

Another game aid **THE** by **Universal Head**

**THE ESOTERIC ORDER OF GAMERS**  
[www.orderofgamers.com](http://www.orderofgamers.com)

Tabletop game rules summaries, foamcore box plans, articles, interviews, reviews and lots more at [www.orderofgamers.com](http://www.orderofgamers.com)

[@EOGamers](https://twitter.com/EOGamers)
[gplus.to/EOGamers](https://plus.google.com/+EOGamers)
[facebook.com/EOGamers](https://facebook.com/EOGamers)
[YouTube](https://www.youtube.com/channel/UC...) EsotericOrderGamers

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: <b>SPACE HULK DEATH ANGEL: THE CARD GAME</b>	<b>v1.1</b> <b>Sep 2013</b>
Publisher: <b>Fantasy Flight Games (2010)</b>	
Page 1: <b>Rules summary p1 front and back</b>	
Page 2: <b>Rules summary p2 front and back</b>	
Print on card (ensure you are printing at 100% scale) laminate and trim to size.	

# DEATH ANGEL

## SETUP

Shuffle the **Genestealer cards** (except the 2 **Brood Lords**), **Event cards**, and each numbered deck of **Location cards** separately.

Place the correct **Setup Location card** for the number of players on the table and create a deck of facedown Location cards as instructed on it (one random card from each numbered deck).

Starting with a random player and going clockwise, each player takes a **Combat Team marker** and matching **Action cards**.

Return all unused markers and matching Space Marine and Action cards to the box.

Shuffle together all **Space Marine cards** matching all players' Combat Team markers. Starting below the Setup Location card, deal one card at a time to form a vertical line of cards.

The cards on the top half of the formation are flipped so the arrow points left, and the cards on the bottom half are flipped so the arrow points right.

Set up **Terrain cards** according to the icons on the Setup Location card.

Place the number of **Genestealer cards** listed on the Setup Location card as facedown blip piles to its left and right.

Draw the top card of the **Event deck**, and spawn Genestealers as indicated on the card's activation area. Ignore any other information and discard the card.

Play begins with the first game round.

## PLAYER TURN

Each round, players perform the following phases in order:

### 1. CHOOSE ACTIONS PHASE

Each player secretly chooses the **Action card** he wishes to resolve this round and places it facedown in front of himself.

A player may not choose an Action card he resolved during the previous round (keep chosen Action cards on the table until the end of the *Choose Actions Phase* of the next game round).

Players may share any information they wish about the cards in their hand but may not show their hand to other players.

### 2. RESOLVE ACTIONS PHASE

Turn all chosen cards faceup and resolve them in ascending order, starting with the lowest numbered card.

There are 3 types of Actions: **Support**, **Attack** and **Move + Activate**.

Each also has a unique special ability which may be used regardless of a Marine's facing except when attacking or spending a Support token to reroll a die.

Special abilities that use the term "*Each time*" may be resolved multiple times during the round.

### 3. GENESTEALER ATTACK PHASE

Each **Genestealer swarm** (all faceup Genestealer cards on the same side and position of the formation) in play attacks the Marine it is engaged with.

Start with the swarm closest to the top of the formation. If 2 are in the same position, the swarm on the left side attacks first.

The Marine's owner rolls the combat die. If he rolls *higher* than the number of Genestealer cards in the swarm, the attack is a miss.

If he rolls *equal to or less* than the number of Genestealer cards in the swarm, the Marine is slain and his card removed from the game.

### 4. EVENT PHASE

The current player (whoever played the lowest numbered Action card this round) draws the top card of the Event deck and resolves these steps in order:

**a. Resolve Event Special Ability**  
Resolve the **special ability** on the card.

The choice on cards with the keyword **instinct** must be made *before* revealing the card to other players. Players may not discuss this card's options; the current player must resolve his decision.

The Event card is then revealed to all players and resolved. A player *must* always choose a valid target for Event card abilities (if able).

**b. Resolve Genestealer Activations**

Each of the boxes on the bottom of the card are resolved from left to right, either spawning new Genestealers, or moving existing swarms.

