be placed in a square with a closed door in it. Conversely, if a Flamer marker is placed in an open door square, the door cannot be closed.

RECORD KEEPING

In every turn, each player has a record keeping phase, where counters are removed which have served their purpose, and the board is generally cleared up for the next phase or for the start of a new turn. There is nothing more confusing than stacks of counters lying around which should have been tidied up many turns ago!

SPACE MARINE RECORD KEEPING

At the end of the Space Marine phase one Flamer marker is removed from each square flamed. Any square that was flamed twice will have one marker remaining throughout the Genestealer phase, blocking vision and movement through that square.

GENESTEALER RECORD KEEPING

At the end of the Genestealer player's phase any Flamer markers that are still on the board are removed. All the



Overwatch counters are also removed, apart from any that have been turned over to indicate a jammed storm bolter – these stay on the board until the jam is cleared.

TURN RECORD TRACK

At the end of a full turn (ie, when both players have had a phase) the Turn counter is advanced one square along the track.



BLIPS

Blips are traces picked up on the Space Marines' scanners. Until the Space Marines can actually see the blip, the Genestealer player will be the only one who knows how many Genestealers the blip represents – which can be anything from 0 to 6. A good Genestealer player will use his blips to confuse the Space Marines and keep them guessing until he is ready to make his deadly attack.

Most of the rules for blips are covered earlier. However, for convenience sake they are summarised here:

- 1 The Genestealer player gets a certain number of blips per turn, as explained in the Missions book.
- 2 Each blip represents between 0-6 Genestealers, and blips are the main way in which Genestealers are brought into play.
- 3 Blips are moved onto the board via Genestealer entry areas, as explained below and in the Missions book.
- 4 Blips have 6 action points, and it costs them 1 point to move a single square.
- 5 Each blip is moved around the board face down until they are turned over and converted into Genestealers.
- 6 Blips have no facing – they never 'turn'.
- 7 Blips can open and close doors just like Genestealers (see the rules for doors later on).

There are a few further rules concerning blips: placing them, revealing them, lurking and so on. These are covered below.

ENTRY AREAS

Each mission states where the entry areas are for that particular scenario. These are the points at which the Genestealers are brought into play each turn.



The Dark Angels 1st Company is called the Deathwing.

Each entry area represents a path leading deeper into the space hulk. So, an entry area is not part of the board as such, simply a convenient place to put blips and Genestealers while the Genestealer player waits to bring them into play. This means of course that Space Marines may not shoot at entry areas with storm bolters or heavy flamers. Also, a Space Marine can never 'see' into an entry area. So, even if there are three blips piled up in the entry area, the Space Marine may not see them or shoot at them until they move onto the board proper.

PLACING BLIPS

Blips are placed at the very start of the Genestealer player's phase. The Genestealer player must place all his blips for the turn before he goes onto his moving and fighting phase.

If the Genestealer player wishes to bring a blip on at a certain entry area, he simply places the Blip counter just outside the entry area on the table surface. In his movement phase, the Genestealer player may move the blip onto the board.

Once placed, a blip cannot be moved to another entry area. Placing a blip does not use up any of its action points at all. A maximum of three blips may be kept outside an entry area at any one time.

Note that once on the board blips or Genestealers (or for that matter Space Marines) cannot move back off again, or go back into an entry area, unless specifically stated in the Missions book. Once on the board, a blip or Genestealer stays in play.

LURKING

When it comes to moving and fighting, the Genestealer player may choose to leave his blips or Genestealers in the entry area and not bring them into play until the moving and fighting phase of a later turn. This is known as **lurking**. Genestealers that lurk in an entry area are safe from harm. However, note that no more than three blips may be placed outside each entry area at any one time.

