

SPACE HULK

RULES FOR ASSAULT, TACTICAL AND DEVASTATOR SQUADS

By Richard Halliwell and Dean H. Bass

The Marines in *Space Hulk* wear Terminator Armour. Ideally suited to combat in enclosed spaces, and affording a great deal of protection against Genestealer attack, it is the natural choice.

However, in many situations Terminator Armour cannot be used. Because of the armour's sheer bulk, Marines wearing it are severely restricted when aboard the more labyrinthian hulks. The standard issue Marine Armour on the other hand, with its reduced size and weight, allows a much greater freedom of action. Marine Armour has its role to play even against the terrifying power of the Genestealer race.

MOVEMENT

Marines in standard issue Marine Armour have 4 action points to spend on movement and shooting. The costs of the various actions are listed on the summary sheet.

The main difference from the AP schedule in *Space Hulk* is that Marines in Marine Armour pay less AP's for turning: they may turn 90° for free, and only pays 1 AP for a 180° turn.

However, a Marine can't make two free 90° turns in succession - he's really doing a full 180° turn, and pays 1 AP. To turn for free, the two 90° turns must be interspersed with some other action - shooting, movement, or operating a door for example.

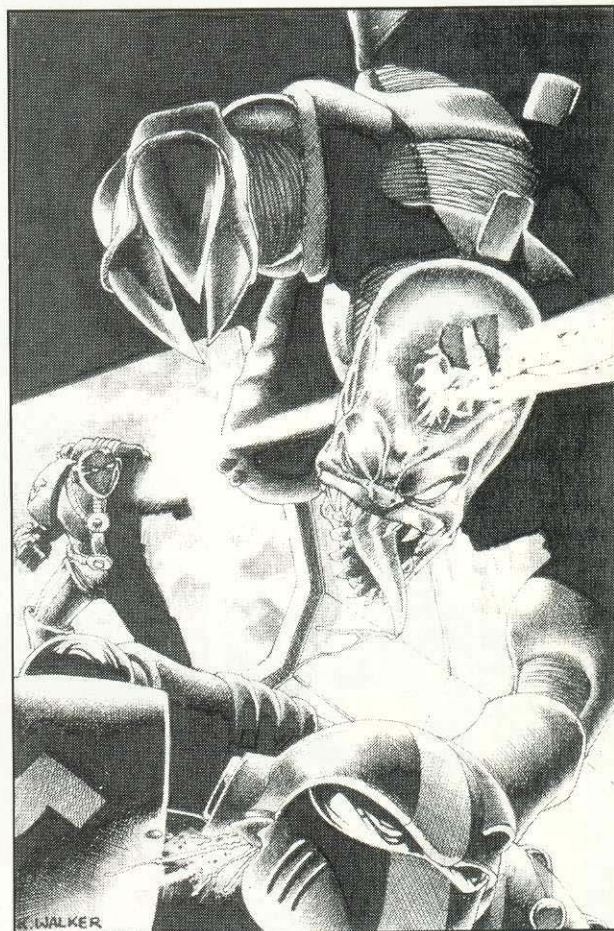
Marines in Marine Armour that are armed with missile launchers have to pay 1 AP for a 90° turn and 2 AP for a 180° turn, as missile launchers are large and cumbersome and are classified as *heavy* weapons. The standard flammers that Marines carry are not heavy weapons, and thus Marines armed with them also turn through 90° for free.

CLOSE COMBAT

Although it allows more freedom of movement, Marine Armour is obviously far less powerful than Tactical Dreadnought Armour - putting its wearers at a considerable disadvantage in close combat. Marines in Marine Armour throw one dice in close combat, like Terminators, but they subtract -2 from the score.

This simulates the fact that while the Marine hasn't got a hope of killing the Genestealer with his fists, he may just be able to get a shot in with a bolter or bolt pistol.

Sergeants are better close combat fighters: they only subtract -1 from their dice scores, while Marines with a flamer or missile launcher will have to rely on just a bolt pistol for defence and subtract -3 from their close combat scores.

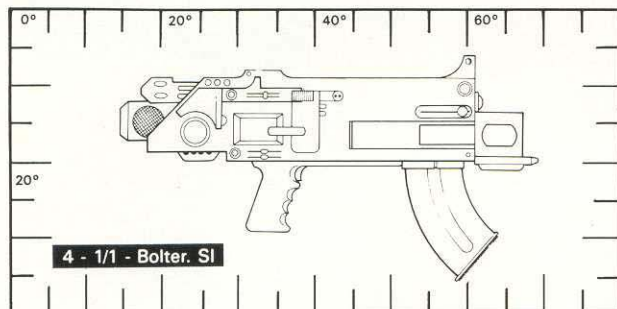


Brother Liathus comes to the aid of his ambushed Sergeant, a well-aimed shot tearing the Genestealer's skull apart.

