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Game: **SPACE HULK 3RD EDITION**
Pub: **Games Workshop (2009)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

SPACE HULK

SETUP

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

The **Genestealer (GS)** player takes his models; then he shuffles and places the **blip counters** in a facedown stack.

The **Space Marines (SM)** player takes his models, the **mission status display**. Place the **6 command point counters** in a cup.

TURN SEQUENCE

Space Marine Turn

Space Marine Command Phase
Space Marine Action Phase

Genestealer Turn

Reinforcement Phase
Genestealer Action Phase

Mission Status Phase

COMMAND PHASE

Command Points

The SM player randomly draws a **command point counter**, looks at it, and places it facedown on the O space of the **mission status display**. He may look at it at any time.

As long as there is at least one **Space Marine Sergeant** on the board, the SM player may choose to return the counter, shake the cup, and draw a replacement (which must be used).

The GS player must move the marker along the track as the SM player spends command points.

The counter is revealed in the Mission Status phase; if the SM player used more command points than he had available, he loses the game.

The Timer

The GS player must start the **timer** when the SM player places the command points marker on the mission status display.

When the timer runs out, the SM player may complete any action he was in the process of carrying out, then his turn ends.

ACTION PHASE

During the Action phase each model or blip has a certain number of **Action Points (AP)** to spend on actions. **Space Marines get 4 AP and Genestealers and Blips get 6 AP to use for actions.** See the Action Point Table.

In his Action phase a player activates his models or blips one at a time. Each action must be completed before the next. A model or blip cannot be activated again once it has completed its actions, except to use command points.

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

Command points may also be used in the Genestealer turn to react to their actions out of sequence. The Marine must have LOS to a Genestealer that has just completed an action.

Each action witnessed allows a Marine to immediately perform one action.

Move & Turn Actions

A model cannot move into an occupied square. Check facing, as turning a model costs APs, and models cannot face diagonally.

Blips have no facing and do not have to pay APs to turn. A model or blip cannot move diagonally if it has to pass between 2 blocked squares.

Genestealers may turn 90° left or right as part of a move action, before or after the move.

To **exit the map**, a model must move into an imaginary square off the board at the exit point. It is then out of play and may not return.

Doors start the game closed, blocking LOS and movement. To open or close a door, a model must be in an adjacent square and with the door in one of its 3 forward squares. A door cannot be closed on a model.

Shoot Actions

Space Marines can fire at Genestealers they can see by taking a **shoot action** (the AP cost varies depending on the weapon) at a target within range.

Marines can see an unlimited distance in their forward arc (3 squares, to 5, then 7, etc) if nothing is blocking their view. Models, walls, doors and blips block LOS.

A Marine standing in a corridor can only see round the corner if he is standing next to it. When approaching a room, he can always see a target in a direct line, however squares in the corner and sides cannot be seen until he is in the doorway.

To shoot, roll a number of dice depending on the weapon; if the roll is high enough the target is destroyed.

Overwatch Actions

A Space Marine with a storm bolter or assault cannon (*not* one with a heavy flamer) may be placed on **overwatch** for 2 APs. Place an **overwatch counter** next to the model.

Any action other than clearing a jam, close combat, and the Mission Status phase all take the Marine out of overwatch.

A Marine on overwatch **must** take a shoot action at a Genestealer that performs an action within his LOS and a range of 12 squares, even if it is the Genestealer's turn. This costs no APs.

The overwatch fire is resolved after the Genestealer has performed its action, which may take the Genestealer out of range or LOS, in which case there is no shooting.

If a Genestealer performs an action within range of several Marines on overwatch, roll for them all, even if the Genestealer has been killed by a shot from another Marine.

Close Assault Actions

Genestealers may attack Marines, and Space Marines can use their power fist against Genestealers, by taking a **close assault action**.

The target must be in the square directly in front. Both players roll dice (**Space Marines 1 die, Genestealers 3 dice**) and compare the highest roll for each side; whoever rolls highest wins the close assault. On a tie neither side wins.

Space Marine Sergeants add +1 to their close assault score against any enemy to the front.

If the attacker wins, the defender is killed and removed. If the defender wins and is facing the attacker, the attacker is killed. If the defender wins or ties and is not facing the attacker, he may be turned to face the attacker at no AP cost.

A model may close assault a door: the door does not roll dice. If the attacker rolls a 6 on a die the door is destroyed.

Guard Actions

A Space Marine may be set on **guard** for 2 APs. Place an **guard counter** next to the model.

The Marine loses the counter if he carries out any other action, or in the Mission Status phase (he remains on guard until the end of the turn even if attacked).

A Marine cannot be on guard and on overwatch at the same time.

A Marine on guard may roll his dice again in a close assault (after he has seen the Genestealer's roll).

Only 1 die may be re-rolled, and this second result must be used.

REINFORCEMENT PHASE

Each mission indicates how many **blips** the GS player starts with, and how many he receives each turn as **reinforcements**.

