

# SPACE HULK

## Desperate Exodus

Inquisitor Frost has rallied an expeditionary force to investigate the ominous silence enveloping numerous worlds of the Reydabt system in the far western reaches of Segmentum Pacificus. As Frost's fleet, bearing the weight of hope and dread, set course for resupply at the planet known as Rov, the astropaths and navigators suddenly convulsed in agony. The warp itself recoiled in terror, casting the beleaguered armada into realspace right before the monstrous onslaught of a Tyranid hive fleet.

In a heartbeat, Inquisitor Frost grasped the grim reality that his fleet could not outrun the ravenous maw of the Tyranids. With unwavering determination, he devised a desperate plan: to sacrifice his flagship, a mighty vessel known as the *Ironheart*, so that the rest of his fleet might escape this nightmarish entanglement.

### Objectives:

#### Marine Players

The Marines have 11 turns to get to Thunderhawk hanger deck.

**Enable Lift** - To bring the lift to the main level, a Marine must enter the control room and standing of the control panel.

**Escort VIP** - the squads in the center sections are escorting the ship VIPs (Void Officer and First Officer) to the engineering control room. Either of the crew models can spend 1 AP at the control panel to enable the warp drive overload and self-destruct sequence. The crew have 4AP for movement with free turns. They can move through other models if they do not end their move in the same space as another model. Crew models can be given command points for extra actions.

**Defend Hanger Deck** - the outer squads can spend 1 AP at the control panel to fire the hanger defense weapons and help defend the Thunderhawk and give the squads an extra turn.

### Special Rules:

#### Lifts

The lift can either go up or down once in a turn. Any model in the lift can spend 1 AP to move the lift up or down.

# Tyranid Rules

## Legend for Tyranid Blips

**Number Blips 1,2,3** = # of Purestrain Genestealers

**A,B,E** = 3 Hormagaunts

**C,D, 4** = 4 Hormagaunts

**F,5** = 2 Ripper Swarms

**J,H,6** = 1 Lictor, Deathleaper or Ravenor

## Tyranid Setup:

Starting Blip Pool for each player

**3 - 3S**

**3 - 2S**

**2 - 1S**

**2 - A,B, or E**

**2 - C,D, or 4**

**1 - F or 5**

**2\* -J, H or 6**

\*1 in end room

- seed initial room with a 2, A or B blip from pool.
- shuffle J in bottom half.

# Squad I – Blood Angels

Captain w/Storm Bolter, Power Sword  
 Sergeant w/Storm Bolter and Power Sword  
 Marine w/Heavy Flamer and Power Fist  
 Marine w/Assault Cannon and Power Fist  
 Marine w/Storm Bolter and Power Fist



## CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
Captain w/Power Sword and Shield	1D6+2	Parry, Block
Sergeant w/Power Sword	1D6+1	Parry
Marine w/Power Fist	1D6+1	-
<b>Tyrannid Forces</b>		
Genestealer	3D6	-
Hormagaunt	2D6-2	Leap
Ripper Swarm	3D6-2	-
Lictor/Leaper/Ravener	3D6	Mighty Blow
Parry - May have opponent reroll one of their close assault dice		
Leap - can move 2 squares in a straight line for 2AP		
Mighty Blow - add the high and low dice to determine close assault value		

## ACTION POINT TABLE

All Marines have 4 action points

Action	Terminator
Move forward 1 square	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter	1
Fire heavy flamer	2
Set overwatch/guard <sup>1</sup>	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1

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

<sup>1</sup> Guard allows Marine to reroll close assault dice

## SHOOTING TABLE

WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	HORMAGAUNT	RIPPER SWARM	LICTOR/LEAPER	DOOR
<b>Storm Bolter</b>	UL / 12	T	2	Y/j	Y	Y	1	6	4	5*	7	6
<b>Heavy Flamer</b>	12	T	1	N	N	N	2	2	2	3**	4	---
<b>Combi-Flamer</b>	12	T	1	N	N	Y	2	3	2	4**	5	
<b>Assault Cannon</b>												
<i>Burst</i>	UL / 12	T	3	Y	Y	Y	1	5	3	3*	6	5
<i>Full Auto</i>	UL	LOS	3	N	N	N	2	4	2	2*	5	4
<b>Cyclone Missile Launcher</b>												
<i>Krak</i>	UL	T	2	N	N	N	1	3	2	-	4	3
<i>Frag</i>	UL	A	2	N	N	N	1	5	3	4**	6	-
<b>Heavy Plasma Cannon<sup>OH</sup></b>	UL	A	1	N	N	N	2	2	2	2**	3	2
<b>Bolter</b>	UL	T	1	Y	Y	Y	1	6	4	---	7	6

