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 <u>1 AP</u> at the control panel to <u>enable</u> <u>the warp drive overload and self-destruct sequence</u>. 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 <u>**IAP**</u> at the control panel to fire the hanger defense weapons and help defend the Thunderhawk and give the squads an <u>**extra turn**</u>.

Special Rules:

<u>Lifts</u>

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 - 25

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



THE RESIDENCE OF THE PARTY OF T	7 7 7	SHAPE TO SHAPE					
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	-					
Tyranid 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							
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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

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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*
į	Turn 180 degrees	2*
	Fire storm bolter	1
q	Fire heavy flamer	2
	Set overwatch/guard ¹	2
	Clear jammed storm bolter	1
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.

¹ Guard allows Marine to reroll close assault dice

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WEAPON	RANGE	EFFECT	DICE	7	The same	TK.	,	CF.	3	33	ER	¥.
Storm Bolter	UL / 12	Т	2	Y/j	Υ	Υ	1	6	4	5*	7	6
Heavy Flamer	12	T	1	N	N	N	2	2	2	3**	4	
Combi-Flamer	12	Т	1	N	N	Υ	2	3	2	4**	5	
Assault Cannon												
<u>Burst</u>	UL / 12	Т	3	Υ	Υ	Υ	1	5	3	3*	6	5
Full Auto	UL	LOS	3	Ν	Ν	Ν	2	4	2	2*	5	4
Cyclone Missile Launcher												
Krak	UL	T	2	Ν	N	Ν	1	3	2	-	4	3
Frag	UL	А	2	N	N	N	1	5	3	4**	6	-
Heavy Plasma Cannon ^{он}	UL	Α	1	Ν	N	Ν	2	2	2	2**	3	2
Bolter	UL	Т	1	Υ	Υ	Υ	1	6	4		7	6

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



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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	-
Tyranid Forces		
Genestealer	3D6	-
Hormagaunt	2D6-2	Leap
Ripper Swarm Programme Ripper Swarm	3D6-2	- 1
Lictor/Leaper/Ravener	3D6	Mighty Blow 🌡
Parry - May have opponent reroll one of their cl	ose 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	COLOR DESCRIPTION
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 ¹	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1

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	the sam	e actio	n, at no A	P cost.					
	1								

¹ Guard allows Marine to reroll close assault dice

SHOOTING TABLE	1	0		2000年			* 1				100 600	1
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WEAPON	RANGE	EFFECT	DICE	7	RE	R	'	ER	3	33	ER	
Storm Bolter	UL / 12	T	2	Y/j	Υ	Υ	1	6	4	5*	7	6
Heavy Flamer	12	T	1	Ν	Ν	Ν	2	2	2	3**	4	
Combi-Flamer	12	Т	1	N	N	Υ	2	3	2	4**	5	
Assault Cannon												
Burst	UL / 12	Т	3	Υ	Υ	Υ	1	5	3	3*	6	5
Full Auto	UL	LOS	3	Ν	N	Ν	2	4	2	2*	5	4
Cyclone Missile Launcher												360
Krak	UL	Т	2	N	N	N	1	3	2		4	3
Frag	UL	Α	2	N	N	N	1	5	3	4**	6	-
Heavy Plasma Cannon ^{on}	UL	Α	1	N	N	N	2	2	2	2**	3	2
Bolter	UL	T	1	Υ	Υ	Υ	1	6	4		7	6
e in												1

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



TO SERVICE STATE OF THE SERVIC	20 Sept 2000
Assault Dice	Notes
1D6+2	Parry
1D6+1	Block
1D6+1	-
3D6	-
2D6-2	Leap
3D6-2	-
3D6	Mighty Blow
se assault dice	
AP	
	1D6+2 1D6+1 1D6+1 3D6 2D6-2 3D6-2 3D6 se assault dice

Block - opponent rolls 1 less die

 $\label{eq:mightyBlow-add} \textbf{Mighty Blow-add the high and low dice to determine close assault value}$

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 ¹	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.

¹ Guard allows Marine to reroll close assault dice

SHOOTING TABLE												
		`	9	SUSTAINE	MONEPAS	7	Qr.	HORNACT	RIPPERSUNT	LICTORILE	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	TAN
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			OVERWY.		5 7	Po to the	GENESTEY.	A C	2	A C	CPS ON	
WEAPON	RANGE	EFFECT	DICE	2	R.	R.		P	3	3	TS	1
Storm Bolter	UL / 12	Т	2	Y/j	Υ	Υ	1	6	4	5*	7	6
Heavy Flamer	12	T	1	Ν	N	Ν	2	2	2	3**	4	/
Combi-Flamer	12	Т	1	N	N	Υ	2	3	2	4**	5	
Assault Cannon												
Burst	UL / 12	Т	3	Υ	Υ	Υ	1	5	3	3*	6	5
Full Auto	UL	LOS	3	Ν	N	Ν	2	4	2	2*	5	4
Cyclone Missile Launcher												
Krak	UL	Т	2	Ν	N	N	1	3	2		4	3
Frag	UL	Α	2	N	N	N	1	5	3	4**	6	-
Heavy Plasma Cannon ^{он}	UL	А	1	N	N	N	2	2	2	2**	3	2
Bolter	UL	T	1	Υ	Υ	Υ	1	6	4		7	6

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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



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CLOSE ASSAULT TABLE		9					
Model	Assault Dice	Notes					
Chaplain w/Crozius Arcanum	2D6+2	-					
Sergeant w/Power Sword	1D6+1	Parry					
Marine w/Power Fist	1D6	-					
Tyranid Forces		<u> </u>					
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 ¹	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.

