

# GAMES WORKSHOP™

114

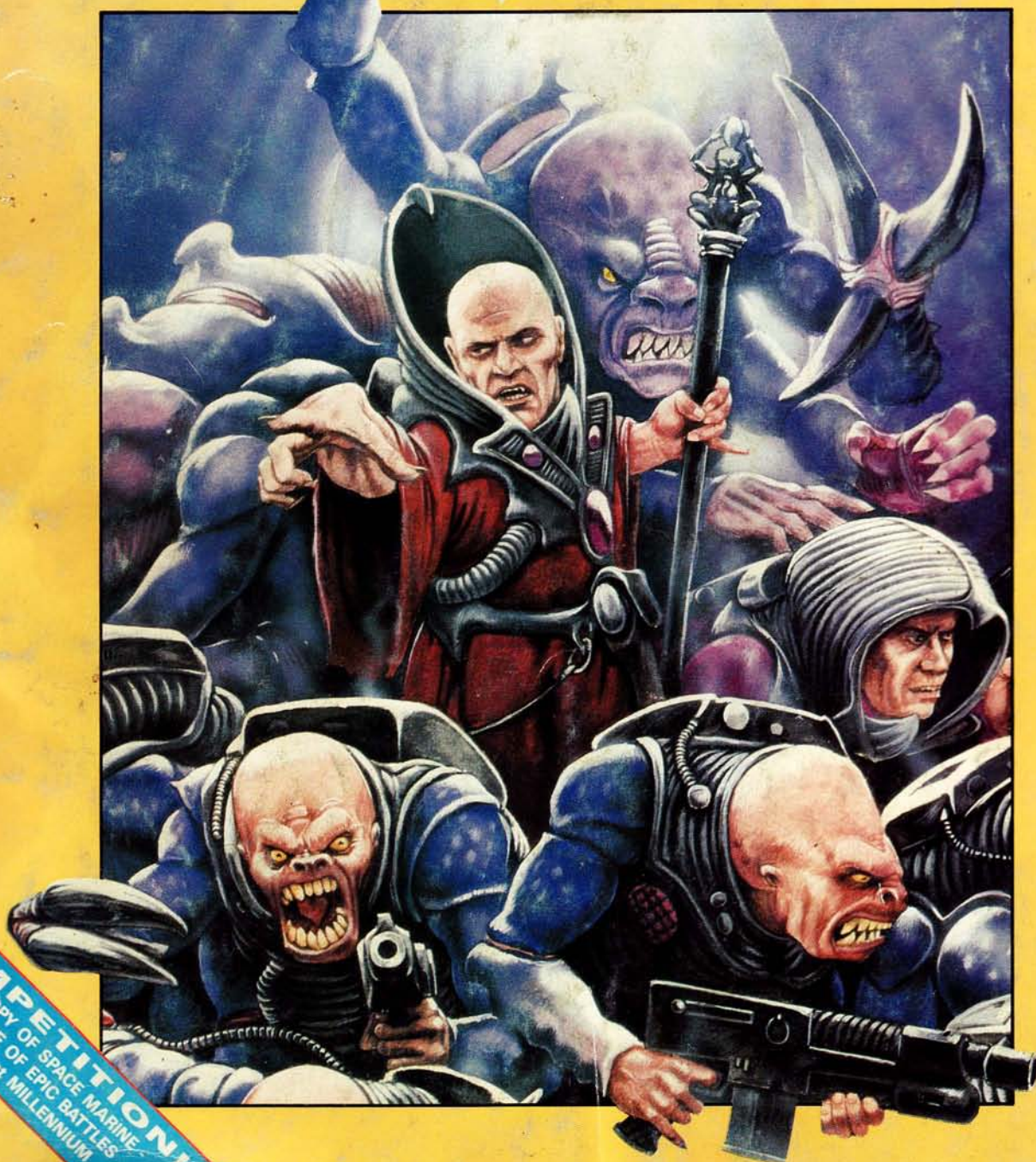
PRESENT THEIR MONTHLY GAMES MAGAZINE



# WHITE DWARF™

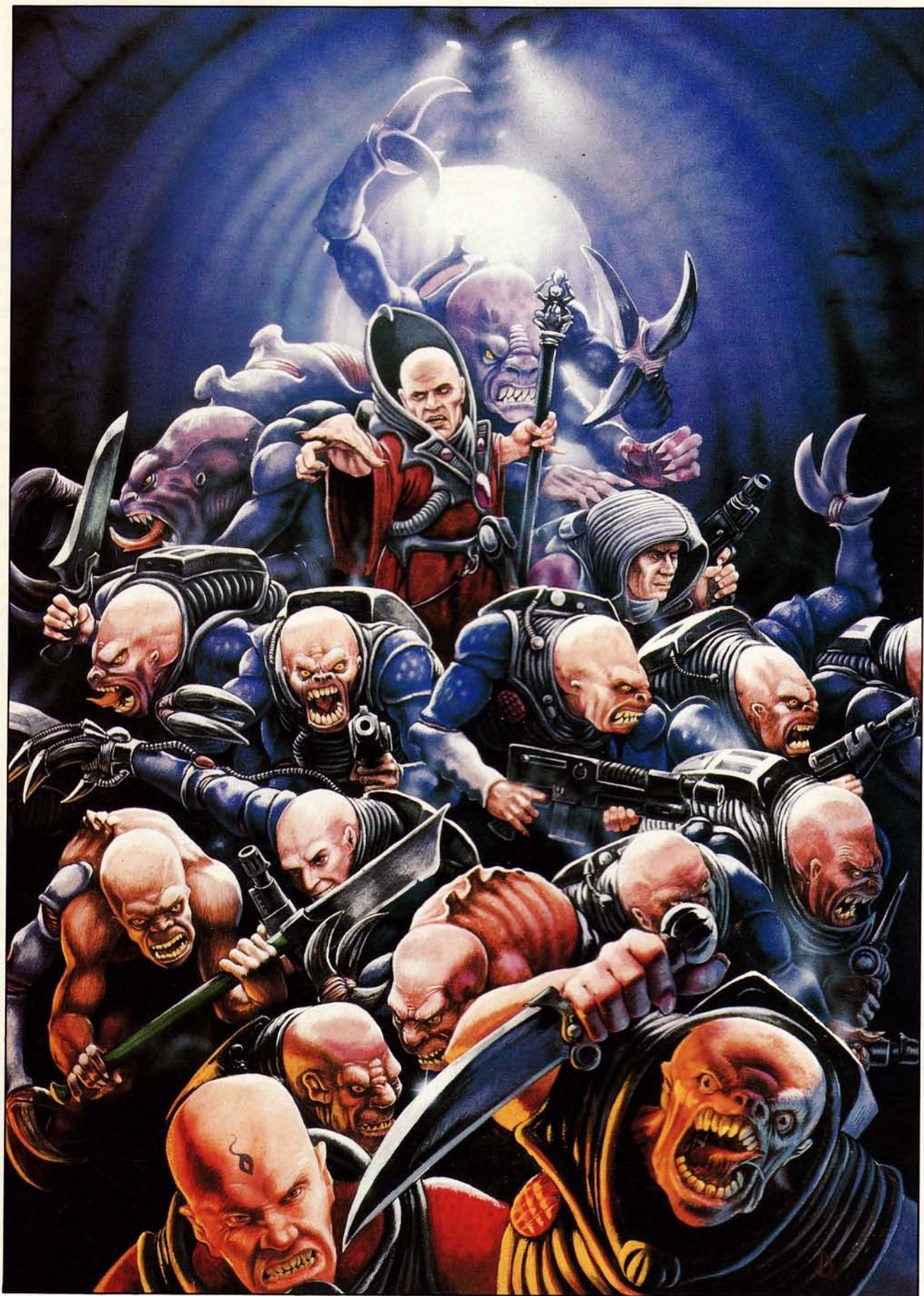
£1.50

USA  
\$3.50  
AUSTRALIA  
\$6.50  
WEST GERMANY  
DM 7,80



**COMPETITION!**  
WIN A COPY OF SPACE MARINE  
THE GAME OF EPIC BATTLES  
IN THE 41st MILLENNIUM







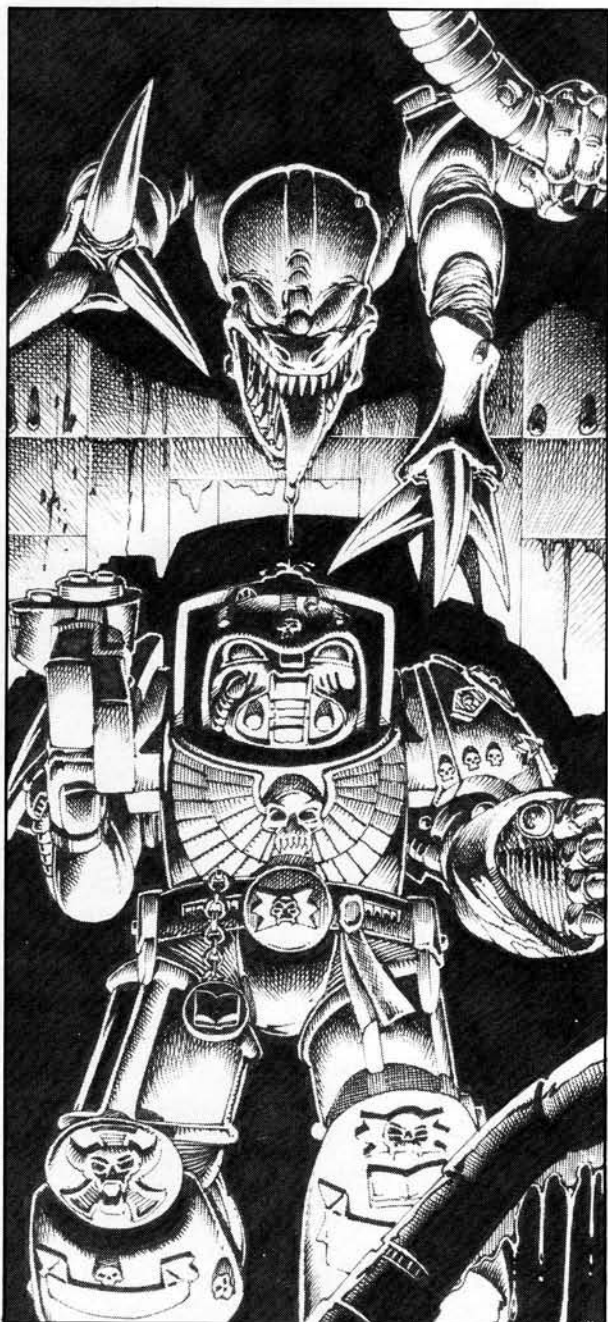
# SPACE HULK

## PITFALL

### A SPACE HULK MISSION

by Paul Murphy

**Space Hulk** is Games Workshop's new game of combat between Terminator-clad Space Marines and the dreaded alien Genestealers. **Pitfall** is an additional **Space Hulk** Mission which introduces several new features: pitfalls, ladders, rubble and the disposal chute.



