

SPACE HULK Q&A

Q. *What is a 'section' for 'section' effects?*

A. The sections are listed in the Box Contents on page 4 of the rulebook (see Board Sections), and described on page 6 (see The Game Board).

Q. *Can the Space Marine player look at his command point token at any time?*

A. Yes.

Q. *Can you clarify how I can spend command points?*

A. Command points have priority over everything. In your turn, spend them however, wherever, and whenever you want with no restrictions, interrupting another Space Marine's actions if desired. In the Genestealer's turn, you have to wait until one of your Space Marines sees a Genestealer do something. Then decide if you want to spend any command points – you may do so to carry out a single action with a single Space Marine anywhere on the board (not just one that saw the Genestealer do something). After spending any command points, check for overwatch shots for Space Marines that didn't have command points spent upon them.

Q. *Can the LOS for a Space Marine in a room be explained in a bit more detail?*

A. A model in a room can see all of the squares in the room that are in his line of sight, as long as a line drawn from the model to the target does not a) pass through a square that blocks the line of sight, or b) pass between a wall and a square that blocks the line of sight, or c) pass between two squares both of which block the line of sight. An example of b) can be found on page 11 of the rules – the Genestealer cannot see either of the squares marked 'X'. Remember that a model can only see squares in a corridor that are directly in front of it. An example of this can be found on page 13– the two Genestealers cannot see the Space Marine marked with an 'X', though they can see the square in front of him as it is part of the room section.

Q. *Is there a limit on how many Genestealer models may lurk in each entry area?*

A. No.

Q. *Do blips block line of sight?*

A. Yes.

Q. *Can a door be closed on a model?*

A. No.

Q. *Can you clarify how Genestealers are placed in a multi-blip reveal?*

A. The Genestealers are placed one after the other, starting in the square that contained the blip. After all models have been placed, take overwatch shots against the revealed Genestealers. A Space Marine in overwatch that can see one or more of the revealed Genestealers may take shots against any one of them (the Space Marine player may choose which).

Q. *Can the heavy flamer target a section that contains a Space Marine?*

A. As long as the target square is empty or contains a Genestealer, yes.

Q. *Must a Space Marine armed with an assault cannon who is on overwatch shoot at a closing door?*

A. Yes.

Q. *If a Genestealer rolls a 6, 6, and 4, can a parry force the Genestealer to re-roll both 6s?*

A. No, just one.

Q. *When using Psychic Storm to affect a section, is one dice rolled for all of the blips or models in the section?*

A. No, roll individually for each target.

Q. *In Mission 10, some weapons may not be fired into or out of the adjacent corridor. Is the boundary of the 'adjacent corridor' the actual board section (3 spaces)?*

A. Yes.

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