

40K Space Hulk Cheat Sheet

Your forces: You get 4 normal Terminator Marines and 1 Commander Terminator Marine

Trooper	WS	BS	S	T	W	I	At	Ld	Sv	Special Rules
Terminator Marine	4	4	4	4	1	4	2	9	2+/5+	Fearless, Relentless
Commander Terminator	4	4	4	4	1	4	3	9	2+/5+	Fearless, Relentless

Special Rule: Any "killed" terminator gets back up the next round on a roll of 5+. Put him within 2" of a squad mate.

Your Weapons (just look at the model to see what it carries):

Weapon	Range	S	AP	Type	Special Rules
Storm Bolter	24"	4	5	Assault 2	
Missile Launcher – Frag	48"	4	6	Heavy 1	Blast
Missile Launcher – Krak	48"	8	3	Heavy 1	
Heavy Flame Thrower	Template	5	4	Assault 1	
Assault Cannon	24"	6	4	Heavy 4	Rending
Power Fist	None	8	--	Close Combat	Power Attack, Goes Last
Power Sword	None	4	--	Close Combat	Power Attack

Your Task: Enter and cleanse a drifting space hulk of the vile Tyranid menace! Naturally, the enemies of the Emperor will attempt to stop you. Don't let them!

Every turn you are in a corridor you have a 5+ chance of running into a squad of Tyranids. You have an automatic chance of finding bugs when you enter a room (even if another terminator squad is already inside!). When Tyranids pop up roll on the following list to see what they are:

2d6 Roll	Alien Squad
2	Yikes! It's 5 enhanced Genestealers!
3	Oh boy – it's 5 normal Genestealers!
4	What the Heck? It's 3 Warriors!
5	Crud – It's 8 Hormagaunts and 1 Warrior!
6	Drat. It's 4 Genestealers!
7	Another Day at Work – It's 3 Genestealers!
8	Uh, oh! It's 6 Hormagaunts and 1 Warrior!
9	Double Teamed – It's 6 Hormagaunts and 2 Warriors!
10	Double Teamed Again – It's 2 Warriors and 3 Genestealers!
11	Emperor Preserve Us! It's 4 Warriors!
12	Doomsday – It's 2 Warriors and 5 Genestealers!

Your Enemy: You face the dreaded menace of the Tyranids, a ravenous alien horde bent on literally devouring the people and worlds of the Imperium. Here are their statistics:

Trooper	WS	BS	S	T	W	I	At	Ld	Sv	Special Rules
Hormagaunt	3	3	4	3	1	4	1	5	6+	Fleet
Warriors	4	2	4	4	2	4	3	10	2+/5+	Synapse, Rending
Genestealers	4	0	4	4	1	6	2*	10	4+	Rending, Fleet

*Curses! Enhanced Genestealers get +1 Attack

Only hormagaunts carry any weapons – most Tyranids prefer to kill you up close and personal.

Weapon	Range	S	AP	Type	Special Rules
Spine Fist	12"	4	5	Assault 1	Twin-Linked

How to Win: It is all about the body count. Hormagaunts count as ½ point, Genestealers 1 point, and Warriors 2 points. The squad with the highest kill total is victorious! Praise the Emperor!