Blips are taken from the blip stack at the appropriate time. The GS player may not examine the blips in his stack, but may look at the values of any blips picked up or on the board at any time.

When the stack is exhausted, shuffle the used ones and make a new facedown stack.

Placing Blips

Blips are placed facedown off the board beside mission-designated entry points.

While off-board they take no part in the game. They enter play by expending 1 AP and moving onto the first board square next to the entry point.

Up to 3 blips can **lurk** safely off-board at each entry point for as long as desired.

A Marine 6 or fewer squares away from an entry point square at the start of the Genestealer phase forces any reinforcement blips placed there to lurk for the rest of the turn. On the following turn they may enter the board as normal

Moving Blips

Moving and opening and closing doors are the only actions blips can perform.

They cannot move into a Marine's LOS (if they do so accidentally they must move back to the last out-of-LOS square and end their turn), and they may not move next to a Marine.

Converting Blips

When a blip is converted it is flipped over, placed faceup near the board, and Genestealers equal to the number on the blip are placed on the board.

The GS player can convert a blip **voluntarily** into Genestealers by revealing it during his Action phase (*instead of activating it*). An off-board blip by an entry point may be converted. There is no limit to the number of Genestealer models that may lurk.

If at any time a Marine can draw a LOS to a blip, it is automatically and immediately revealed **involuntarily**.

If this is during the Genestealer turn, the revealed Genestealers may be activated if the blip had not yet taken an action this turn.

Placing Genestealers

When a blip is revealed, 1 Genestealer is placed on the blip square; additional models must be placed in empty squares adjacent to the first.

The GS player places the model if the blip was revealed voluntarily, and the SM player places them if it was revealed involuntarily. In any case the GS player can choose their facing.

With voluntary reveals, no Genestealers may be placed in LOS of a Marine. With involuntary reveals, they *may* be placed within LOS of a Marine. This counts as performing an action so a Marine can then fire on overwatch or spend command points.

Genestealers that cannot be placed are lost, but do not count as casualties. The number of Genestealers in the box is a limit.

If the blip had not yet been activated on the turn it was converted, the revealed Genestealers may be activated as normal.

MISSION STATUS PHASE

Player check the mission victory conditions to see if either player has won.

The SM player reveals his command point counter to show that he has not expended more points than he had for the turn, and returns the counter to the cup. Any command points not spent are wasted.

Remove any markers for overwatch, jams, flames, etc.

LADDERS & OBJECTS

Ladders

Ladders may connect maps; place ladder up and ladder down counters on the appropriate squares on each board. These squares are considered adjacent.

A model standing on one ladder square may shoot or close assault a model on the other as if they were standing on adjacent squares to each other's front.

Roll a die when a Marine enters a square that contains a ladder going down (including when climbing up from the level below). On a roll of 1 he falls to the space below, maintaining his facing but losing any remaining APs. Any model in the square below is destroyed.

Objects

Objects are placed in squares in the same way as models. They may not be attacked, and do not block LOS if alone in a square. If a door closes upon one move it to a random adjacent square.

A model moving into an object's square automatically picks it up and may then move with it unhindered. He may choose to drop the object in a square as he moves, and will do so automatically if he is destroyed. Blips may not move onto an object's square. An object may be passed to another model in a square to the front for 1 AP.

SPACE MARINE WARGEAR

Storm Bolter

A Marine may combine a move or turn action with firing a storm bolter, paying only the APs for the action and firing for free after the move or turn is complete.

If a Marine fires a bolter at a target in his Action phase and misses, he gains a **sustained fire bonus** if he uses his next action to shoot again at the same target. The bonus may also be taken by a Marine firing on overwatch that takes subsequent overwatch shots at the same target.

The bonus is lost if the Marine takes any other action, if he moves and fires, or if a model other than the target takes an action.

Bolter shots with the sustained fire bonus hit on a 5+.

A Marine may shoot at a door in the same way as normal; a destroyed door is removed from play. If a door closes within 12 squares of a Marine on overwatch, he will shoot at the door.

If a Marine firing on overwatch rolls a double, his bolter **jams** (the target is still destroyed if the roll was high enough). Flip the overwatch marker. He cannot shoot until he spends 1 AP to clear the jam.

Power Fist

Power fist effects are included in the close combat rules.

Assault Cannon

A Marine may combine a move or turn action with firing an assault cannon, paying only the APs for the action and firing for free after the move or turn is complete.

Assault cannon shots with the sustained fire bonus hit on a 4+.

An assault cannon can fire 10 times; keep track of ammunition on the mission status display. It can be reloaded *once* for a cost of 4 AP; return the counter to the 10 space but flip it to the *reloaded* side.

If an assault cannon has been reloaded and all 3 dice come up the same, the cannon explodes (the target is still destroyed if the roll was high enough) and the firing Marine is killed. Roll a die for each model or door on the same board section; it is destroyed on a 4+.

The assault cannon can be fired on overwatch but will not jam.