¹Guard allows Marine to reroll close assault dice

SHOOTING TABLE				NO.								
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			OVERNAL	THE STATE OF THE S	E P	PS to Y.	GENESTE	THE WAR	ERSY	ORLE	Doon	3
WEAPON	RANGE	EFFECT	DICE	SUSTAINE	MOVEME	FIRE	展	HORMAG!	AIPPERSY	LICTORICE	DER	
Storm Bolter	UL / 12	T	2	Y/j	Υ	Υ	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	Υ	2	3	2	4**	5	
Assault Cannon												
Burst	UL / 12	Т	3	Υ	Υ	Υ	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	Т	2	N	N	N	1	3	2	-	4	3
Frag	UL	Α	2	N	N	N	1	5	3	4**	6	-
Heavy Plasma Cannon ^{он}	UL	Α	1	N	N	N	2	2	2	2**	3	2
Bolter	UL	Т	1	Υ	Υ	Υ	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 V - 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



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 ¹	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1

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	-
Tyranid Forces		
Genestealer	3D6	-
Hormagaunt	2D6-2	Leap
Ripper Swarm	3D6-2	-
Lictor/Leaper/Ravener	3D6	Mighty Blow _
Parry - May have opponent recoll one of their c	lose assault dice	

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

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

¹ Guard allows Marine to reroll close assault dice

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		`	0	SUSTAINE	MONEAR	()	G.	8	AR.	15	A	12.
			ERZ	TE	NEP	To To	MES	THE	PER	TOR	DOOM	生物
			OVERNA		5 7	PS to L.	GENESTE	HORNAG!	AIPPERSY	LICTORICE	CAR ON	
WEAPON	RANGE	EFFECT	DICE	3	聚	R.		B	3	3	ER	
Storm Bolter	UL / 12	T	2	Y/j	Υ	Υ	1	6	4	5*	7	6
Heavy Flamer	12	Т	1	Ν	N	N	2	2	2	3**	4	
Combi-Flamer	12	Т	1	N	N	Υ	2	3	2	4**	5	
Assault Cannon												
Burst	UL / 12	Т	3	Υ	Υ	Υ	1	5	3	3*	6	5
Full Auto	UL	LOS	3	Ν	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	А	2	N	N	N	1	5	3	4**	6	-
Heavy Plasma Cannon ^{oн}	UL	Α	1	N	N	N	2	2	2	2**	3	2
Bolter	UL	Т	1	Υ	Υ	Υ	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 UI — 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	Mark State	
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	-
Tyranid Forces		3
Genestealer	3D6	-
Hormagaunt	2D6-2	Leap 🖁
Ripper Swarm	3D6-2	-
Lictor/Leaper/Ravener	3D6	Mighty Blow
Parry - May have opponent reroll one of the	ir close assault dice	
Mighty Blow – add the high and low dice to o	determine close assau	lt value
Storm Shield - opponent rolls 1 less die		9

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 ¹	2
Clear jammed storm bolter	1
Close assault	1
Open/close door	1
* May fire a holter storm holter or assau	ult cannon as part of

¹ Guard allows Marine to reroll close assault dice

the same action, at no AP cost.

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					2	2	2	3**	4	
T	1	N	N							
			1.4	Υ	2	3	2	4**	5	
2 T	3	Υ	Υ	Υ	1	5	3	3*	6	5
LOS	3	Ν	Ν	Ν	2	4	2	2*	5	4
Т	2	N	N	N	1	3	2		4	3
А	2	N	N	N	1	5	3	4**	6	
А	1	N	N	N	2	2	2	2**	3	2
Т	1	Υ	Υ	Υ	1	6	4		7	6
	1	-	-	-	-	5	3		6	
	A	A 2 A 1 T 1	A 2 N A 1 N T 1 Y	A 2 N N A 1 N N T 1 Y Y	A 2 N N N A 1 N N N T 1 Y Y Y	A 2 N N N 1 A 1 N N N 2 T 1 Y Y Y 1	A 2 N N N 1 5 A 1 N N Q 2 T 1 Y Y Y Y 1 6	A 2 N N N 1 5 3 A 1 N N N 2 2 2 T 1 Y Y Y 1 6 4	A 2 N N N 1 5 3 4** A 1 N N N 2 2 2 2** T 1 Y Y Y 1 6 4	A 2 N N N 1 5 3 4** 6 A 1 N N N 2 2 2 2** 3 T 1 Y Y Y 1 6 4 7

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