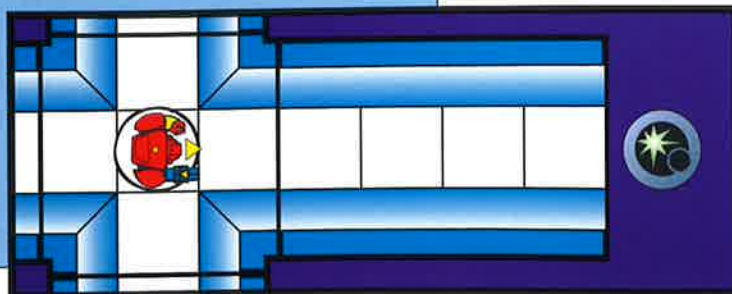
The Space Marine player can also force a blip or Genestealers to stay lurking in the entry area, denying them access to the space hulk. If a Space Marine is six or less squares away from the entry point square at the start of the Genestealer phase, any blips placed in that entry area during that phase cannot be brought into play that turn.

Instead the Genestealer player must wait until his next phase before bringing the blip into play. Even if the Space Marine is killed during the phase the blip must wait – if it was forced to lurk at the start of the phase, it must lurk the whole phase!

Although a Genestealer or blip may voluntarily lurk for as long as it likes, it can never be forced to lurk for more than one turn, no matter how many Space Marines are within 6 squares of the entry area, and even if new Space Marines show up whilst it is already lurking.

Example: Forcing a Blip to Lurk

Here, the Space Marine is standing close enough to the blip to prevent it from coming onto the board this turn.



Example: Lurking

A blip is placed in the entry area but a Space Marine is within six squares of the entry point – forcing the blip to lurk for a turn.

On the next Genestealer phase a second blip is placed in the entry area. The Space Marine is still in place, but the first blip has already been forced to lurk for one turn so it can now attack. Of course, a blip cannot move into line of sight or attack as such, it has to be converted first, offboard. The Genestealer player turns over the counter, and a single Genestealer is revealed.



The Genestealer rushes through the entry point and kills the Space Marine (who really should have been on overwatch!).

CONVERTING BLIPS

There are two ways in which a blip can be converted into Genestealers. Firstly, the Genestealer player may decide to convert the blip at any time in his phase, and secondly, the Space Marine player may force the blip to be converted.

When a blip has been converted, remove it from the board and place it face up on a discard pile. When all the blips have been used, take the discard pile, shuffle the blips, and make a new stack of face-down Blip counters. Blips are now drawn from the top of the stack as usual.

NOT ENOUGH BLIPS OR MODELS

In the unlikely event that all the Genestealer models are in play, any further blips that are converted will be lost. By the same token, if you run out of Blip counters, you can't place any more blips until some of the blips already in play have been converted into Stealers.





VOLUNTARY CONVERSION

The Genestealer player may convert his blips at any time during the Genestealer phase by simply turning them over. This is called 'voluntary conversion'. Blips cannot be converted after they have moved; you cannot move then convert a blip in the same turn.



The blip is replaced by the amount of Genestealers shown on the Blip counter. Once placed on the board the Genestealers may move and attack.

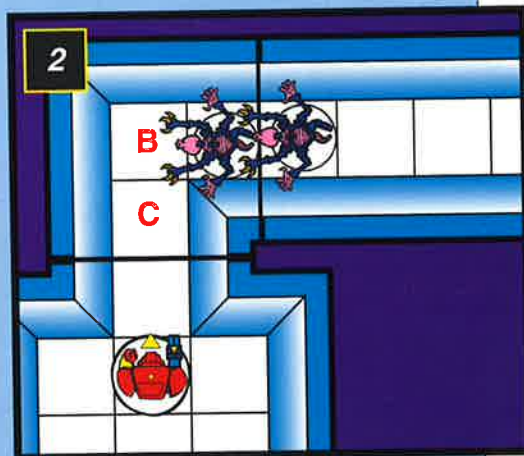
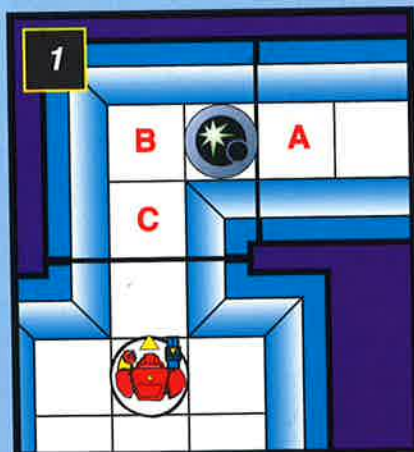
The first Genestealer model revealed by converting the blip is placed on the square that contained the Blip counter. Any other Genestealers must be placed in squares adjacent to the first Genestealer. When converting a blip voluntarily, no Genestealers may be placed where a Space Marine can see them, or in squares containing closed doors. If the blip represents more Genestealers than can be placed on the board following these rules, the extra Genestealers are lost. The Genestealer player may choose which way the models face.