UL=Unlimited T=Target A=Area (3x3) j=Jam \*-Hard to Kill \*\*=ignores HtK †=Tough  
 OH=Overheats - can explode if fired multiple times a turn



# Squad II – Imperial Fist

Captain w/Storm Bolter, Power Sword & Shield

Sergeant w/Storm Bolter and Power Sword

Marine w/Heavy Flamer and Power Fist

Marine w/Assault Cannon and Power Fist

Marine w/Storm Bolter and Chain Fist



## CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
Captain w/Power Sword	1D6+2	Parry
Sergeant w/Power Sword	1D6+1	Parry
Marine w/Power Fist	1D6+1	-
<b>Tyranid Forces</b>		
Genestealer	3D6	-
Hormagaunt	2D6-2	Leap
Ripper Swarm	3D6-2	-
Lictor/Leaper/Ravener	3D6	Mighty Blow

Parry - May have opponent reroll one of their close assault dice

Leap - can move 2 squares in a straight line for 2AP

Block - opponent rolls 1 less die

Mighty Blow - add the high and low dice to determine close assault value

## ACTION POINT TABLE

All Marines have 4 action points

Action	Terminator
Move forward 1 square	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter	1
Fire heavy flamer	2
Set overwatch/guard <sup>1</sup>	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1

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

<sup>1</sup> Guard allows Marine to reroll close assault dice

## SHOOTING TABLE

WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP TO FIRE	GENESTEALER	HORMAGAUNT	RIPPERSWARM	LICTOR/LEAPER	DOOR
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	4	5*	7	6
Heavy Flamer	12	T	1	N	N	N	2	2	2	3**	4	---
Combi-Flamer	12	T	1	N	N	Y	2	3	2	4**	5	
<b>Assault Cannon</b>												
Burst	UL / 12	T	3	Y	Y	Y	1	5	3	3*	6	5
Full Auto	UL	LOS	3	N	N	N	2	4	2	2*	5	4
<b>Cyclone Missile Launcher</b>												
Krak	UL	T	2	N	N	N	1	3	2	-	4	3
Frag	UL	A	2	N	N	N	1	5	3	4**	6	-
Heavy Plasma Cannon <sup>OH</sup>	UL	A	1	N	N	N	2	2	2	2**	3	2
Bolter	UL	T	1	Y	Y	Y	1	6	4	---	7	6

UL=Unlimited T=Target A=Area (3x3) j=Jam \*=Hard to Kill \*\*=ignores HtK †=Tough

OH=Overheats - can explode if fired multiple times a turn

# Squad III – Deathwing

Captain w/Storm Bolter and Power Sword  
Sergeant w/Storm Bolter and Shield  
Marine w/Heavy Flamer and Power Fist  
Marine w/Heavy Plasma Cannon  
Marine w/Storm Bolter and Chain Fist



## CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
Captain w/Power Sword	1D6+2	Parry
Sergeant w/Shield	1D6+1	Block
Marine w/Power Fist	1D6+1	-
<b>Tyrannid Forces</b>		
Genestealer	3D6	-
Hormagaunt	2D6-2	Leap
Ripper Swarm	3D6-2	-
Lictor/Leaper/Ravener	3D6	Mighty Blow

Parry - May have opponent reroll one of their close assault dice

Leap - can move 2 squares in a straight line for 2AP

Block - opponent rolls 1 less die

Mighty Blow - add the high and low dice to determine close assault value

## ACTION POINT TABLE

All Marines have 4 action points

Action	Terminator
Move forward 1 square	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter	1
Fire heavy flamer	2
Set overwatch/guard <sup>1</sup>	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1