WEAPONS AND GRENADES

Storm bolters are weighty and use a lot of ammunition. Marines in Marine Armour are equipped with single barrelled bolters which are lighter and slower firing. To supplement these slightly less powerful weapons, each Squad may also include Marines armed with flamers and missile launchers. In addition, the whole squad may be armed with a combination of armour-piercing crack grenades and anti-personnel frag grenades.

BOLTER



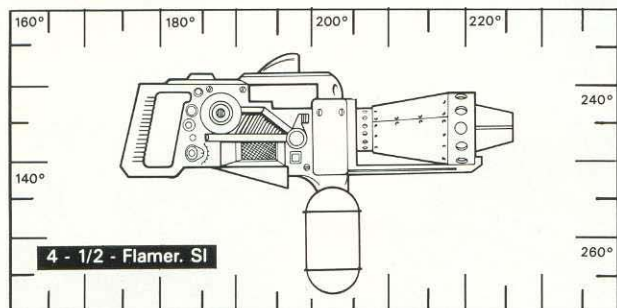
Bolters work in a similar manner to the bigger storm bolters used by Terminators, but only roll one dice instead of two. They are capable of sustained fire, but their maximum bonus is lower:

Sustained fire	Hit number
First shot	6
Second shot	5
Third and subsequent shots	4

Overwatch

Bolters in overwatch roll one dice per shot, and kill on a score of six. They have a much lower rate of fire than storm bolters, so they do not jam in overwatch. The only way the Marine can lose overwatch during the Stealer turn is if the Marine suffers a close combat attack, or moves or turns by spending command points.

FLAMER

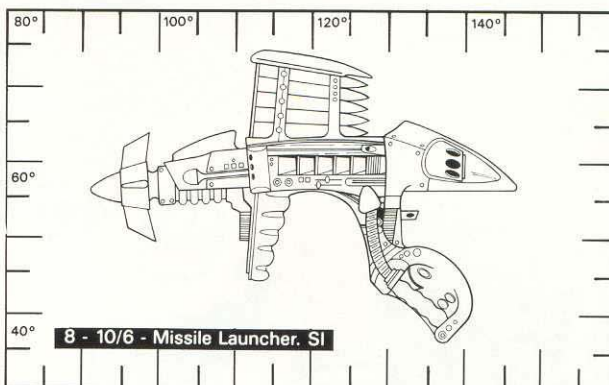


The ordinary flamer carried by Marines is a small, light weapon. It is fired using either one or both hands and works in much the same way as the heavy flamers carried by the Terminators in *Space Hulk*. Almost all the rules given for the heavy flamer apply: the flamer has six shots, a range of 12, each hit affects an entire board section and blocks movement and LOS.

The main difference between the two sorts of flamer is that a standard flamer is far less powerful: flamer hits kill Genestealers and Blips on a score of 4 or more. However, Marines in Marine Armour accidentally hit by the blast are removed on a score of 2 or more.

Flamer Marines carry one reload for their weapon. This reloading action costs 4 APs and can be paid for either by the Marine's own APs, CPs, or a combination of the two. The Marine player loses any remaining shots in the discarded load, and makes a new stack of flamer markers.

MISSILE LAUNCHER



Missile launchers are bulky weapons, fired from the shoulder. Missile launchers are very deadly, with their performance improved by the extra versatility of having a choice of ammunition. A Marine with a missile launcher is a very powerful model, but the weapon's bulk and low rate of fire slow the Marine down.

All missile launchers are equipped with armour-piercing crack missiles, and area-effect plasma missiles. The Marine can choose which type of round to select on each shot, and can fire different types in the same turn. Plasma rounds have exactly the same effects as plasma grenades.

When firing crack missiles, the launcher is treated like a bolter: the player simply checks LOS and rolls one dice for each shot. Crack missiles automatically destroy doors, and they kill Genestealers on a score of 2 or more. As they don't block LOS, the launcher can continue to fire at anything behind the first target.

GRENADES

One of the main advantages of Marine Armour is that it is less restrictive than Terminator Armour, and thus enables the Marine to be armed with grenades. These rules cover four types of grenade, each with a radically different effect. Grenades are particularly useful because they allow ordinary Marines to engage Genestealers hiding out of LOS.

Throwing Grenades

A grenade may be thrown by a stationary Marine for a cost of 2 APs. They cannot be thrown on the move. The fire arc is the same as any other weapon.

Some grenades hit entire pieces of the board in the same way as a flamer, while others only hit one square. To avoid confusion the two different types are called *section effect* or *target effect* grenades.

Section Effect Grenades

Targetting rules for section effect grenades are the same as for flamers: the Marine must be able to see at least one square on the target section. The maximum range for a section effect grenade is calculated by board sections, not by squares. However, unlike flamers, the grenades can only be thrown at a board section actually adjacent to the one that the Marine is standing on.