INVOLUNTARY CONVERSION

The second way to reveal a blip is when a Space Marine moves into a position where he can 'see' a blip. Obviously, a blip represents a group of Genestealers on a scanner, and as soon as the Space Marine can see them, the blip is no longer needed. In this case, the blip must be revealed as soon as the Space Marine can see it.

Example: Voluntary Conversion

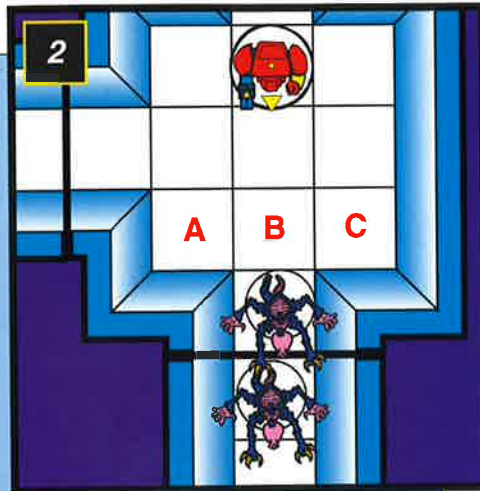
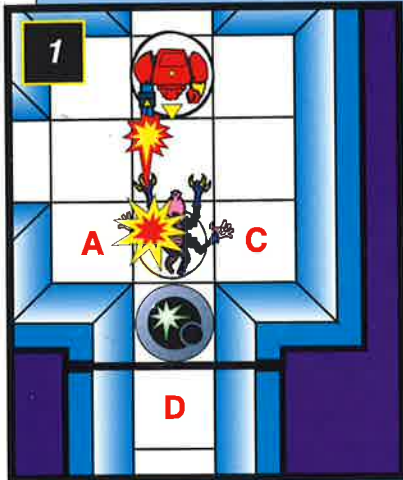
1 The Genestealer player decides to convert the blip, which represents three Genestealers.



2 The blip is removed and a Genestealer is placed in the same square. The next Genestealer is placed on square A, behind the first Genestealer. This leaves squares B & C adjacent to the original location of the blip. Unfortunately, the Space Marine has line of sight to squares B & C, so no Genestealers may be placed there. In this case, only two Genestealers are placed and the extra one is lost.

Example: Involuntary Conversion

1 The Space Marine shoots and kills the Genestealer immediately in front of him. On removing the Genestealer he can now see the blip behind it.



2 The blip is turned over to reveal two Genestealers. One Genestealer must be placed on same square as the one the blip was on. Because he forced the conversion of the blip, the Space Marine player can choose to place the other Genestealer on square A, B, C, or D. He places the Genestealer on square D. Notice that the Space Marine player faced both Genestealers away from the Space Marine.

Because the Space Marine player has forced the conversion, he is allowed to decide which squares to place the Genestealers in, following the rules outlined above. He may also choose the Genestealers' facing, because he forced the conversion. In addition, because the Space Marine has revealed the blip, Genestealers may now be placed within his line of sight.

OFFBOARD CONVERSIONS

Sometimes, the Genestealer player may decide to convert a blip right in the entry area where it appears. In this case, the blip never gets onto the board proper at all. This is perfectly acceptable. However, all of the Genestealers must move onto the board on the Genestealer phase in which they are revealed; any left in the entry area at the end of the Genestealer phase are lost and removed from play.

BLIPS REVEALED BY FIRE

Sometimes a blip may be concealed from a Space Marine by an intervening Genestealer or door. If the obstruction is shot away by a storm bolter or destroyed by a flamer hit, then the blip is converted

to Genestealers, as outlined above.

Furthermore, if this means that a new Genestealer model is placed in a square adjacent to the original target, and two hits have been scored by the Space Marine using a storm bolter, then the new Genestealer is killed too. See the rules for overkill fire for more details.

