

SPACE HULK™

QUESTIONS AND ANSWERS

BY DEAN BASS

At Games Day 1991 I had a great time chatting to my fellow Space Hulk gamers and answering their questions and queries about the game. Most people commented on how useful they had found the Questions and Answers article by Simon Forrest in White Dwarf 142 and so I decided to do something along the same lines. The following rules cover the most commonly asked questions at Games Day 1991.

FIRING ON FRIENDLY TROOPS

QUESTION: Can you fire on your own Space Marines to gain an advantage?

As we've pointed out previously in Simon's article and in Space Hulk Campaigns, a Space Marine would never even consider firing at a Genestealer if it meant destroying another Brother Marine. However, it's worth pointing out that this rule does not apply to Genestealers. They'll sacrifice themselves without hesitation, for the survival of the brood.



MOVE AND FIRE

QUESTION: Does the 'move and fire' rule also apply to turning ninety degrees and firing?

The answer is yes. Turning ninety degrees and firing can be done as one action and costs 1AP.

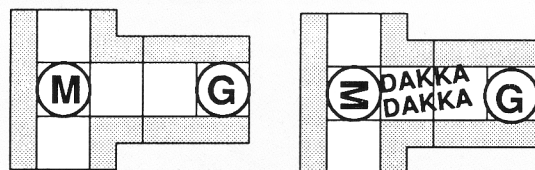


Diagram: Space Marines can turn ninety degrees and fire in one action.

This brings to mind another interesting rules query.

QUESTION: Can a move and shoot action be used to fire on a target that wasn't in line of sight at the beginning of the action?

The answer to this is also yes as the diagrams below demonstrate.

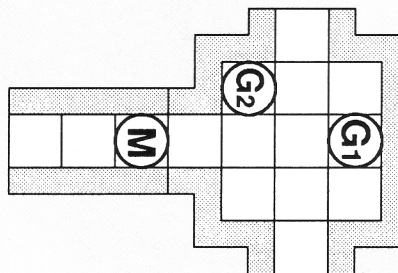


Diagram 1: The Space Marine has line of sight to Genestealer 1 but not to Genestealer 2.

OFF-BOARD BLIP CONVERSION

QUESTION: How do I avoid losing Genestealers after being forced to convert blips into tight spaces?

I was often asked this question at Games Day. People have said that they've been losing models because they kept getting spotted by the Space Marines before they could get to a room to convert.

Don't forget that blips can convert before they come onto the board. Instead of the Blip moving on at the entry point, the individual models move on one by one. This may mean congested corridors later on, but it puts an enormous amount of pressure on the Space Marine player when he sees hordes of Genestealers advancing towards them.

PSYCHIC CARDS

QUESTION: How many psychic cards are drawn each turn?

A lot of people seem to be confused about this. The Genestealer player has a hand of four psychic cards unless there is a Magus or Patriarch in play. If there's a Magus in play, the hand is increased by one to five cards and if there's a Patriarch in play, the hand is increased by two to six cards. If there's a Magus and a Patriarch in play at the same time, the hand is increased to six cards not seven.

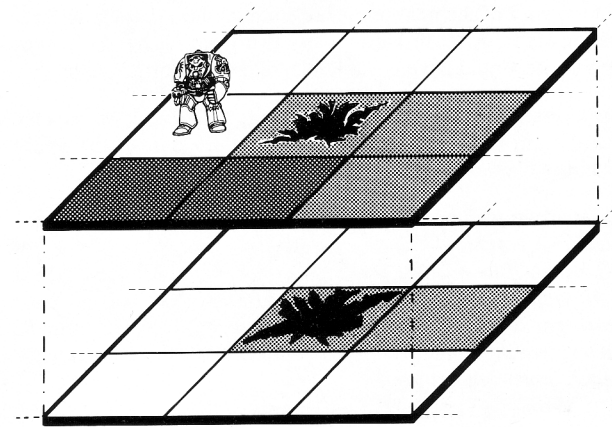
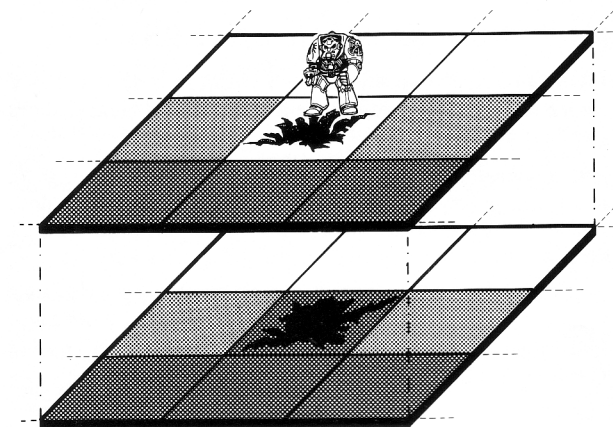
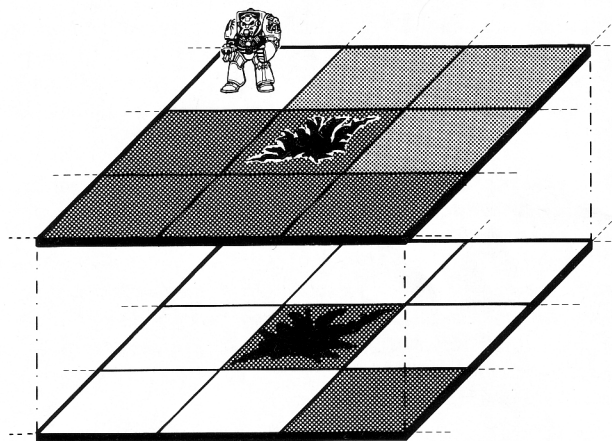
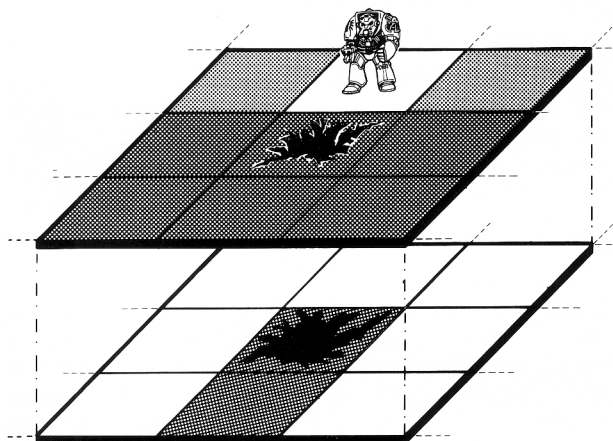
At the start of each turn, one card may be discarded and one is picked up again to bring the hand back up to its full size. A single card may always be discarded and picked up each turn, even if there's no Hybrid psyker in play to take advantage of the psychic cards available.