This rule gives section effect grenades a variable range. From certain vantage points, like a long corridor, the Marine will be able to hit Genestealers at quite a distance, while on and around junctions and corners maximum ranges get much shorter. Marine players should be on the look out for good squares from which to use these grenades.

Target Effect Grenades

Target effect grenades hit only one square. To use one, the Marine must be able to trace a clear LOS to the target.

The maximum range is 3 squares, while the minimum is 2. Target effect grenades can never be targetted into an adjacent square as the Marine is too close, and might get hit by the blast.

GRENADÉ TYPES

The following four types of grenade are the standard issue for Imperial Marines, and are designed to offer a wide range of tactical options that may be used against the enemy.

Crack Grenades

Crack is a target effect grenade. It is a sticky, shaped charge that is used against armoured targets.

Against a static target like a door, the grenade is so powerful that a kill is more or less assured. Against a smaller, moving target, there is a chance that the grenade won't hit properly, making it far less effective.

Marines equipped with crack grenades have an effectively unlimited supply. Roll one dice per shot: crack grenades automatically destroy doors, and kill Genestealers on a score of 3 or more.

Crack grenades do not block LOS or movement; there is no need to place a marker on the board.

Frag

Frag grenades are small, high explosive section effect grenades. A Marine armed with frag has an effectively unlimited supply. For each model in the target section, roll one dice. Frag grenades will leave doors unharmed, but kill Genestealers and Blips on a score of 6, while Marines in Marine Armour on a 4.

Once fired, a frag marker should be placed on the target board section, to show that LOS is blocked. Marines can

carry on throwing frag grenades into this sector, but there is no need to place extra markers. The frag marker is removed in the 'Stealers end phase.

Melta-bomb

Melta-bombs are target effect grenades that superheat the area and melt-down anything in contact with it. Melta-bombs are devastating weapons, giving a guaranteed kill against Stealers and doors.

Only Sergeants may carry melta-bombs. Furthermore, they are much larger than other grenades, and ammunition is limited to eight shots.

When a Melta-bomb is thrown the Marine player selects the target square and removes anything in it. A pitfall marker is then placed facedown in the square. The marker represents a mass of hot gases and molten metals and completely blocks LOS and movement.

In the Stealer's end phase, the pitfall markers are turned over. A Marine moving onto a pitfall rolls a dice; if the dice scores a 1, the Marine falls through. Genestealers are not in danger of falling through - they ignore the markers.

Melta-bombs cannot be targetted into a square that already contains a pitfall. Other grenades fall through on a score of 1-2.

Marine players must be careful to only use melta-bombs against targets on their flanks or to the rear. If a Sergeant throws a lot of melta-bombs across the line of advance, the player will lose Marines when they are forced to move forwards across the pitfalls. As melta-bombs cannot be targetted into squares which already contain pitfalls, a Sergeant using melta-bombs can only keep Genestealers at bay for a limited number of turns.

Plasma

Plasma grenades are section effect grenades that explode in a split-second burst super-heated plasma. The detonation is over in a flash, so plasma grenades do not block LOS.

Plasma kills Genestealers and Blips on a score of 4 or more, destroys doors on a 5 or more, and kills Marines in Marine Armour on a 4.

TERMINUS

Terminus is a practice common amongst Marines on desperate missions who wish to avoid capture. Simply put, the Marine takes out and primes a frag grenade. The tiny grenade can be kept in the palm of his hand so that it does not interfere with combat. It won't go off until the Marine releases his grip.

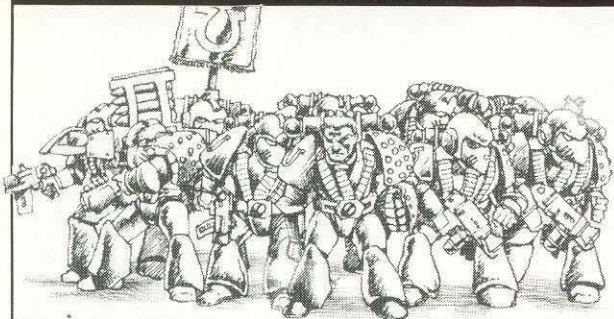
A Marine can prepare Terminus with a 2 AP action. A frag marker should be placed face-down next to the model. The Marine can then go on fighting as normal: he is free to move, shoot, operate doors, or even throw other grenades.

Only when the Marine loses a round of close combat will the grenade detonate. This immediately kills the Marine and his close combat opponent outright. Any other models or doors on the same board section suffer a normal frag hit. The frag marker should be turned over to show that LOS is blocked.

ARMY LIST

Players using the bidding system for *Space Hulk* scenarios can, if they wish, choose their forces from the following lists. The player must draw all his forces from this list, and cannot use Terminator Squads.