In addition, if the 'blocking' Genestealer is killed by a flamer hit, any Genestealers revealed must be placed in adjacent squares which do not contain Flamer markers. They may never be placed in burning areas. Any Genestealers which cannot be placed are lost.

MALFUNCTIONS

Three of the Blip counters are not actually Genestealers but represent scanner malfunctions, showing life readings where none exist. These Blip counters may be moved face down around the board as usual and when 'seen' are turned over just like all other blips, before being discarded. These are used by the Genestealer player as decoys, leading the Space Marine player to think he is picking up the tell-tale signs of Genestealers on his scanners.



SPACE MARINE COMMAND POINTS



Space Marine squads sent into a space hulk are in constant communication with their commander back on the assault vessel, via small cameras and communicators fitted to their Terminator suits. This communication link allows commanders to urge the Space Marines on, offer tactical suggestions, and report back how the rest of the force is doing elsewhere aboard the hulk. In a game of Space Hulk this tactical advantage is represented by **command points**.

The Space Marine player gains a number of command points at the start of his phase, as discussed earlier. This section of the rulebook explains how command points may be used, and what they do.

COMMAND POINTS

At the start of each Space Marine phase, the Space Marine player rolls a dice to see how many command points he has available. He then places the Command Point counter on the corresponding number on the Command Point Track. As command points are used the counter is moved

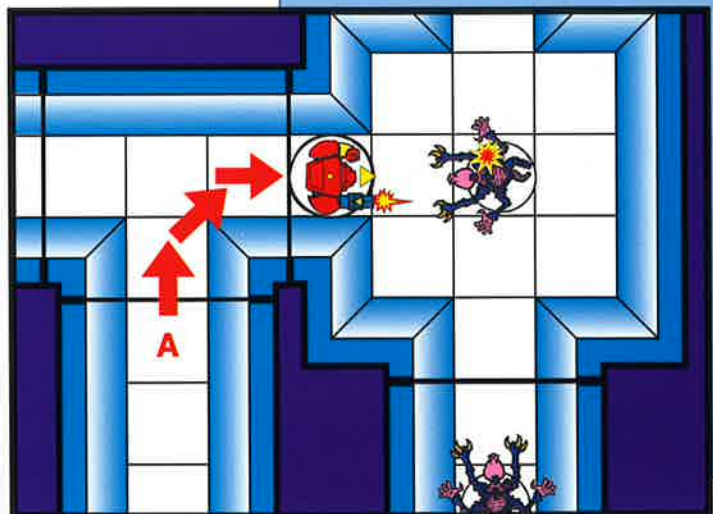
down the track until all the points are spent. If the Space Marine player does not use all of his command points during his phase of a turn, they are lost.

The Space Marine player can use command points to give his Space Marines extra action points. Each command point may be used up to give one Space Marine an extra action point. They may all be spent on the same Space Marine, or spread out between the Space Marines as the player sees fit.

The Space Marine player can use command points on any Space Marine at any time during his phase, even if that Space Marine has already finished his move. This is the only way in which the Space Marine player may go back to a Space Marine after it has finished moving and shooting, for example to give the Space Marine an extra shot.

Example: Command Points

The Space Marine starts in square A. He moves forward 1 square (1 action point), and moves diagonally forward another square (1 action point). He turns 90° right and fires (1 action point) and misses. He steps forward another square and fires (1 action point) and hits, killing the Stealer. As the Space Marine has used all his 4 action points, the Space Marine player now uses up 2 command points to put the Marine on overwatch.



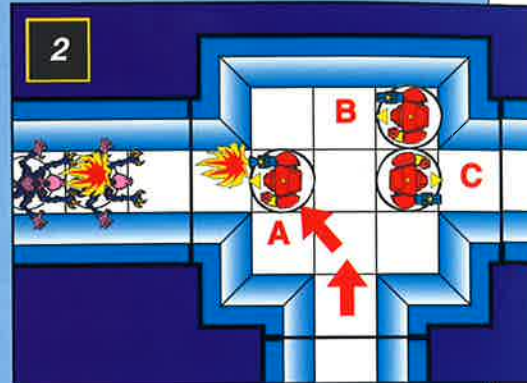
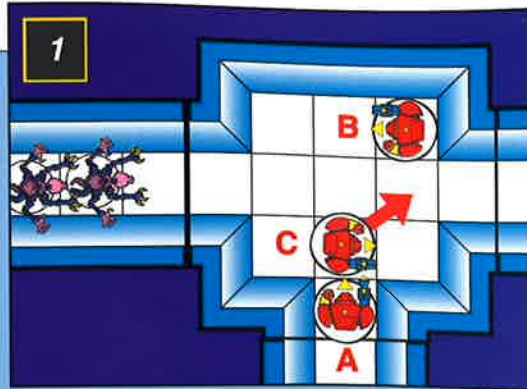
Example: Command Points