*Pitfall* takes place after Mission Six in **Space Hulk**. The Space Marines have successfully deployed the toxins into the Genestealers' cryogenics system, wiping out roughly 30,000 of the monsters. All that remains is the mopping up of the 6,000 survivors.

The remnants of the Blood Angels Terminator Squads, fourteen men in all, were carrying out a sweep of the landing areas where the rest of the Blood Angels (those who were equipped with standard power armour instead of Terminator suits) were due to arrive, when the Genestealers launched a counterattack. Pitifully weak compared to the massive assaults of the earlier actions, with only two hundred Genestealers taking part, it still came near to overwhelming the battered Space Marines.

Though the attack was beaten off at heavy cost to the Genestealers and only two fatalities among the Space Marines, six men were cut off from the landing area. Forming an *ad hoc* Squad under the command of Sergeant Martina, they attempted to fight their way back to their comrades, but were repulsed, losing one Marine in the battle. The Squad was forced to retreat into the bowels of the massive ship.

Not wishing to risk further loss of Marine life after the battle was won, Sergeant Martina decided to seek an alternative, safer route to his comrades. He requested assistance from the command crew.

Aboard the command vessel, Lieutenant Tarkenson studied the tactical maps of that area of the hulk, integrating the known and projected strength of the enemy. He quickly concluded that any attempt to return to the staging area was doomed to failure, even if supported by a sallying-forth from the remaining Marines. He was about to suggest that the cut-off Marines attack, and sell their lives as dearly as possible, when another thought occurred to him.

They were *Space* Marines, after all...

## OBJECTIVES

The Space Marines are near to a disposal chute, designed to vent garbage into the reaches of space. If they can reach the chute and dive into it, they will be able to blast through the chute's doors and exit the hulk. Once outside, they can proceed under their own power to the assault torpedoes, entering via external airlock.

The Genestealers are attempting to destroy them before they escape.

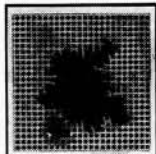
## SPECIAL COMPONENTS

*Pitfall* introduces several new features for **Space Hulk**: pitfalls, ladders, rubble, and the disposal chute. Feel free to use these in Missions of your own design, or you can add them to the six Missions provided in the game itself. But be warned: they may damage play balance. You may have to adjust the force mix or victory conditions to compensate.

Page 43 contains two special map sections and sixteen new counters. Before play begins, cut them out and glue them to sturdy cardboard, making sure that the backs of the counters are identical.



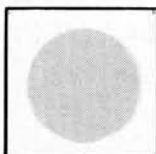
Ladder Counter.



Pitfall Counter.



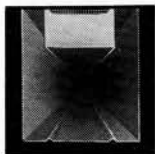
Rubble Counter.



Ladder Shadow Counter.



Pitfall Shadow Counter.



Disposal Chute map sections.

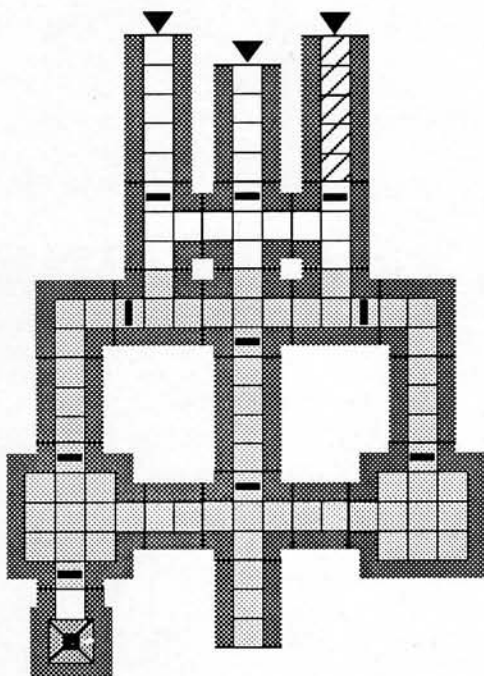


## MAP

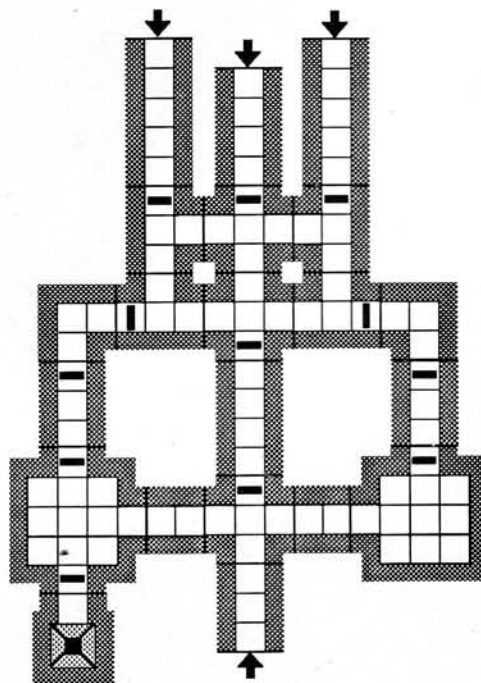
The map represents two different sublevels of the giant space hulk. The levels are virtually identical, and the upper level is directly above the lower one. Thus, a ladder in a space in the upper level would lead to the same space on the lower one. The disposal chute can be accessed via either level.