TACTICAL SQUAD - 8 POINTS



1 SERGEANT WITH BOLTER
7 MARINES WITH BOLTERS
1 MARINE WITH FLAMER (1 FREE RELOAD)
1 MARINE WITH MISSILE LAUNCHER PLUS CRACK AND PLASMA MISSILES.

OPTIONS

COST

EQUIP WHOLE SQUAD WITH CRACK AND FRAG GRENADES..... 1 POINT
EQUIP SERGEANT WITH PLASMA GRENADES OR MELTA-BOMBS..... 1 POINT

DEVASTATOR SQUAD - 14 POINTS



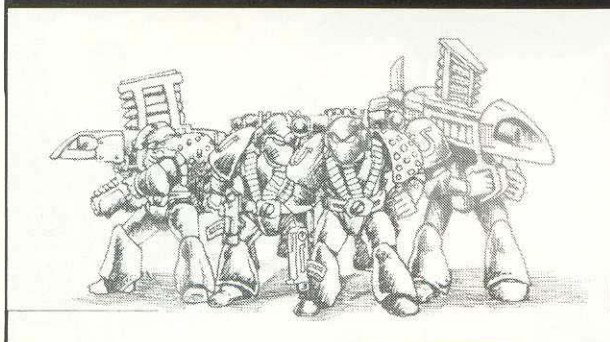
1 SERGEANT WITH BOLTER, CRACK AND FRAG GRENADES
5 MARINES WITH BOLTERS, CRACK AND FRAG GRENADES
2 MARINES WITH FLAMERS, CRACK AND FRAG GRENADES (1 FREE RELOAD)
2 MARINES WITH MISSILE LAUNCHERS PLUS CRACK AND PLASMA MISSILES

OPTIONS

COST

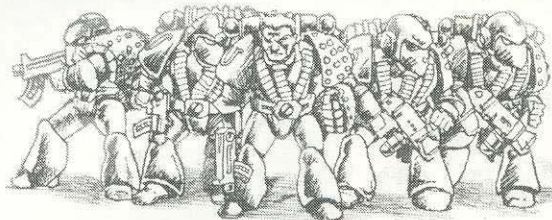
EQUIP SERGEANT WITH EITHER PLASMA GRENADES OR MELTA-BOMBS..... 1 POINT

HEAVY WEAPONS SQUAD - 4 POINTS



2 MARINES WITH BOLTERS
2 MARINES WITH MISSILE LAUNCHERS PLUS CRACK AND PLASMA MISSILES

CLOSE ASSAULT SQUAD - 5 POINTS



1 MARINE SERGEANT WITH BOLTER, CRACK AND FRAG GRENADES
2 MARINES WITH FLAMERS (1 FREE RELOAD)
2 MARINES WITH BOLTERS, CRACK AND FRAG GRENADES

OPTIONS

COST

EQUIP MARINE SERGEANT WITH MELTA-BOMBS..... 1 POINT

BIDDING FOR FORCES SUMMARY

1. Both players must agree that this system will be used before the game begins.
2. Both players secretly write down the number of points they would spend on the Marine force, up to a maximum of 40 points. The player who has made the lowest bid is the Marine player; if both players bid the same amount, each must take a new bid.
3. The Marine player uses the number of points he bid to choose his force, using it instead of the normal force used in that mission.
4. The Marine player may select any number of squads, and may include any weapon upgrades or reloads.
5. The total value of the Marine force must not exceed the amount of the Marine player's bid.
6. The Marine force is now deployed; the Genestealer player begins with the forces and deployment instructions given in the mission.

MARINE ARMOUR AND WEAPON SUMMARY

RANGED WEAPON SUMMARY

Weapon	Range	Area Effect	Dice	Stealer	Destroy			Ammo	Block/Block LOS/Move	Sustained Fire	Over-Watch
					MA	Term	Door				
Bolter	UL/12	Target	1D	6	NA	NA	NE	UL	NA	YES	YES
Flamer	12	Sect	1D	4	2	NA	NE	6	NA	NO	NO
Missile launcher	12	As ammunition			As ammunition			UL	NA	NO	NO
Crack missile	12	Target	1D	2	NA	NA	Auto	UL	NO/NO	NA	NA
Plasma missile	12	Sect	1D	4	4	6	5	UL	NO/NO	NA	NA
Crack grenade	2-3	Target	1D	3	NA	NA	Auto	UL	YES/NO	NA	NA
Frag grenade	-	Sect	1D	6	4	NE	NE	UL	YES/NO	NA	NA
Melta-bomb	2-3	Target	1D	Auto	NA	NA	Auto	8	NO/NO	NA	NA
Plasma grenade	-	Sect	1D	4	4	6	5	UL	NO/NO	NA	NA

KEY

Range: The distance the weapon can fire (bolters have unlimited range, except in overwatch, when their maximum range is 12)

Area Effect: Whether the weapon effects just the target or an entire sector.

Dice: The number of dice thrown when firing at the target.