1 The Space Marine player has 2 command points left. Neither Space Marine A or B have yet moved. He wants Space Marine A to flame the Genestealers, but Space Marine C is in the way. Space Marine C has spent 4 action points already this turn and has finished his turn. The only way to move Space Marine C is to spend 1 command point to move him out of the way.

2 Space Marine A can now move into a position to flame the Genestealers. He moves one square forwards, turns 90° to the left and then moves diagonally forward to the right. This costs 3 action points in total. Space Marine A now has only 1 action point left, but needs 2 to flame the Genestealers.

Fortunately, the last command point may be added to the remaining action point to enable Space Marine A to fire his flamer.

Now, the Space Marine player may move onto Space Marine B, who still has 4 action points left.



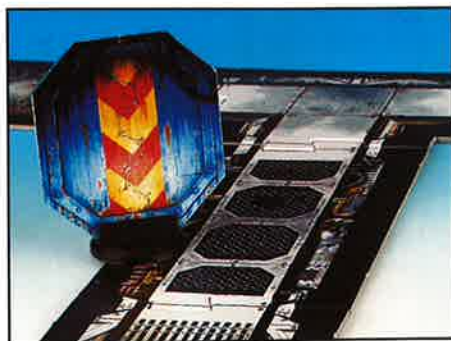
DOORS

There are many doors throughout the space hulk, which not only slow down movement but also stop the Space Marines from seeing any further in a particular direction.

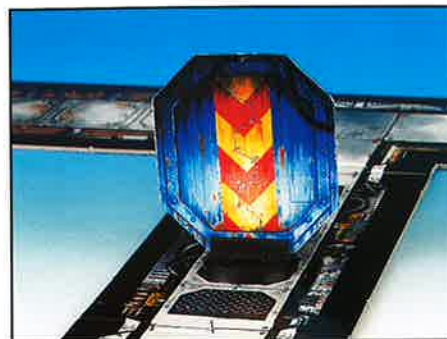
The Missions book shows you where to place doors. The doors should be positioned so that they occupy a full square.

OPENING AND CLOSING

A door may be opened or closed at a cost of 1 action point. Genestealers, blips and Space Marines may all open and close doors. To open a door, the door has to be within one of three squares in the model's front facing, as shown in the diagram at the bottom of the next page.



Open door



Closed door



When a door is opened, move it just off the board next to its square. When a door is closed again move it back into the middle of its square. A door cannot be closed if there is a model in its square.

DESTROYING DOORS

Doors can be destroyed in two ways. Firstly, a Space Marine may fire his storm bolter at a door just as if it were a Genestealer. The rules for sustained fire and overkill apply equally to doors as to Genestealers or blips. If the door is hit it is destroyed, so remove it from the board.

Secondly, a Space Marine or Genestealer may attack a door by simply rolling their usual Close Combat dice. Either needs a 6 to destroy the door.

Note that doors may not be destroyed by heavy flammers.



Example: Opening and Closing Doors

Space Marine A cannot open the door, even though he is standing next to it, because he is facing in the wrong direction. To be able to open the door, he would have to turn 90° to the right.

Space Marine B can open the door, as it is in one of the three squares in front of him.

Genestealer C can open the door, as the door is directly in front of it.

Genestealer D is too far away from the door to open it.