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

<sup>1</sup> Guard allows Marine to reroll close assault dice

## SHOOTING TABLE

WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	HORMAGAUNT	RIPPER SWARM	LICTOR/LEAPER	DOOR
<b>Storm Bolter</b>	UL / 12	T	2	Y/j	Y	Y	1	6	4	5*	7	6
<b>Heavy Flamer</b>	12	T	1	N	N	N	2	2	2	3**	4	---
<b>Combi-Flamer</b>	12	T	1	N	N	Y	2	3	2	4**	5	
<b>Assault Cannon</b>												
<i>Burst</i>	UL / 12	T	3	Y	Y	Y	1	5	3	3*	6	5
<i>Full Auto</i>	UL	LOS	3	N	N	N	2	4	2	2*	5	4
<b>Cyclone Missile Launcher</b>												
<i>Krak</i>	UL	T	2	N	N	N	1	3	2	-	4	3
<i>Frag</i>	UL	A	2	N	N	N	1	5	3	4**	6	-
<b>Heavy Plasma Cannon<sup>OH</sup></b>	UL	A	1	N	N	N	2	2	2	2**	3	2
<b>Bolter</b>	UL	T	1	Y	Y	Y	1	6	4	---	7	6

UL=Unlimited T=Target A=Area (3x3) j=Jam \*=Hard to Kill \*\*=ignores HtK †=Tough

OH=Overheats - can explode if fired multiple times a turn



# Squad IV – Ultramarine Chaplain

Chaplain w/Combi-Flamer, Crozius Arcanum, Inspiration and Feel No Pain

Inspiration: +1 close combat to other marines within 3 squares

Feel No Pain: ignores wound on 4+

Sergeant w/Storm Bolter and Power Sword

Marine w/Assault Cannon and Power Fist

Marine w/Storm Bolter and Power Fist

Marine w/Storm Bolter and Power Fist



## CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
Chaplain w/Crozius Arcanum	2D6+2	-
Sergeant w/Power Sword	1D6+1	Parry
Marine w/Power Fist	1D6	-
<b>Tyrannid Forces</b>		
Genestealer	3D6	-
Hormagaunt	2D6-2	Leap
Ripper Swarm	3D6-2	-
Lictor/Leaper/Ravener	3D6	Mighty Blow

Mighty Blow – add the high and low dice to determine close assault value

Parry - May have opponent reroll one of their close assault dice

Leap – can move 2 squares in a straight line for 2AP

## ACTION POINT TABLE

All Marines have 4 action points

Action	Terminator
Move forward 1 square	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter	1
Fire heavy flamer	2
Set overwatch/guard <sup>1</sup>	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1

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

<sup>1</sup> Guard allows Marine to reroll close assault dice

## SHOOTING TABLE

WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP TO FIRE	GENESTEALER	HORMAGAUNT	RIPPERSWARM	LICTOR/LEAPER	DOOR
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	4	5*	7	6
Heavy Flamer	12	T	1	N	N	N	2	2	2	3**	4	---
Combi-Flamer	12	T	1	N	N	Y	2	3	2	4**	5	
<b>Assault Cannon</b>												
Burst	UL / 12	T	3	Y	Y	Y	1	5	3	3*	6	5
Full Auto	UL	LOS	3	N	N	N	2	4	2	2*	5	4
<b>Cyclone Missile Launcher</b>												
Krak	UL	T	2	N	N	N	1	3	2	-	4	3
Frag	UL	A	2	N	N	N	1	5	3	4**	6	-
Heavy Plasma Cannon <sup>OH</sup>	UL	A	1	N	N	N	2	2	2	2**	3	2
Bolter	UL	T	1	Y	Y	Y	1	6	4	---	7	6

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OH=Overheats - can explode if fired multiple times a turn

# Squad U – Salamanders

Captain w/Storm Bolter, Thunder Hammer and Shield

Sergeant w/Storm Bolter and Power Sword

Marine w/Heavy Flamer and Power Fist

Marine w/Assault Cannon

Marine w/Storm Bolter and Power Fist



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## ACTION POINT TABLE

All Marines have 4 action points

Action Terminator

Move forward 1 square	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter	1
Fire heavy flamer	2
Set overwatch/guard <sup>1</sup>	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1

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

<sup>1</sup> Guard allows Marine to reroll close assault dice

## CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
Captain w/Thunderhammer and Shield	1D6+3*	Block
Sergeant w/Power Sword	1D6+1	Parry
Marine w/Power Fist	1D6+1	-

### Tyrannid Forces

Genestealer	3D6	-
Hormagaunt	2D6-2	Leap
Ripper Swarm	3D6-2	-
Lictor/Leaper/Ravener	3D6	Mighty Blow