Destroy: The number needed to roll on the dice to kill the target. MA means Marine Armour, Term means Terminator. NA indicates not applicable (it is not needed to play); NE means no effect.

Ammo: How many times the weapon can be used before running out of ammunition.

Block LOS: Whether the weapon blocks line of sight.

Block Move: Whether the weapon blocks movement.

Sustained fire: Whether the weapon receives a sustained fire bonus.

Overwatch: Whether the weapon can be put into overwatch.

AP COST TO FIRE

CLOSE ASSAULT SKILL

Weapon	Fire	Move Forward & Fire	Move Backwards & Fire	Character	Skill
Bolter	1	1	2	Sergeant	-1
Flamer	2	2	2	Marine with Bolter	-2
Missile launcher	2	-	-	Marine with M.	
Grenades	2	-	-	launcher or Flamer	-3

WEAPON AVAILABILITY

Ranged Weapons	Used by	Ranged Weapons	Used By
Bolter	Sergeant, Marine	Plasma missile	Missile launcher
Flamer	Marine	Crack & Frag grenades	Sergeant, Marine
Missile launcher	Marine	Melta-bomb	Sergeant
Crack missile	Missile launcher	Plasma grenade	Sergeant

MISSILE LAUNCHER SUMMARY

1. Unlimited ammunition and range.
2. 2 APs to fire, must be halted. No overwatch.
3. Equipped with crack missiles and plasma.

FLAMER SUMMARY

1. 6 shots, 12 square range.
2. 2 APs to fire, must be halted. No overwatch.
3. Hits entire sector, blocks LOS and movement.

POWER ARMOUR SUMMARY

Move forwards 1 square	1
Move backwards 1 square	2
Turn 90°	3
Turn 180°	1*
Fire Bolter	1
Move forwards 1 square and fire bolter	1
Move backwards 1 square and fire bolter	2
Set overwatch	2
Fire flamer, missile launcher, or throw grenade	2
Close assault	1
Open/close door	1
Set Terminus	2
Reload flamer	4

* Only free if the Marine isn't carrying a heavy weapon and in the Marine's turn. Otherwise 90° costs 1 point, 180° costs 2.

DENZARK'S HAMMER

+++ Eureka: a medium-sized planet in a system containing an amazingly rich asteroid belt. A planet that has been contaminated with a heavy Genestealer presence.

+++ Action required: to obliterate the infection.

+++ Solution: extreme action required. Suggest we redirect ore asteroid to impact with the planet's surface.

When the Genestealers took over the system, the Imperial Guardsmen garrisoned there were overcome within hours. They did however raise the alarm.

The first Imperial forces to reach the planet were twenty Legiones Astartes of the Ultramarines, summoned by the signals from the last uncontaminated base.

With so few men, Commander Denzark was at a loss as to what he could do, until he noticed an ore tug easing into the system. He immediately launched an audacious attack on the tug.

By jettisoning the tug itself, he could redirect the massive chunk of ore to impact onto Eureka's surface with the force of a hundred thousand fusion bombs. The resulting destabilisation of the planet's orbit, the atmospheric pollution, and the rapid onset of the greenhouse effect would destroy the Genestealer population totally.

Marine Denzark studies the defenders' final battle reports. By his side is Friedrich Chanat, senior Adeptus Mechanicus and commander of the base. The holographic display shows an overview of the Owa system.