## THE FORMATION

The central line of Space Marine cards is the **formation**. Space Marines may only exist in the formation, and may not move outside of this column.

Each row of the formation is known as a **position**. Whenever a Space Marine is slain, the formation needs to **shift** to fill in his previous position.

## ACTION CARD TYPES

### SUPPORT

Take 1 **Support token** (from the unused token supply) and place it on *any* Space Marine card (even a Marine controlled by another player, or a card that already has Support tokens on it).

A player may discard a Support token from one of his Marines *attacking or defending* to reroll a die he just rolled.

The rerolled result *must* be used instead (unless he rerolls again by spending another token, or with an ability).

Support tokens can only be discarded in this way if the Marine is **facing** the attacking or defending swarm.

Support tokens remain on Marine cards until discarded by a card effect or spent to reroll a die. You may only spend tokens from Marines you control.

### MOVE + ACTIVATE

Perform *any or all* of the following steps (in order):

#### a. Move to Adjacent Position

Move any Marines matching the Action's Combat Team one at a time, in any order. Switch the position of the Marine card with any adjacent Marine belonging to any player. Do not change either's facing.

Each Marine of the card's Team may only be moved once during each Move Action. All Terrain cards and Genestealers remain in their previous positions.

#### b. Change Facing

Change the facing of any Marine in the Combat Team, including those who moved, by flipping the card so the arrow is pointing in the opposite direction.


#### c. Activate Terrain

Activate any Terrain cards with the term **Activate** that one of your Marines is in front of (facing and in the same position).

Follow the instructions on the card. Each may only be activated once per round.

## ATTACK

Choose your Marines one at a time (in any order), then choose which Genestealer swarm the Marine is attacking.

**Roll the combat die.** On a , choose one of the Genestealer cards to be discarded. Any other result is a miss.

### Facing and Range

To attack a Genestealer swarm, the Marine card must be **facing** the swarm, and be within **range**.

The current facing of a Marine is the direction the facing indicator (the large arrow) on his card is pointing.

Marine cards list the maximum Range (number of positions away) they may attack. A Marine with a "*Range 0 Attack*" may only attack swarms he is **engaged** with (those on his position).

## GENESTEALERS

### Blip Piles

During setup (and each time Marines travel to a new location), 2 facedown **blip piles** are formed; one each to the left and right of the Location card.

The number of Genestealer cards in each pile is listed on the bottom corners of the current Location card.

### Spawning Genestealers

When a Genestealer is **spawned**, the current player takes the top card of a blip pile and places it faceup in the appropriate position and side of the formation.

When the activation area of an Event card spawns Genestealers, a number of Genestealer cards are spawned on each position of the formation that contains the appropriate **Terrain card type** (red, orange, yellow, or green).

The number of coloured boxes on a Terrain card is a reminder of how likely Genestealers spawn there from Event cards (4 red boxes is the most frequent).

The bottom of each Setup Location card lists how many Genestealers are spawned by each **major spawn** (yellow triangle) and **minor spawn** (white triangle).

If there are multiple Terrain cards in play of the same colour, the listed amount of Genestealers are spawned on *each* of the Terrain cards.

Card abilities that spawn Genestealers may spawn them in positions that do not contain Terrain cards.

Spawning Genestealers are always drawn from the blip pile on the side on which they are being spawned. If that pile is empty, the Genestealer is not spawned.

If there are not enough cards to spawn the full amount, the current player must spawn as many as able (of his choice).

#### Moving Genestealers

Each Genestealer card may either **move** or **flank**, at maximum, *once* during each *Event Phase*.

A Genestealer's **type** is indicated by the icon on the card's lower left corner.



**Moving** Every swarm that contains this type of Genestealer moves to an adjacent position. The swarm always moves following the small arrows on its side of the engaged Marine card. If the swarm would move off the top or bottom of the formation, it **flanks** instead.



**Flanking** Every swarm that contains this type of Genestealer moves **behind** its Marine (the side of the formation the Marine is not facing). If the swarm is already behind the Marine, it does not move.

#### BROOD LORDS

The 2 **Brood Lord** cards are never shuffled into the Genestealer deck or into a blip pile. They only spawn when specified by a Location card, and spawn without being in blip piles.