Parry - May have opponent reroll one of their close assault dice

Leap - can move 2 squares in a straight line for 2AP

Mighty Blow - add the high and low dice to determine close assault value

## SHOOTING TABLE

WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	HORMAGAUNT	RIPPERSWARM	LICTOR/LEAPER	DOOR
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	4	5*	7	6
Heavy Flamer	12	T	1	N	N	N	2	2	2	3**	4	---
Combi-Flamer	12	T	1	N	N	Y	2	3	2	4**	5	
Assault Cannon												
Burst	UL / 12	T	3	Y	Y	Y	1	5	3	3*	6	5
Full Auto	UL	LOS	3	N	N	N	2	4	2	2*	5	4
Cyclone Missile Launcher												
Krak	UL	T	2	N	N	N	1	3	2	-	4	3
Frag	UL	A	2	N	N	N	1	5	3	4**	6	-
Heavy Plasma Cannon <sup>OH</sup>	UL	A	1	N	N	N	2	2	2	2**	3	2
Bolter	UL	T	1	Y	Y	Y	1	6	4	---	7	6

UL=Unlimited T=Target A=Area (3x3) j=Jam \*=Hard to Kill \*\*=ignores HtK †=Tough

OH=Overheats - can explode if fired multiple times a turn



# Squad VI – Inquisitor Frost and Black Templar

Inquisitor w/Storm Bolter, Digital Weapon, Power Sword, Grenade Launcher and “Look Out Sir!”

Digital Weapon: allows one las shot before CC

“Look Out Sir!”: apply wound to adjacent model instead of Frost and swap locations

Sergeant w/Storm Bolter and 2 Power Swords

Marine w/Heavy Flamer and Power Fist

Marine w/Assault Cannon

Marine w/Storm Bolter and Power Fist and Cyclone Missile Launcher



## CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
Inquisitor w/Power Sword	1D6+2	Parry
Sergeant w/Power Sword x 2	1D6+1	Parry x2
Marine w/Power Fist	1D6	-
<b>Tyrannid Forces</b>		
Genestealer	3D6	-
Hormagaunt	2D6-2	Leap
Ripper Swarm	3D6-2	-
Lictor/Leaper/Ravener	3D6	Mighty Blow

Parry - May have opponent reroll one of their close assault dice

Mighty Blow – add the high and low dice to determine close assault value

Storm Shield - opponent rolls 1 less die

## ACTION POINT TABLE

All Marines have 4 action points

Action	Terminator
Move forward 1 square	1*
Move backward 1 square	2*
Turn 90 degrees	1*
Turn 180 degrees	2*
Fire storm bolter	1
Fire heavy flamer	2
Set overwatch/guard <sup>1</sup>	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1

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

<sup>1</sup> Guard allows Marine to reroll close assault dice

## SHOOTING TABLE

WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP to FIRE	GENESTEALER	HORMAGAUNT	RIPPER SWARM	LICTOR/LEAPER	DOOR
<b>Storm Bolter</b>	UL / 12	T	2	Y/j	Y	Y	1	6	4	5*	7	6
<b>Heavy Flamer</b>	12	T	1	N	N	N	2	2	2	3**	4	---
<b>Combi-Flamer</b>	12	T	1	N	N	Y	2	3	2	4**	5	---
<b>Assault Cannon</b>												
<i>Burst</i>	UL / 12	T	3	Y	Y	Y	1	5	3	3*	6	5
<i>Full Auto</i>	UL	LOS	3	N	N	N	2	4	2	2*	5	4
<b>Cyclone Missile Launcher</b>												
<i>Krak</i>	UL	T	2	N	N	N	1	3	2	-	4	3
<i>Frag</i>	UL	A	2	N	N	N	1	5	3	4**	6	---
<b>Heavy Plasma Cannon<sup>OH</sup></b>	UL	A	1	N	N	N	2	2	2	2**	3	2
<b>Bolter</b>	UL	T	1	Y	Y	Y	1	6	4	---	7	6
<b>Digital Weapon</b>	-	T	1	-	-	-	-	5	3	---	6	---

UL=Unlimited T=Target A=Area (3x3) j=Jam \*=Hard to Kill \*\*=ignores HtK

OH=Overheats - can explode if fired multiple times a turn