BULKHEADS

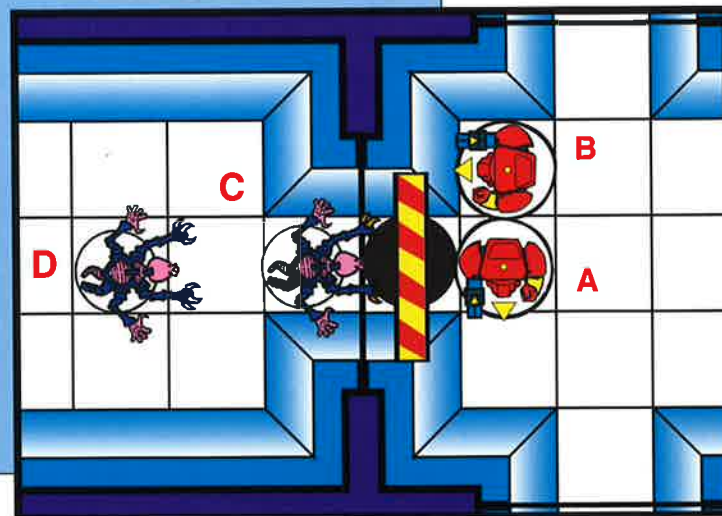
Some missions include the use of **bulkheads**. These are much tougher than ordinary doors, and can be sealed permanently shut.

If the mission states that there are bulkheads, for example at the Genestealer entry points, then place these where indicated on the board. Bulkheads are always placed as open doors at the start of a mission.

During a mission the Space Marine player can close bulkheads in the same way as any other doors, following the rules above. Once closed, bulkheads cannot be re-opened.

In the example above, this would seal the Genestealer entry point for the rest of the game. Any blips or Genestealers lurking in the entry area would be lost.

Bulkheads are so thick that they cannot be destroyed.



MOVING

A model may only move if it has enough action points to do so. Refer to the Action Points Table to see what sort of movements a model may perform, and how much these moves cost. Remember, a model **does not have** to move.

FACING

Genestealers and Space Marines cannot face diagonally in squares. Blips have no facing as such.

MOVING

It costs a Space Marine or a Genestealer 1 action point to move forwards into one of the three squares in front of it. It costs a model 2 action points to move backwards into one of the three squares behind it.

MOVING DIAGONALLY

A Space Marine, Genestealer or blip may move diagonally forwards or backwards, so long as the two adjacent squares between it and its destination are not both a 'blocked diagonal' (refer to the main rules, page 15).

TURNING

If a Space Marine wants to move off in a different direction to the one it is facing in, it must turn first, and pay the appropriate cost in action points for doing so.

MOVING AND FIRING

A Space Marine may move or turn *and* fire his storm bolter. See the Action Points Table for costs.

MOVING SIDEWAYS

Genestealers may move one square sideways, for a cost of 1 action point. Space Marines are unable to move sideways.

MOVING BLIPS

It costs a blip 1 action point to move 1 square in any direction, including diagonally.

CLOSE COMBAT

If a Space Marine or Genestealer has an enemy model in its front middle square, it may attack the target, for a cost of 1 action point.

Though both models participate in the fight, it is only the attacking model that pays the 1 action point for the attack.

HOW TO ATTACK

The Space Marine player rolls one die. The Genestealer player rolls three dice, and picks the highest score. The two players compare their scores, and the player who has rolled the highest score wins the fight. The model that lost the fight is killed; remove the model from the board.

If the result is a draw, neither model is harmed.

REAR OR SIDE ATTACKS

If a model that is attacked from the side or rear wins the combat, the attacker is not killed, but the defender may immediately turn to face his attacker, without having to pay any action points for doing so. Note that a Sergeant attacked from the side or the rear may not use his power sword.

FIGHTING - SHOOTING

A Space Marine may fire his weapon as many times as he likes, if he has the action points to do so and if:

- A) He has an uninterrupted view to his target
- B) He has the target within his fire arc

FIRING A STORM BOLTER

Having ascertained that he can shoot at his target, the Space Marine player rolls the two Shooting dice. If either dice comes up a 'HIT' the target is destroyed and removed from the board.

SUSTAINED FIRE

If a Space Marine misses his target, he can stay where he is and fire again at the same target, which gives him a better chance of hitting. This is called **sustained fire**.

Space Marines may use sustained fire if:

- A) His last shot was not made on the move.
- B) He remains stationary.
- C) He keeps shooting at the same target.

