Game:	**SPACE HULK (2nd Edition)**	**v2**
Pub:	**Games Workshop (1989)**	
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For best results, print on card, laminate and trim to size.

SPACE·HULK

Setup

Decide on a mission, set up the board and position models.

The **Genestealer** player takes the blip counters, shuffles them and places them in a face-down stack.

Each squad of **Space Marines** has 12 Flamer markers with a *Flamer Reload* marker at the bottom of each pile.

Turn Sequence

Note any special rules for the mission.

1. Space Marine Phase

Roll d6 for command points
Move and fight
Record keeping

2. Genestealer Phase

Determine reinforcements (blip counters)
Move and fight
Record keeping

3. End Phase

Move Turn counter on one square

Command Points

Space Marine player rolls a dice for **Command Points** for the turn, keeping track of these on the Command Point track of the Control Panel. Any points not used in a turn are lost.

Command points may be used to give models extra action points and can be used on any Marine at any time during the phase, even if that Marine has finished his move.

Genestealer Reinforcements

Genestealers get **reinforcement blips** from the top of the stack placed on Genestealer entry areas each turn as indicated by the Mission.

Actions & Movement

Space Marines get 4 AP and Genestealers/Blips get 6 AP to use for movement and fighting. All actions must be completed with a model before moving on to the next, with the exception of using command points.

Movement

A model cannot move into an occupied square. Check facing, as turning a model costs APs. Models cannot face diagonally. Blips have no facing and do not have to pay to turn. Models and blips can move diagonally unless both adjacent squares are blocked.

Blips

Blips are brought onto the board via Mission-designated entry areas. Entry areas cannot be shot at by Marines.

Placing Blips

A maximum of 3 blips are placed on the table just outside the entry area before any Genestealer movement.

Once on the board blips or Genestealers cannot move off again unless stated in the Mission.

Blips can **lurk** safely off-board in an entry area for as long as desired.

Marines can also force blips or Genestealers to stay lurking, for one turn only, by being 6 or less squares away from the entry point square at the start of the Genestealer phase.

Converting Blips

Blips may be converted at any time during the Genestealer phase before they move.

Replace the blip by the indicated number of Genestealers. The first is placed on the blip square; other models must be placed in squares adjacent to the first, but none may be placed where Marines can see them or in closed door squares. Those that cannot be placed are lost.

If a Marine moves to see a blip, or a blip is revealed by the destruction of a model or door, it is converted immediately. The Marine player can choose which squares to place the Genestealers in, and their facing, as above. The models may be in his line of sight.

If a blip is converted by the destruction of an intervening model, a model placed in an adjacent square to the destroyed model may be killed by **overkill fire**. Genestealers cannot be revealed in flamed squares.

Blips may be converted off-board by the Genestealer player, but must be moved onto the board that phase or be lost. Decoy blips are discarded if revealed.

Doors

Models may open and close doors within one of the three squares of the model's front facing. A door cannot be closed if there is a model in its square.

Doors can be destroyed by storm bolter fire but not flamer fire. The rules for *sustained fire* and *overkill* apply.

Doors can be attacked and destroyed by rolling a 6 on the usual amount of close combat dice.

Bulkheads are always placed as open doors at the start of a mission; once closed they cannot be re-opened, and they can never be destroyed.

Shooting

Space Marines can fire at targets if they are in line of sight, within fire arc and weapon range, and the model can pay the action point cost.

Roll the 2 Shooting dice; if either shows a 'hit' the target is destroyed.

Line of Sight

Marines can see to the front or side for an unlimited distance if nothing is blocking their view.

When approaching a room, squares in the corner and sides cannot be seen until the model is at least in the doorway.

Fire Arcs

Space Marines can only fire at targets within a 90° fire arc (ie. three squares in front, then five, then seven etc).

Sustained Fire

A stationary Space Marine that misses with his first shot has a better chance of hitting with his second and subsequent shots—he may count the hit symbol *and* the sustained fire symbol as a hit.

Once he changes target or moves the bonus is lost.

Overkill Fire

If both dice hit (including sustained fire hits), **any target adjacent to the original target** (which could have been shot at once the original target had been removed) **is also killed**.

Overkill fire can be used to destroy doors, and never affects Space Marines.

Overwatch Fire

A Space Marine with a storm bolter may be placed on **overwatch** for 2 APs. Place an overwatch counter next to the model.

All marines on overwatch **must** shoot at a Genestealer that performs any action in his fire arc within 12 squares, even if it is the Genestealer's turn.

It costs no action points to fire. A Genestealer that disappears from view cannot be fired at however.

There is no sustained fire bonus for overwatch fire.

Any other action, close combat, and the end of the Genestealer phase all take the Marine out of overwatch.

Jammed Storm Bolters

When making overwatch fire rolls the Jam dice is also rolled; if the dice shows a Jam the fire is resolved and the weapon then becomes jammed.

Overwatch is lost and the model cannot fire again in the Genestealer phase.

Unjamming a storm bolter costs 1 AP.

SPACE·HULK

Heavy Flamers

Marines cannot move and fire with the flamer, and they cannot be used on overwatch.

Maximum range is 12 squares. The flamer has 12 shots and may be reloaded at any time for 4 APs, depending on the number of reloads allowed by the mission.

Place a Flamer marker on the square where you want the shot to hit (subject to the usual target rules). If the square contains a Genestealer place the model on top of the template. The Genestealer model only survives on a 6 on a d6. Surviving models must move out of the square in its next phase or be hit again.

One shot can consist of as many flamer markers as the Marine wishes and has left. Subsequent flamer markers must be placed in a square adjacent to the last, and within range and fire arc. Markers can also be stacked, ensuring the blaze lasts longer (2 max).

Flamer markers cannot be placed in a square with a closed door in it, nor can a door be closed on a marker. A marine may discard remaining markers and reload 12 (if he has them to hand) at no AP cost.

Once a shot is finished, the flamer markers block movement and lines of sight for bolter or flamer shots.

Close Combat

A model may attack a target in its front middle square (1 AP). Blips must be converted to Genestealers to attack.

Space Marines roll the red d6 and Genestealers roll the 3 blue d6s and can choose the highest score. The lowest scorer loses and is removed from play. A draw means neither model is harmed.

Side or Rear Attacks

If a model is attacked from the side or rear and wins, the attacker is not killed but the defender may now turn and face the attacker at no action point cost.

Space Marine Sergeants

A sergeant receives a +1 to his combat roll and may also **parry** an attack to his front only. After rolling dice the player may choose one of the Genestealer player's dice and force him to re-roll it.

Record Keeping

At the end of the Marine phase one flamer marker is removed from each square flamed. **At the end of the Genestealer phase** any flamer markers still on the board are removed and all overwatch markers are removed (apart from those turned over to indicate a jammed bolter).

At the end of a full turn the Turn counter is moved one square along the track.

Action Points			
Move or Action	**Space Marine 4 AP**	**Genestealer 6 AP**	**Blip 6 AP**
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 degress	2	1	-
Fire storm bolter	**1**	**-**	**-**
Set overwatch	2	-	-
Clear jam	1	-	-
Move forwards and fire	**1**	**-**	**-**
Move backwards and fire	2	-	-
Turn 90 degrees and fiire	1	-	-
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**