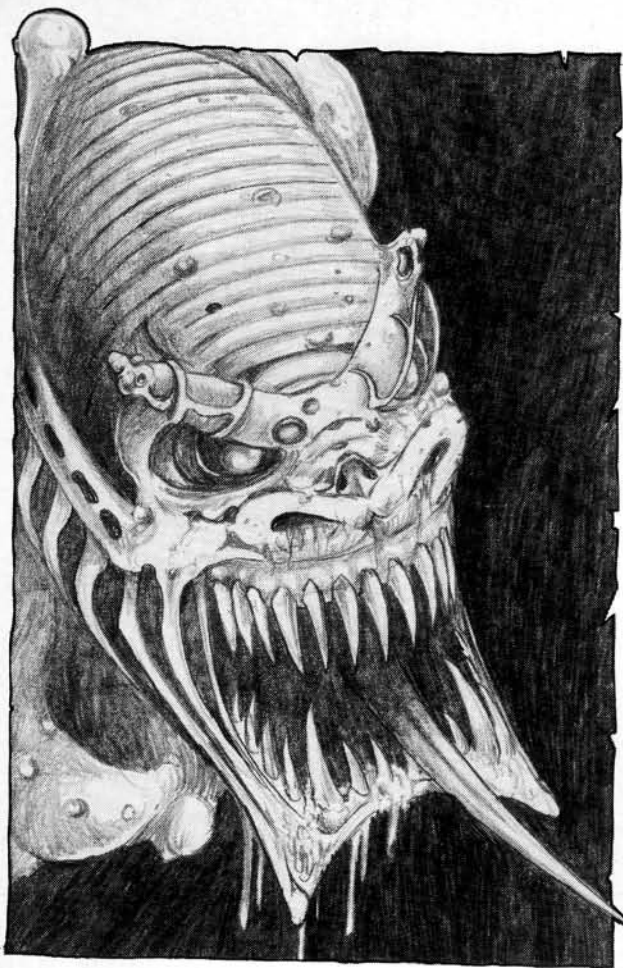
KEY	
	Marine Deployment Area
	Counter Placement Area
	Door
	Stealer Entry Areas Turns 1-10
	Stealer Entry Areas Turns 11+
	Disposal Chute

### UPPER FLOOR



### LOWER FLOOR





## SPECIAL SET-UP RULES

Set up the map as shown. Then separate the shadow counters from the others and place them to one side. Turn the remaining counters face-down and shuffle them together. Each player, in turn, places one of these counters (without looking at it) in any clear space in any of the shaded rooms or corridors on the upper level. No more than one counter may be placed in a single room or corridor section.

After they are placed, turn the counters face up. Then place an appropriate shadow counter on the lower level, directly beneath the ladders and pitfalls. Shadow counters have no effect upon play: they merely indicate the lower-level squares the pitfalls and ladders open on to.

## FORCES

**Space Marines:** The Space Marines begin play with one complete Squad.

**Genestealers:** As the game opens, there are eighteen Genestealers between the Marines and the safety of space. Before play begins, the Genestealer player takes any number of Blips totalling eighteen Stealers, shuffles them, and places them face-down in the box top. These are all of the forces available to him for the first ten game turns; during that time he has a starting force of two Blips and gets two reinforcements per turn until he runs out.

On the eleventh and subsequent turns, additional Genestealers begin pouring into the attack. Mix *all* of the Blips not on the map into the box top; from this point on, the Genestealer has unlimited reinforcements. These arrive at the rate of *three per turn*.

## DEPLOYMENT

**Space Marines:** The Space Marines set up on the shaded corridor section on the upper level.

**Genestealers:** During turns 1-10, the Genestealers' starting forces and reinforcements may be placed in any of the entry areas shown on the lower level. During turn 11 and after, his reinforcements arrive at the entry areas on the upper level.

## UICTORY

The Space Marine player wins if he gets at least two Marines into the disposal chute. The game is drawn if only one Marine escapes.

It is our opinion that the Blood Angels Legionnaires Astartes have performed with courage and distinction in the action against the *Sin of Damnation*, suffering eighty five casualties while killing upwards of 31,000 of the enemy. It is therefore ordered that all records of their defeat six centuries ago be stricken from the Imperial history, and furthermore that they be reinstated in the ranks of the Legions of Honour.

- By Order of the Emperor





## ADDITIONAL ROOMS AND COUNTERS FOR PITFALL

*Pitfall* introduces several new features for *Space Hulk*: pitfalls, ladders, rubble and the disposal chute.