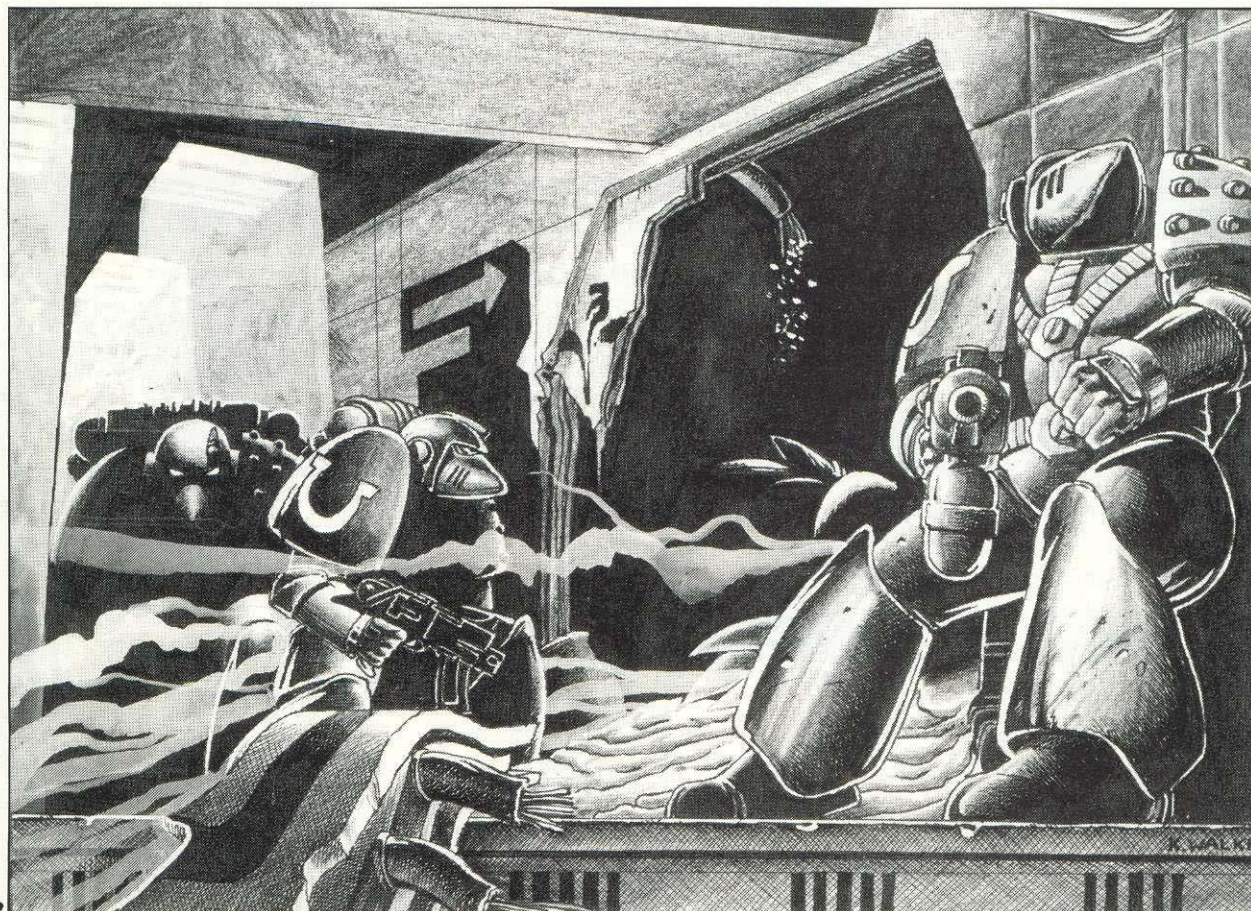
The huge gas giant at the centre glows with a faint pinkish light, a stark contrast to the hundreds of bright red pinpricks that dot the rest of the display. Each of these represents a mine or refinery in Genestealer hands. Alone among them is a single green speck - the base where they are now standing.

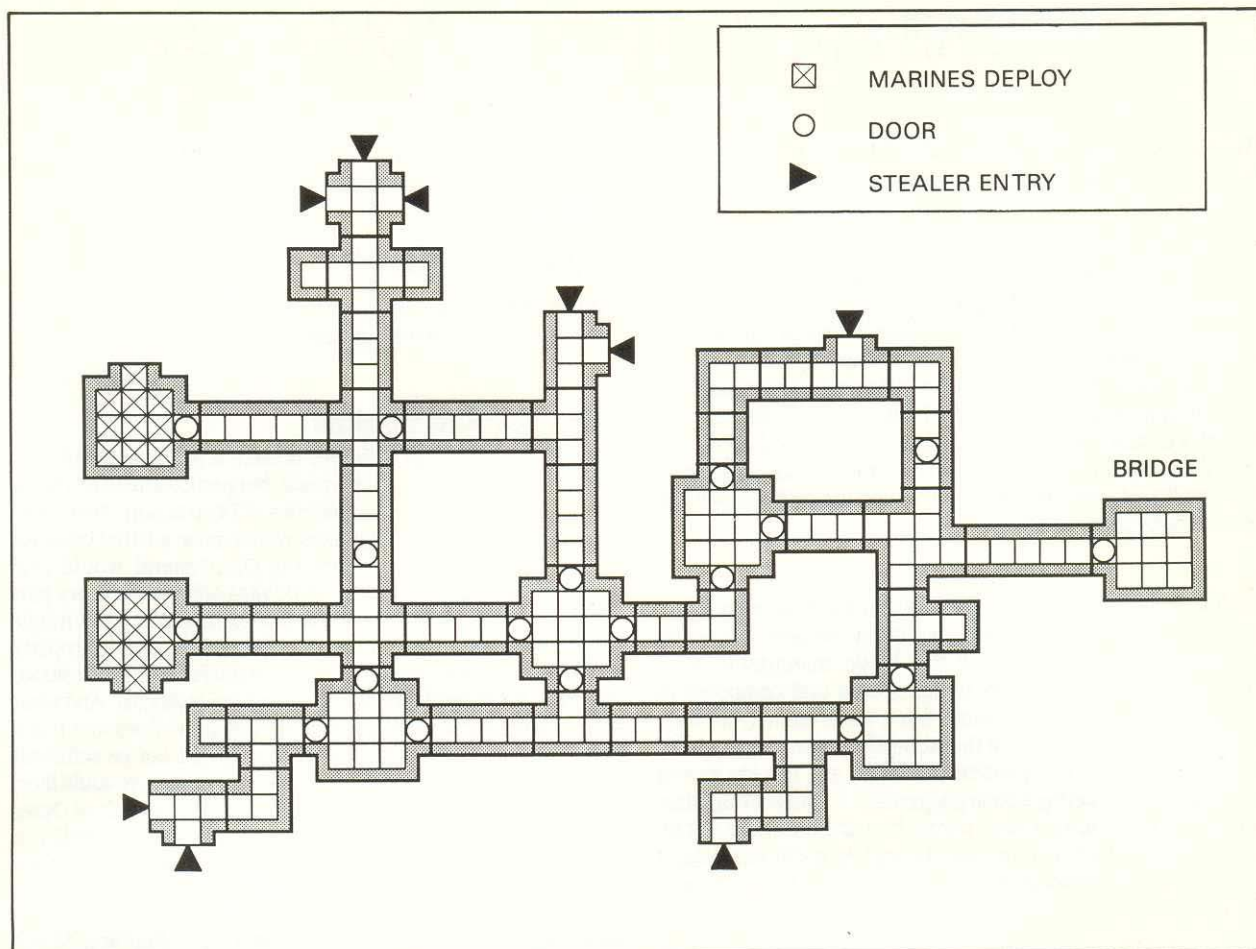
"This vessel?" Denzark points to the scarlet line edging its way into geostationary orbit, high above Eureka's surface.