When using sustained fire, a Space Marine hits his target if he rolls a 'hit' or a 'sustained fire hit' result on the dice.

If the Space Marine moves, or changes target, he loses this sustained fire bonus.

OVERKILL FIRE

When a Space Marine scores a hit on both his Shooting dice, he destroys his original target, and if there is another target next to it that he can see, he can destroy this one too.

OVERWATCH

A Space Marine armed with a storm bolter may be placed on overwatch for a cost of 2 action points.

In the Genestealer phase, every time a Genestealer performs any action within the fire arc and view of a Space Marine on

overwatch he must take a shot at it. The maximum range for overwatch fire is 12 squares.

Space Marines do not get the sustained fire bonus when they are on overwatch.

When taking a shot in overwatch, the Space Marine rolls the two Shooting dice as normal, but he also rolls the Jam dice. If this dice comes up with a 'jam', his storm bolter jams, and he won't be able to fire it again until he clears the jam (refer to the main rules, page 22).

FIRING A FLAMER

It costs 2 action points to fire a heavy flamer and the Space Marine is not allowed to move and fire the weapon at the same time. The Space Marine player places a flamer marker in a target square that is within his fire arc and the 12 square range of the weapon. A Genestealer in the target square is killed unless it rolls a 6 on a D6.

The Space Marine player may place further markers in squares adjacent to the last marker that was placed and that are within his fire arc, Line of Sight, and the flamer's 12 square range. Up to two markers may be stacked in the same square if desired. Once the shot is finished any squares with markers in them block movement and shooting.

At the end of each player's phase remove one flamer marker from each square flamed. A Genestealer left in a flaming square must move out in its next turn or try to roll a 6 again to survive.

Flamers may be reloaded at any time to give you another 12 shots. However, you only receive one reload per game for each Space Marine armed with a flamer. It costs 4 action points to reload (refer to the main rules, page 24).

SUMMARY OF PLAY

TURN SEQUENCE

SPACE MARINE PHASE

1. **Command Points**
2. **Move and Fight**
3. **Record Keeping**

GENESTEALER PHASE

1. **Reinforcements**
2. **Move and Fight**
3. **Record Keeping**

END PHASE

COMMAND POINTS



At the start of each of his phases, the Space Marine player rolls a D6 to determine how many **command points** he has for that turn.

Command points can be used to give the Space Marines extra action points, and they can even be used on a Space Marine that has already used up all his action points. Any command points left unused at the end of the Space Marine player's phase are lost.

SPACE MARINE SERGEANTS

The Space Marine Sergeants are armed with a power sword, which allows them to:

A Add +1 to their dice roll in close combat.

B Parry the Genestealer's attack, by forcing the Genestealer player to re-roll one of his dice.

A power sword may only be used against an opponent attacking from the front. It cannot be used against attacks from the side or the rear.



ACTION POINTS

In the moving and fighting part of his phase, each player moves and fights with each of his models in turn.

Models can perform a variety of actions – moving, fighting, opening and closing doors, etc. Every action a model can perform costs a number of **action points** – see the Action Points Table for details. A Space Marine has 4 action points, while blips and Genestealers have 6 action points each.

The player chooses a model, and makes all the actions he wants with it, paying the appropriate cost in action points. When he has used all that model's action points, or has done all he wants to do, he moves on to his next model. The player cannot go back to a model once he has moved on to another model, unless he spends command points.

ACTION POINTS TABLE

Move or Action	Space Marine	Genestealer	Blip
Move forwards 1 square	1	1	1
Move backwards 1 square	2	2	1
Move sideways 1 square	-	1	1
Turn 90 degrees	1	free	-
Turn 180 degrees	2	1	-
Fire storm bolter	1	-	-
Set overwatch	2	-	-
Clear jam	1	-	-
Move forwards and fire	1	-	-
Turn 90 degrees and fire	1	-	-
Move backwards and fire	2	-	-
Turn 180 degrees and fire	2	-	-
Fire heavy flamer	2	-	-
Reload heavy flamer	4	-	-
Close combat	1	1	-
Open or close door	1	1	1



SPACE MARINES
have 4 action points per turn

GENESTEALERS AND BLIPS
have 6 action points per turn