The new map sections and counters are printed below. Before play begins, cut these out and glue them onto a sturdy piece of cardboard. Make sure that the backs of all the counters are identical (so neither player can tell which counter is which until they are turned over).

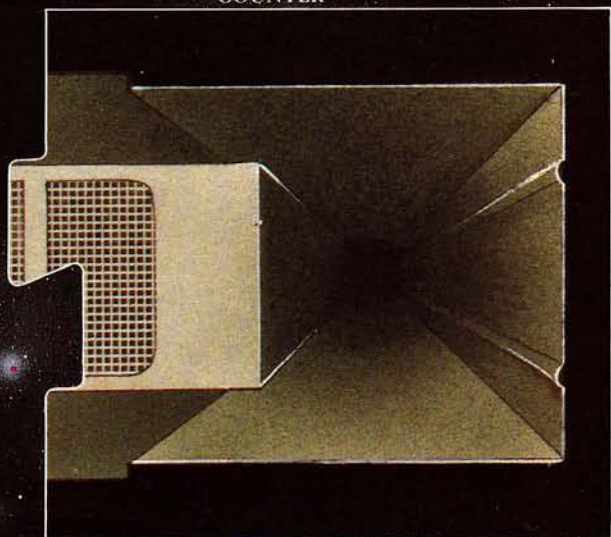
There are two sets of pitfall and ladder counters. The first set are used to represent the actual pitfall or ladder; the second set are shadow counters, used to show where on the lower level of the hulk the pitfall or ladder appears. The pitfall counters and pitfall shadow counters are each marked with an identification letter, A to E. When a pitfall counter on the upper level is turned over, you should place the corresponding shadow counter on the lower level directly beneath the pitfall (eg beneath pitfall A place shadow counter A, beneath pitfall B place shadow counter B, etc).



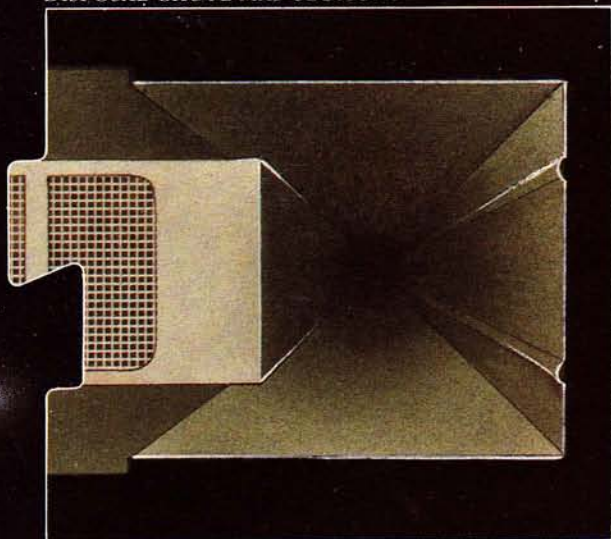
LADDER COUNTER

LADDER SHADOW COUNTER

RUBBLE COUNTER



DISPOSAL CHUTE MAP SECTIONS



PITFALL COUNTERS



PITFALL SHADOW COUNTERS

RUBBLE COUNTERS





## SPECIAL RULES

### The Disposal Chutes

If a Space Marine or Genestealer enters the bottomless pit space, he is removed from the game.

### Rubble

It costs an additional AP to enter a rubble space. (A Marine pays 2 APs to move forward into a rubble space; 3 APs to move backwards; etc.)

When a Space Marine fires a storm bolter at a target within or behind a rubble space, there is a chance his shot is deflected by the rubble. Once the target has been hit, the Stealer player rolls a single dice: if the roll is a 5 or 6, the shot is deflected. If the shot passes through or into more than one rubble pile, the Stealer player rolls for each pile of rubble.

The Stealer does not get to roll if the shot passes on a diagonal next to a rubble space; the shot must actually pass through the rubble.

Rubble does not block LOS. It has no effect upon flamer fire.

### Pitfalls

The pitfall counters represent a hole in the floor of the upper level, opening onto the lower level. The holes do not continue down through the floor of the lower level - that is, a Marine who falls through the pitfall in the upper level crashes to the floor of the lower level: he doesn't fall any further.

Pitfalls do not block LOS. A flamer hit in a section with a pitfall in it will not affect the section above or below it.

### Space Marines and Pitfalls

A Marine on the lower level cannot climb up through a pitfall.

When a Marine moves into a space containing a pitfall, the Marine player rolls one dice: on a roll of 1, the Marine tumbles to the space directly below. The Marine can also voluntarily jump into the pitfall, simply by announcing that he is doing so as he enters the space. (If the Marine decides to jump into the pitfall after he has already entered the space, he pays 1 AP to do so.)

### Marines Jumping or Falling into a Pitfall

#### ● If the Space is Empty

The Marine player rolls a dice: on a roll of 1-4, he lands badly and falls prone: place him face-down in the space. On a 5-6, he lands upright, with any facing the Marine player wishes.

#### ● If the Space is Occupied by a Stealer

The Stealer player rolls a dice: on a roll of 3-6, the Stealer scuttles out of the way (the Stealer player moves it into any adjacent empty square, keeping the same facing) and the Marine follows the rules for falling into an empty square (see above). If the Stealer fails the roll, the Stealer is killed and the falling Marine is prone in that space.