"That's the tug, sir. It isn't a ship as such, simply a fusion engine and crew quarters attached to the ore, which has been welded into one massive block. It's over 700 metres wide and 3km long, and contains thousands of millions of tonnes."

"Interesting. What do you imagine it would do to that?"

For a moment, Chanat is confused. Then realisation dawns - Denzark is pointing to the warm grey orb that represents the planet. He means what would it do to Eureka.





Objectives

The target room represents the vessel's bridge. The Marines are trying to reach the bridge to jettison the crew quarters (not represented on the map). Once these have gone the Marines simply have to hold the bridge and mop up any last Genestealers.

Forces

Marines: Two full Tactical Squads of Marines, upgraded with crack and frag grenades. Squad A's Sergeant has plasma grenades, Squad B's has melta-bombs.

Stealers: The Stealer player begins the game with two Blips. He receives one Blip reinforcement per turn.

Deployment

Marines: One full squad in each of the marked rooms. This represents the Marines deploying in the airlocks before entering the tug's control decks.

Stealers: Starting forces and reinforcements may come on at any of the marked entrances. This represents the Genestealers moving up from the crew module.

Special Rules

Because Denzark is personally controlling the operation from the bridge of the warp shuttle, the Marine player gets three minutes and thirty seconds per turn. As usual, the loss of a Sergeant reduces this by thirty seconds.

The target room represents the tug's bridge. Jettisoning the crew module is an action which can be performed by a Marine anywhere in the room. The action costs 4 AP's; these can be partially or wholly paid for by command points.

Once this is done, the Genestealer player stops getting reinforcements. He must carry on playing with whatever forces are on the table. If, at this point, there aren't any Stealers left, the game ends with a Marine victory.

After the crew module has gone the Stealer player can only win by causing drastic damage to the tug's controls. This may be done by reaching the bridge and attacking the wall opposite the door in close combat.

The Genestealer rolls as though it were attacking a door, requiring a 6 to destroy the controls and win the game. Note that the Genestealer isn't allowed to make such an attack before the crew module is lost.