OVERWATCH AND PITFALLS

QUESTION: Can a Space Marine cover a Pitfall by being on overwatch?

The answer is yes. He can cover a pitfall whilst on overwatch whether he's on the ground or on the floor above.

In the diagram below, we've shown the squares to which a Space Marine only has line of sight (LOS) and those squares to which he has a fire arc. Remember that a Space Marine on overwatch **must** fire as soon as he sees a target in any square marked as a fire arc, whether the target is above or below.



FIRE ARC

L.O.S. ONLY

MARK GIBBONS



The size of the Space Marine psychic card hand is two cards plus one extra card for each Librarian in play. At the start of his turn the Space Marine player replaces any cards he's used in his previous turn. He may also pick up two **additional** cards. He must then discard any two cards from his hand, to bring it back to the correct number.

For example: The Space Marine player has three Librarians in play. At the start of the game he picks up his first two cards and one more for each Librarian, giving him his total hand of five cards. The Space Marine player then completes his first turn, but doesn't use any psychic cards. At the start of his next turn, he can only pick up two more cards, even though he has three Librarians in play. He must then discard any two psychic cards from his hand, to bring his total back down to his maximum hand of five cards.

If the Space Marine player had used one of his psychic cards during his first turn, he would have ended up with four cards at the start of the next one, thus enabling him to pick up three more cards. After discarding any two from his hand of seven cards, he would have brought his total back down to five.

If a Space Marine Librarian is killed, the size of the psychic card hand is decreased by one card at the start of the Space Marine players' next turn.

For example: The Space Marine player has three Librarians and five psychic cards. During his turn, one of his Librarians is killed. If he has not used any of his existing five cards, his 'pick-up' next turn is two cards. After picking this up, he's now got seven psychic cards. He discards whichever three he likes, leaving himself with four cards; two cards plus one for each Librarian in play.

In the Sentinel V campaign in Space Hulk Campaigns, Librarians actually enter play during the game. In this situation, the players card hand and 'pick-up' increases. The Space Marine player cannot count cards for the Chief Librarian until he enters play.

MIASMA AND BLAST

QUESTION: Does Miasma block psychic effects from entering a section?

The answer is yes. However, if a Blast is used on an object, the object in question can travel through the Miasma and will destroy any models it hits on the other side.

This is because the Blast acts firstly on the object and after that it is a purely physical force not affected by Miasma.

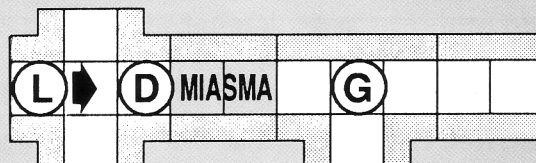


Diagram: The Librarian directs a Blast at the door. The Genestealer is killed even though there is a Miasma in the section that the door crosses. It's also worth clarifying that the object originally hit by the Blast is also destroyed and is removed from play.

MOVEMENT AND PSYCHIC EFFECTS

QUESTION: can a Space Marine Librarian enter a Hellfire if he has an Aura?

The answer is no. Hellfire, Vortex and Stasis all block movement into a section. Only a model already in the section who survives the attack can move in that section. This is also true of Flamer hits and the first turn of a Melta Bomb hit.

PRESCIENCE

Through talking with many players, we've noticed that Prescience is a very under used psychic card. In actual fact, in the right circumstances it can change the course of a game. A Librarian on overwatch under the effect of Prescience needs a 5 or a 6 on either die to kill a Purestrain Genestealer, rather than the usual 6.

AMBUSH COUNTERS

QUESTION: When an ambush counter is spotted by a Space Marine and forced to convert, can the Genestealers continue to advance?

The answer is yes. Unlike normal Blip conversion, if an ambush counter enters a Space Marines line of sight it does not lose the rest of its AP's. If the Blip turns out to be a Genestealer it can carry on with any AP's it has left.

In some of the missions in Space Hulk Campaigns we've used ambush counters to represent Hybrid Psykers or even Magi rather than just Purestrain Genestealers. However, the rules in Deathwing still apply.