#### ● If the Space is Occupied by Another Marine

Roll a dice: on a roll of 1-3, the Marine below is killed and the falling Marine is prone in that space. On a roll of 4-6, the Marine below is knocked prone, and the Stealer player places the falling Marine in any empty adjacent space, also prone.

### Effects of Being Prone

It costs 2 APs for a prone Marine to get up; the Marine player faces him as he chooses.

A prone Marine has no LOS. He cannot move, fire, or initiate close assault combat until he gets up. If a prone Marine is attacked in close assault, he subtracts one from his combat dice roll. In addition, he follows all rules for not facing his attacker (that is, he cannot harm the Stealer; if he wins or ties the roll, he can get up and face his attacker).

### Stealers and Pitfalls

Stealers and Blips can enter and pass through pitfall squares without risk of falling. They climb up through a pitfall at a cost of 3 APs; they jump down for the cost of entering the square (or 1 AP, if they decide to jump after they already occupy the square). The Stealer player gives the jumping or climbing Stealer any facing he wishes.

### Ladders

All pieces can enter ladder spaces without risk of falling. Marines, Stealers and Blips climb up or down ladders at a cost of 2 APs. The player may give the climbing or descending pieces any facing in the new space. Pieces can voluntarily jump down through ladder holes, following the rules for pitfalls above.

### Close Assault Through Pitfalls and Ladder Spaces

Marines cannot initiate close assault through a ladder or pitfall. A Genestealer can close assault up or down through a pitfall or ladder space; its target must be in the space directly above or below it.

When a Marine is attacked through a pitfall or ladder space, he follows the rules for being attacked from the side or rear - that is, he cannot harm his attacker. However, if he wins or ties the first round of close assault, instead of changing his facing, he can retreat to any empty front or rear square without AP cost (but he keeps his current facing).

### Blip Conversion

When converting a Blip in or directly below a ladder or pitfall space, the space above or below them is considered adjacent and Stealers can be placed there (following the normal rules for conversion).

### Fire Combat Through Ladders and Pitfalls

A Marine can fire a storm bolter or flamer up or down through a ladder or pitfall space. Overwatch fire also takes place through pitfalls and ladders. Flamer shots affect only the sector they are targeted at; they have no effect upon the sector above or below them.

### LOS and Fire Arcs through Ladder Holes and Pitfalls

Marines can trace LOS through pitfalls or ladders if they occupy or are adjacent to the space containing the pitfall or ladder. The view is quite limited: at best the Marine will be able to see through the hole to the space above or below and possibly some adjacent spaces.

### Blocking LOS Through Holes

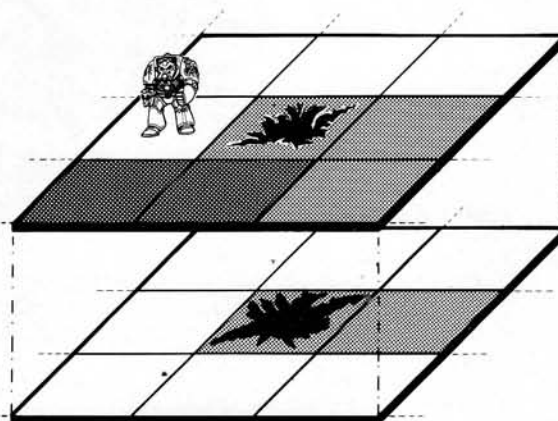
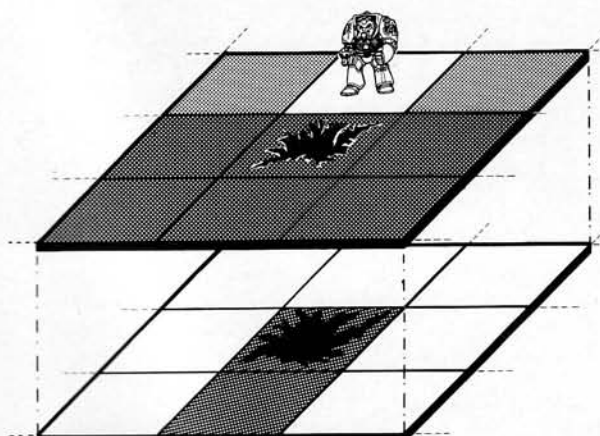
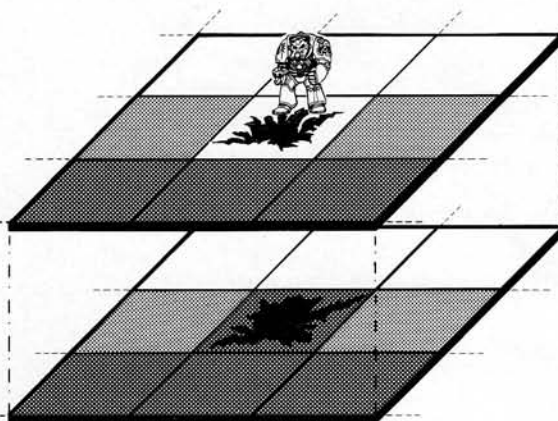
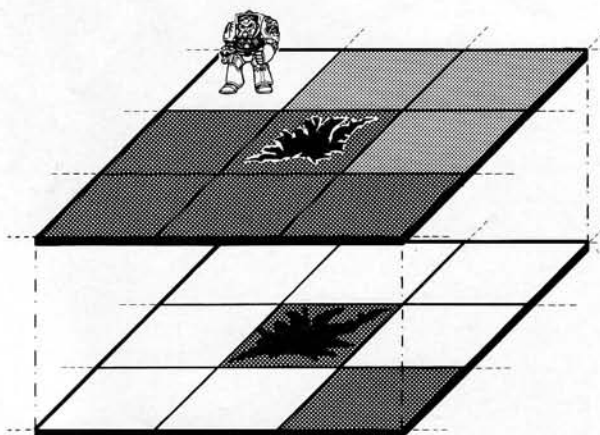
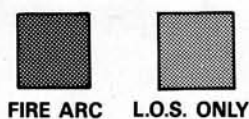
A model occupying the upper level of a pitfall/ladder space blocks LOS through the hole. A model at the bottom of the pitfall/ladder does not block LOS.