Chainfist

A Marine with a chainfist automatically destroys a door he close assaults. They are treated as a power fist in a close assault with a Genestealer.

Heavy Flamers

Shooting a flamer cannot be combined with any other action. Range is 12 squares, and the target may be an empty square.

Flamers affect entire map sections; place a flamer marker in the middle of the section. A section can be fired at more than once. Roll a die for each model or blip in the section including the target model; it is destroyed on a 2+.

Once placed, the flamer marker remains until removed in the Mission Status phase. All squares in the section are blocked for LOS and movement (you may trace LOS to a model on the edge of a flamed section). Surviving models can move, but must roll to see if they are destroyed each time they enter a new square in the flamed section.

A flamer can fire 6 times; when each flame counter has been used set it aside to track ammunition.

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

Lightning Claws

A Marine with lightning claws fighting a close assault to his front rolls 2 dice and adds a +1 modifier to the highest dice result. When on guard the Marine may re-roll one of the 2 dice, not both.

Power Sword

A Marine with a power sword fighting a close assault to his front can **parry**, forcing his opponent to re-roll his highest scoring die. When on guard the Marine may do this before deciding if he will re-roll his own die.

Storm Shield

A Marine with a storm shield fighting a close assault to his front may force his opponent to roll one less die than normal.

Thunder Hammer

A Marine with a thunder hammer fighting a close assault to his front receives a +1 modifier to his roll.

LIBRARIANS

Librarians add +1 to their close assault score against any enemy to the front.

A Librarian starts each mission with **20 psi points**.

Psi points can be spent to increase the Librarian's die roll in an assault, or to use a **psychic power**. Keep track of psi points on the mission status display; the GS player moves the counter down from 20 as the Librarian uses points.

Each psi point spent adds +1 to the Librarian's die roll in a close assault to his front using his **force axe**. Points are spent after the dice are rolled and any re-rolls have been made.

Psychic Powers

A Librarian can use one psychic power per SM turn. Using a psychic power does not cost APs, and they may be used at any point during the SM turn, even when another Marine is taking an action.

Prescience 1 psi point.

The SM player may move the command point marker one space back along the track (not past the 0 space).

Force Barrier 2 psi points.

Place the force barrier counter in an empty square within 12 spaces of the Librarian (no LOS required). It remains in play until the Mission Status phase. No model may enter or shoot through the square.

Psychic Storm 3 psi points.

The Librarian can target a single Genestealer or blip within 6 squares, or a board section with at least one square in range (no LOS required). A single Genestealer or blip is destroyed on a roll of 2+. If a section is targeted, roll for each Genestealer or blip on that section; it is destroyed on a roll of 4+. Doors and Marines are not affected.

THE BROODLORD

If a mission specifies that a Broodlord is present, then once during the mission the GS player can say that any **3 blip** he reveals is the Broodlord.

Place the Broodlord in the blip space; he is treated as a Genestealer with these additional rules:

Hard to Kill Shooting attacks only kill the Broodlord if 2 or more of the dice roll high enough (one hit has no effect). Heavy flamers cannot affect a Broodlord. Close Assault rolls are not affected.

Mighty Blow In a close assault against an enemy to its front, the Broodlord adds together its best roll and its lowest roll to find its score. If it is forced to roll less than 3 dice, it uses the combined total on the dice.

Immune to Psychic Storm The Broodlord is unaffected by the psychic storm power.

SPACE HULK

TURN SEQUENCE

Space Marine Turn

Command Phase
Action Phase

Genestealer Turn

Reinforcement Phase
Action Phase

Mission Status Phase

ACTION POINTS

Space Marines: 4 AP

Genestealers & Blips: 6 AP

Action	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°	1*	1	-
Turn 180°	-	1	-
Fire storm bolter or assault cannon	1	-	-
Set overwatch/guard	2	-	-
Clear jammed storm bolter	1	-	-
Fire heavy flamer	2	-	-
Close assault	1	1	-
Open/close door	1	1	1

* Marine may fire a storm bolter or assault cannon as part of the same action, at no AP cost.

** Genestealer may turn 90° as part of the same action, at no AP cost.

Marines on **overwatch** must take a shoot action at a Genestealer that performs an action within LOS and 12 squares. The overwatch fire is resolved after the Genestealer has performed its action.

Marines on **guard** may roll dice again in a close assault.

SHOOTING

Weapon	Range	Dice	Kill
Storm bolter <i>Overwatch, sustained fire (5+), jam</i>	Unlimited*	2D6	6+
Heavy flamer <i>Area effect, persistent, 6 shots</i>	12	1D6	2+
Assault cannon <i>Overwatch, 10 shots, reload, sustained fire (4+)</i>	Unlimited*	3D6	5+

* Range is 12 squares when on **overwatch**.

CLOSE ASSAULT

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

PSYCHIC POWERS

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

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Fire heavy flamer	2	-	-
Close assault	1	1	-
Open/close door	1	1	1

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