

SPACE HULK

TURN SEQUENCE

Space Marine Turn

Space Marine Command Phase
Space Marine Action Phase

Tyranid Turn

Reinforcement Phase
Tyranid Action Phase

COMMAND PHASE

Command Points

The Marine player rolls d6 to determine command points for the turn.

Each Marine squad gets d3 (1-2=1, 3-4=2, 5-6=3) Command Points.

The leader of each squad provides +2 Bonus CP (Captain, Librarian, and Chaplain)

If the leader of the squad is killed but a sergeant remains the squad receives +1 Bonus CP.

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 Tyranids 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 Tyranid turn to react to their actions out of sequence. The Marine must have LOS to a Tyranid 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 and Gaunts may turn 90° left or right as part of a move action, before or after the move.

Doors

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.

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.

Transparent doors block movement but not LOS.

Shoot Actions

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

Marines LOS unlimited distance in their forward 180 degree arc if nothing is blocking their view. Models, walls, doors and blips block LOS.

A Marine's firing arc is their front 90 degree arc (3 squares, to 5, then 7, etc)

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

Overkill: If a kill results is rolled for both dice on a storm bolter, or multiple dice for the assault cannon, then an adjacent Tyranid model in LOS is also killed. The sustained fire bonus is not applied to determine the second kill result.

Overwatch Actions

A Space Marine with a bolter, 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 Tyranid that performs an action within his LOS and a range of 12 squares, even if it is the Tyranid's turn. This costs no APs.

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

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

Close Assault Actions

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

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

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.

If a Marine is attacked from the rear or side he still adds any base close combat bonus. but he can only use weapon bonus for the weapon on the side from which he is being attacked.

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 a 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 re-roll his dice in a close assault (after he has seen the Tyranid'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 bag at the appropriate time. The Tyranid player may not examine the blips in his bag, but may look at the values of any blips picked up or on the board at any time.

When the bag is empty, add all the used blips back into the bag.

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 2 blips can lurk safely off-board at each entry point for as long as desired.

A Marine within 6 or fewer squares away from an entry point square at the start of the Tyranid 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.

SPACE HULK

Converting Blips

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

The Tyranid player can convert a blip voluntarily into Tyranids 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 Tyranid 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 Tyranid turn, the revealed Tyranids may be activated if the blip had not yet taken an action this turn.

Placing Tyranids

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

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

With voluntary reveals, no Tyranids 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.

Tyranids that cannot be placed are lost, but do not count as casualties.

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

ELEVATORS

A Marine may move into or out of the elevator for 1AP

A Marine can command the elevator to go up or down for 1AP. This can be done from inside or outside the elevator.

Only 1 Marine can be in the elevator at a time.

Tyranids cannot use the elevator or travel up or down shaft

Tyranids can attack a Space Marines in the elevator.

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 without moving.

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.

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.

An assault cannon has ammunition for 10 shots; keep track of ammunition on the sheet. It can be reloaded once for a cost of 4 AP.

If an assault cannon has been reloaded and all 3 dice come up the same (triples), 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 adjacent to the Marine; it is destroyed on a 4+.

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

An assault cannon can be set to fire on **full auto** for 2 AP. When firing on full auto, roll for each damageable target in the Marine's LOS and firing arc. If the LOS to a target is blocked by a model or door, but the blocking object is destroyed, then the newly-revealed target can be affected by this attack, until a blocking object survives.

Firing on full auto uses 5 ammunition. An assault cannon cannot be fired on full auto if it has less than 5 ammo left.

Chainfist

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

Heavy Flamers

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

It costs **2 AP to fire a heavy flamer**. However when fired the burst can consist of as many flame markers as the Marine player wished so long as he has ammo.

Once the flamer has commenced firing and placed the first Flame marker, the Marine player may place further markers to build a chain of fire.

Each subsequent flame marker must be placed in a square adjacent to the last one placed, and in a square within the Marine's LOS and firing arc. Flame markers do not block LOS until the shot is finished.

If the target square contains a Tyranid, roll a die to determine if it is killed. If the Tyranid survives the Marine player can flamer the square one additional time for the cost of one ammunition.

A flamer has enough ammo to flame 10 squares; track ammunition used on the sheet.

Once placed, a flamer marker remains until removed at the end of the Tyranid turn

After the shot all squares with a flamer marker 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 flamed square.

Flamers cannot destroy or shoot through closed doors.

Lightning Claws

A Marine with lightning claws fighting a close assault to his front rolls 2 dice and adds a +2 modifier to the highest dice result. When on guard the Marine may reroll 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 +2 modifier to his roll

TYRANIDS

Hard to Kill

Shooting attacks only kill a HTK Tyranid if 2 or more of the dice roll high enough (one hit has no effect). HTK models cannot move through any flame. HTK models can be killed by a heavy flamer if multiple ammo shots are used (max 2 per square). If two or more kill results are rolled it is dead.

Mighty Blow

In a close assault against an enemy to its front, the Tyranid 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.