AW

## LINE OF SIGHT DIAGRAMS


The following diagrams show LOS and fire arcs through pitfalls or ladder holes.

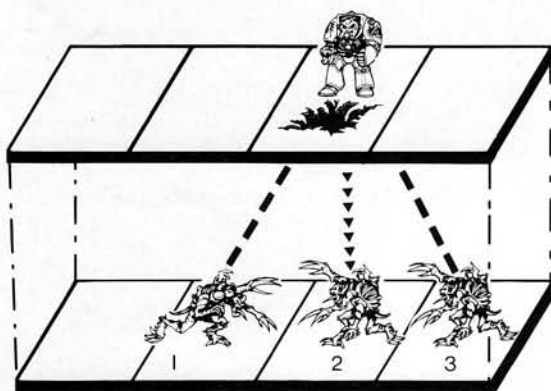


**Note:** LOS and fire arcs up through a hole are the same as down. (For example, a Marine below and diagonally adjacent to a pitfall has LOS and fire arc to the pitfall space and the space diagonally opposite to him.)

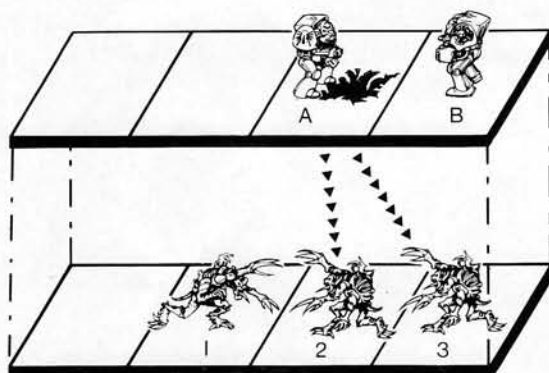


### Example of Close Assault and Overwatch Fire Through a Pitfall

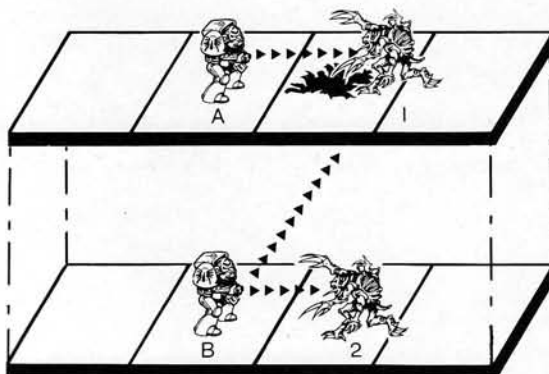
MOVE →  
 L.O.S. - - - - -  
 FIRE ►►►►►  
 CLOSE ASSAULT 



The Marine has LOS to Stealers (1) and (3); he has LOS and fire arc to Stealer (2).



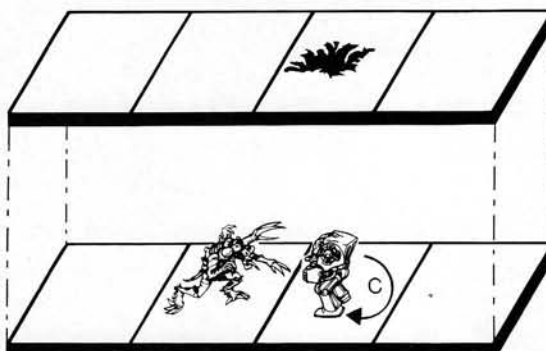
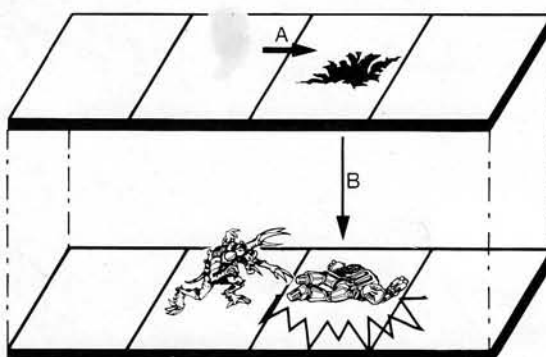
Marine (A) can see and fire at Stealers (2) and (3). Marine (B) cannot see any Stealers - Marine (A) blocks his LOS.



Marine (A) has LOS and fire arc to Stealer (1) but not Stealer (2) - Stealer (1) blocks his view; Marine (B) has LOS and fire arc to both Stealers - the lower Stealer does not block LOS.