They have 2 movement icons, and their swarm will move when *either* is activated.

A Brood Lord must be the last Genestealer in the swarm to be slain.

**When a swarm containing a Brood Lord attacks, subtract 1 from its die roll.**

#### TRAVEL

Players need to **travel** to new locations to reach the final card in the Location deck and win the game.

**Travelling** refers to the entire formation going to a new location; Marines and Genestealers **move** within the formation.

**Travelling automatically occurs whenever there are 0 cards in any blip pile at the end of any phase.**

When there are no cards in the Location deck the Marines stay at their current location until they win or lose the game.

When travelling, all Genestealers engaged with Marines remain in the formation.

Engaged Genestealers only leave play from the "Door" Terrain card's ability or if discarded by a different card or ability.

Perform the following steps in order:

#### 1. Place New Location Card

Place the top card of the Location deck faceup on top of the current location card (do not cover the spawn numbers at the bottom of the Setup Location card). This is now the **current location**.

#### 2. Place Terrain Cards

The current player discards all Terrain cards from the formation. He then places the appropriate Terrain cards as listed on the current Location card (the 2 white icons on the left and the 2 white icons on the right of the Location card).

If the arrow next to a terrain icon is pointing down, the matching Terrain card is placed the printed number of positions from the top of the formation.

If the arrow is pointing up, it is placed the printed number of positions from the bottom of the formation.

If the number exceeds the number of Marines remaining in the formation, the card is placed in the last valid position.

#### 3. Discard/Refill Blip Piles

All cards that remain in the blip pile(s) are discarded. Cards are then added to each blip pile from the Genestealer deck until each pile contains the number listed on the Location card.

#### 4. Follow Location Ability (if necessary)

If the current Location card has an "Upon Entering" ability, it is resolved now.

If the card has an "Activate Control Panel" ability, it is resolved each time a "Control Panel" Terrain card is used while this is the current location.

#### SLAIN SPACE MARINES

If a Marine is slain (usually by being attacked by a swarm), his card is removed from the formation and returned to the box. The formation is then **shifted**.

If both Marines of a combat team are eliminated, all Action cards for that combat team are removed from the game. They may no longer be used, but the player may still win if the remaining Marines win.

If the card of the current player is removed in this way, the player with the lowest numbered Action card remaining becomes the current player.

#### Shifting the Formation

The formation must **shift** to fill in the previous position of a slain Marine. Take every Terrain, Marine, and Genestealer card in the **smaller segment** of the formation and move them to fill in the slain Marine's previous position.

The smaller segment is the half of the formation that contains the least Marine cards. If both segments are even, the bottom segment is shifted up.

A Genestealer swarm may move onto another swarm. If this happens during the *Genestealer Attack Phase*, swarms that have already attacked during this phase remain separate from those that have not.

At the end of the *Event Phase*, all swarms in the same position and side of the formation merge.

After shifting, it is possible for more than 1 Terrain card to be in the same position.

If a Marine is ever able to move to a non-adjacent position (with a card or ability), he *does not* cause the formation to shift. He switches places with the Marine that occupied his new position.

#### COMPONENT LIMITATIONS

Components are limited to those provided.

Spent or discarded Support tokens return to the unused token pile. If a player is instructed to place a token when there are none in this pile, he loses the ability to place that token.

Discarded cards are placed faceup in a discard pile adjacent to the appropriate deck. When a deck runs out (excluding the Location deck) its discard pile is shuffled to form a new deck.

If there are not enough Genestealer cards left when creating blip piles, the current player places as many cards as able into each pile (as equally as possible).

#### 1 TO 3 PLAYERS

With 3 or less players, each player chooses more than one Combat Team marker during *Setup* as follows (go around the table more than once):

**3 players:** 2 markers per player

**2 players:** 2 markers per player

**1 player:** 3 markers

During the *Choose Actions Phase*, each player chooses one card matching the colour of each of his Combat Team markers.

He resolves each chosen card during the *Resolve Actions Phase* (in standard ascending order).

The term "Your Space Marines" on Action cards only refers to Marines matching the card's Combat Team.