

Additional Space Hulk Rules Clarifications

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Q. Can command points be used in addition to an overwatch shot in response to one Genestealer action? In other words, can a Space Marine take his overwatch shot and then immediately spend a command point to take another shot, clear a jam, or switch to guard mode, for example?

A. No.

Q. Can command points be spent in the middle of a Space Marine's normal activation? For example, can a Space Marine activate and use two APs, then have the Space Marine player spend a command point to move another Space Marine, then finish the original Space Marine's activation using the last two APs?

A. Yes.

Q. When responding to a witnessed Genestealer action, can command points be spent on any Space Marine?

A. Yes.

Q. When surviving a close assault from the side or rear, can the Space Marine turn to face the Genestealer and then immediately spend a command point to carry out an action?

A. Yes. *(Note that the outcome of a close assault is part of the close assault action).*

Q. Can a Space Marine shoot round a corner if his line of sight is drawn diagonally between a square that blocks the line of sight and a wall?

A. No. *See the clarification for LOS in a room from the official FAQ, and specifically the example of 'b'.*

Q. Can a door be opened if it is around the corner? For example, Mission 1 has a door in a bend that is commonly approached by a Space Marine. The rules state (page 12) that a door must be in the front three squares of a model and adjacent. Is having a door around the corner considered "adjacent"?

A. Yes.

Q. Can Genestealers attack each other?

A. No.

Q. If a Genestealer kills a Space Marine who was previously blocking LOS from a Space Marine in overwatch, does the Space Marine in overwatch get to take an overwatch shoot action as soon as the Genestealer is revealed (when the dead Space Marine model is removed from the board)?

A. Yes.

Q. On the Genestealer player's turn, suppose the Space Marine player reacts to a Genestealer action, using a CP to turn-and-shoot a model in such a way as to bring a blip into LOS. This triggers an involuntary blip conversion, which (according to the rules on page 17) gives the Space Marine model another opportunity to react. The Space Marine uses another CP to turn-and-shoot the model in such a way as to bring another blip into LOS. This triggers another involuntary blip conversion, and so on. Is the Space Marine player allowed to "chain" multiple reactions together like this?

A. Yes.

Q. When converting a blip in a section adjacent to a flaming section, can Genestealer models be placed in the flaming section?

A. No.

Q. Can a blip in a flaming section be converted? Must the Genestealer models roll for survival when placed?

A. Yes to both questions. *Any Genestealer model placed in a flaming square would be destroyed on a roll of 2+ (roll after placing all of the models).*

Q. The mandatory lurking rules state "If a Space Marine is six or fewer squares away from an entry point square at the start of the Genestealer phase, then any reinforcement blips placed there must lurk for the rest of the turn." Does that mean the Space Marine must be standing on the sixth space to force a lurk, or does that mean there can be six spaces between the Space Marine and the entry square to force a lurk?

A. The former. *See the example on page 16, and note that the top blip is not forced to lurk, as the Space Marine is seven squares away from the entry square.*

Q. When a Space Marine clears a jam, must he go back on overwatch?

A. Yes.

Q. If a Space Marine is jammed and has a command point spent on him to turn, and later another point is spent to clear the jam, would he go back on overwatch?

A. Yes. Note that, for the purposes of the rules, a Space Marine is not in overwatch while jammed, he is in a special 'jammed' status instead. The only way he can stop being 'jammed' is to either remove the marker at the end of the turn, or to flip the marker to overwatch by spending a command point. This is slightly counter-intuitive, I know, but it is how the rules are written and meant to work.

Q. Can a Space Marine set himself on Guard while jammed?

A. Yes. Note that clearing the jam will remove the Guard counter.

Q. If a Genestealer disappears from view for one square's worth of movement (or more), is that enough on its own to cancel sustained fire?

A. No.

Q. Can the sustained fire bonus be carried over from the Genestealer player's turn to the Space Marine player's turn?

A. Yes. Sustained fire is only lost due to the conditions described on page 19 of the rulebook. Note that overwatch sustained fire is a separate condition and would not carry over.

Q. One of the conditions in which sustained fire is lost is if a model other than the target takes an action. Does this apply to other Space Marines on overwatch?

A. No. By the letter of the rules, overlapping overwatch could eliminate the sustained fire bonus (depending on the order that the Space Marine player made the shooting rolls), but the intent of the rule is that all of the Space Marines on overwatch would get the sustained fire bonus.

Q. Must a Space Marine on overwatch shoot at the triggering Genestealer (or closing door), or can any target be selected?

A. The triggering model must be the target if an overwatch shot is taken.

Q. If a Genestealer takes a free turn before its movement, are the Action Points for movement determined based on its facing before or after the free turn?

A. After.

Q. When climbing, can you voluntarily fall to destroy an enemy below?

A. No.

Q. Is facing important when using a ladder, or must the model simply be on the ladder square? Is the original facing kept when climbing up or down a ladder?

A. No. Yes.

Q. Does the psychic ability "Force Barrier" block line of sight?

A. No. However, note that a Space Marine on overwatch is not forced to shoot at things that take place on the other side of the barrier.

Q. In Mission 2, Exterminate, there is a single open part of the map without a Genestealer Entry marker. Similarly, Mission 9, Regroup, has open map parts without Genestealer Entry markers. Should there be markers?

A. No.

Q. In Mission 7, The Artefact, and Mission 8, Escape Route, the Artefact is listed as an object. Can a Genestealer carry the Artefact?

A. Yes, following the rules for objects on page 18 of the rulebook.

Q. In Mission 11, Unknown Lifeforms, the Space Marines can use Power Field Generators. Can the Space Marine player use ranged fire to affect the Power Field? Can the Librarian's force axe be used with psi points to change this 4 AP requirement?

A. No to both questions.

Q. In Mission 11, Unknown Lifeforms, the Space Marines can exit the playing area by moving into the ladder square. Does the Space Marine need to spend 2 APs to climb the ladder to escape?

A. No.