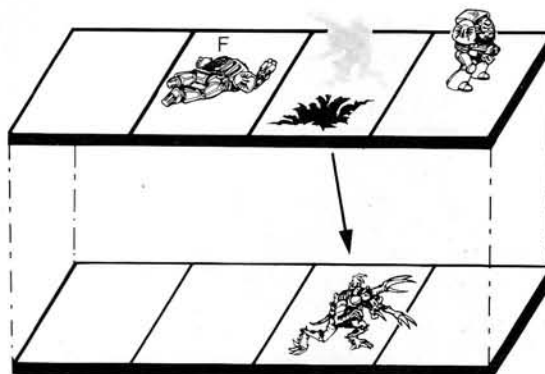
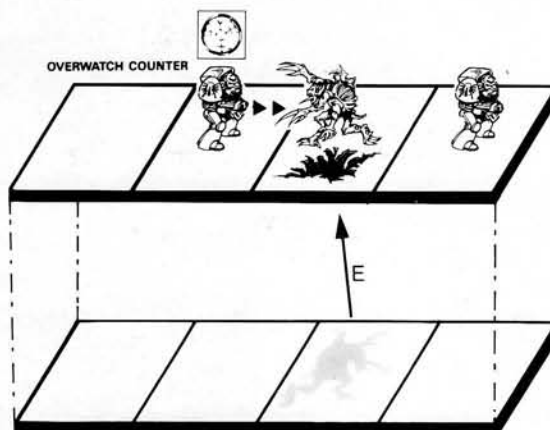
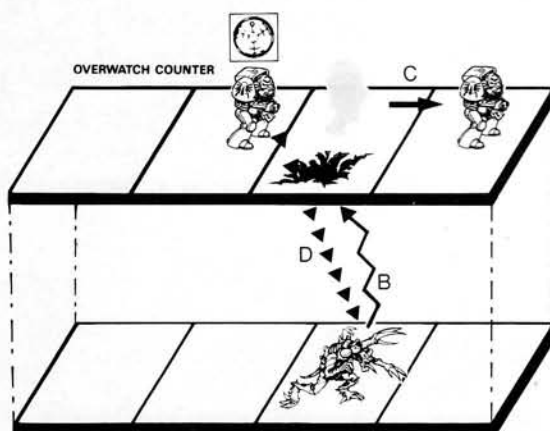
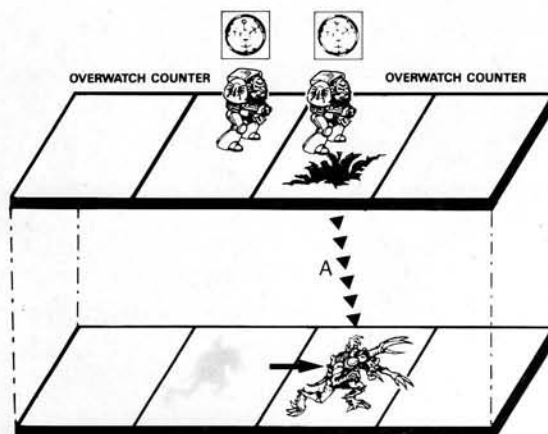
### Example of Falling Through a Pitfall



The Marine moves into the pitfall square (A). The Marine player rolls to see if he falls: the roll is a 1 - the Marine falls! The Marine player then rolls to see how the Marine lands: the roll is a 3, so the Marine falls prone (B). The Marine player spends 2 APs to have the Marine stand upright; he prudently faces the Marine towards the nearby Stealer (C).



## Examples of LOS and Fire Arcs Through Pitfalls and Ladder Holes



The two Marines guarding the pitfall are in Overwatch, but the Genestealer beneath them decides to attack anyway.

The Genestealer moves forward (1 AP), drawing Overwatch fire from the Marine above him (A). The fire misses.

The Stealer attacks the Marine (1 AP) (B). The Marine wins the combat, but since it is through a pitfall, he cannot harm the Stealer. Instead, he moves out of the pitfall square (C). This move gives the Marine behind him a LOS to the Stealer; he automatically Overwatch fires at the monster (D). This misses, as well.



The Stealer leaps up through the pitfall and faces the firing Marine (2 APs) (E), drawing yet another round of Overwatch. Predictably, this misses.

The Stealer attacks the Marine, winning the combat in one round (1 AP) (F). He spends his last AP dropping down the hole once more, turning to face the one remaining Marine.

*The enemy attacked from below, just as Portif was crossing the hole. They grabbed him by the leg, and he was gone in a second. By the time we got down to the lower level, he was dead. I was able to recover a portion of tissue from the wreckage of his Terminator Armour - he will return to fight again.*

*And perhaps by then he will have learned to watch his step.*

*- Sergeant Orwan, Blood Angels Legionnaires Astartes*

## Special Actions AP Chart

Special Action	AP Cost		
	Marine	Stealer	Blip
Jump Down			
Ladder Hole or Pitfall	0/1*	0/1*	0/1*
Climb Up or Down Ladder	2	2	2
Climb Up Pitfall	-	3	3

\* 0 APs if the piece announces it is jumping as it enters the square (that is, there is no additional AP cost beyond the standard cost to enter the square); once in the square, it pays 1 AP to jump down.