Victory

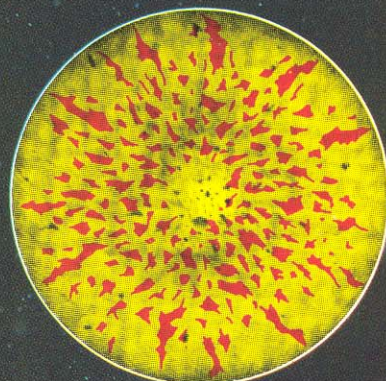
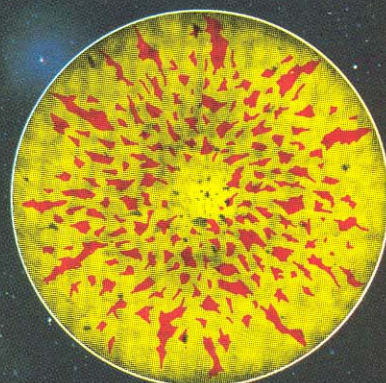
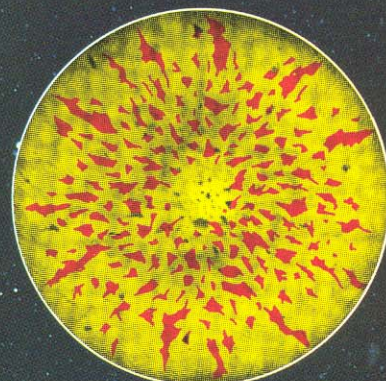
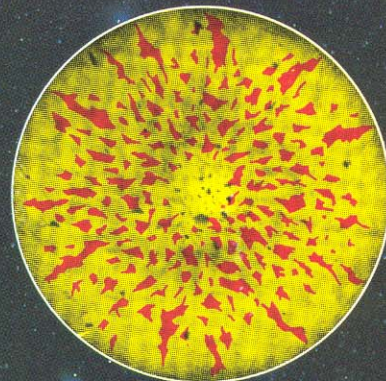
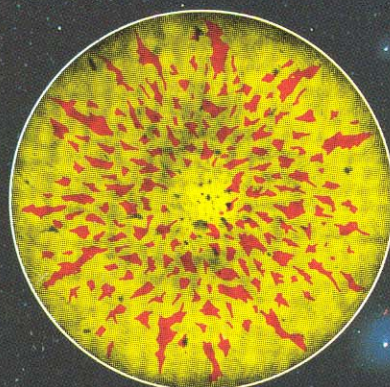
The Genestealer player wins by either preventing the Marines jettisoning the crew module, or by subsequently damaging the tug's controls, as detailed above.

Advanced Game

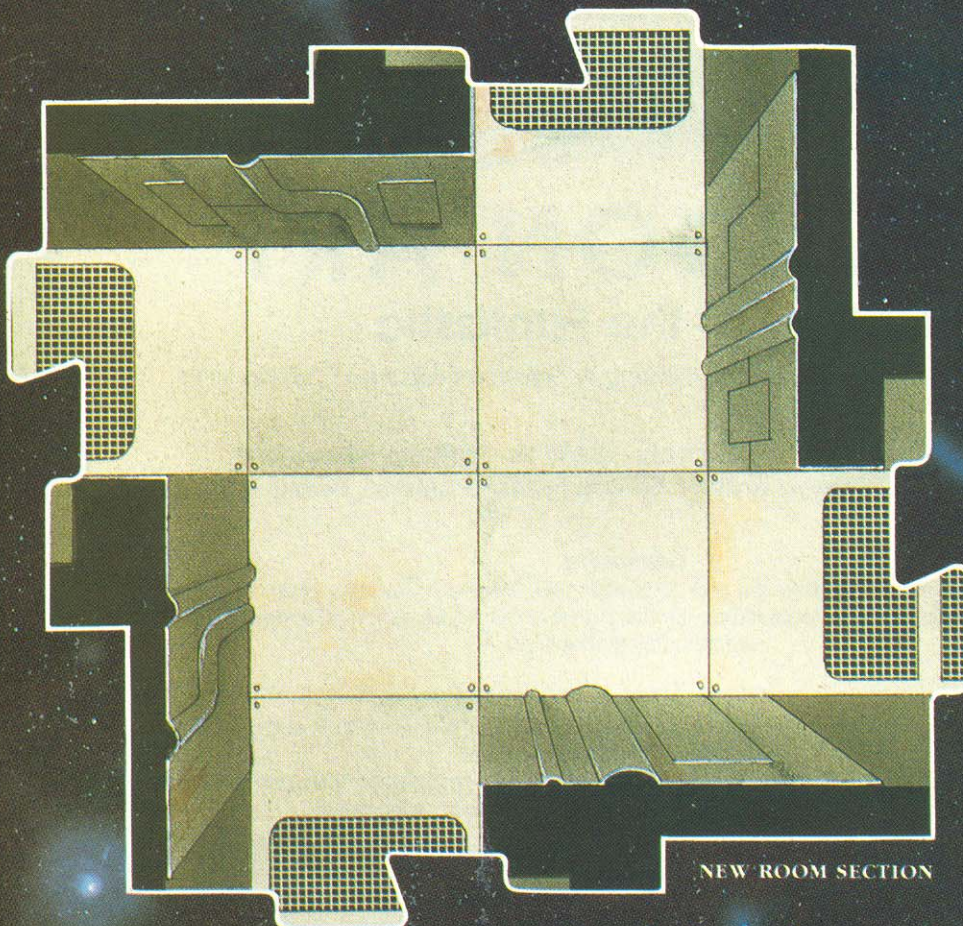
Once the Marine player gets used to handling the missile launchers and grenades, the Mission may become too easy. If this happens, increase the Stealer reinforcements to two Blips per turn.

SPACE HULK

This page contains the new Frag Grenade markers and a new room section for *Space Hulk*. Before you begin to play, carefully cut them out and glue them onto a sturdy piece of cardboard.



FRAG GRENADE MARKERS



NEW ROOM SECTION