

SPACE HULK®



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GENESTEALER TURN SEQUENCE

The Genestealer turn follows these phases:

1. Blip invasion
2. Genestealer activation
3. Activation of blips and revealed Genestealers

1. BLIP INVASION

Draw as many blip counters as the scenario specifies. Do not reveal their value.

Place each blip drawn using the following sequence:

- Identify the priority Space Marine (see Target Priority)
- Roll 1D6 and place the blip according to the result:
 - **1** : Place the blip using the ambush blip rules, targeting the priority Space Marine
 - **2-5** : At the entry area closest to the priority Space Marine
 - **6** : At a random entry area among those available
- If every available entry area has received a blip and blips remain to be placed, those blips are lost and do not count towards the scenario's kill count.

2. GENESTEALER ACTIVATION

- Activate each Genestealer miniature, from the closest to a Space Marine to the furthest.
- To activate a miniature, follow the Genestealer activation diagram.

3. ACTIVATION OF BLIPS AND REVEALED GENESTEALERS

- Activate each blip on the board, starting with those closest to the Space Marines and finishing with those at the entry areas.
- To activate a blip, follow the blip activation diagram.

AMBUSH BLIPS

- Place the blip exactly 6 squares from the Space Marine, out of any Space Marine's line of sight.
- If the blip cannot be placed this way, choose another Space Marine, following the Target Priority order.
- If the blip cannot be placed under these conditions at all, it is lost and does not count towards the scenario's kill count.

BROOD SCORE

- Roll 1D6 and add the result to the number of miniatures and blips present in that board section. On a total of 6+, the brood test is passed for the blip or miniature being tested.
- Blips that pass a brood test reveal immediately – blips waiting at an entry area count as present in the section, and reveal on the first square of the entry area. The resulting Genestealer miniature do not activate this turn.

- Genestealer miniatures that pass a brood test activate as described in section 2.

TARGET PRIORITY

1. Space Marine named in the scenario's victory conditions
2. Space Marine closest to a mission objective
3. Space Marine with no ranged capability (not on overwatch, or carrying no ranged weapon)
4. Most isolated Space Marine
5. Space Marine chosen at random

MOVEMENT PRIORITY

1. Space Marine within attack range
2. Highest-priority Space Marine within 12 squares
3. Closest Space Marine

XENOS ACTIVATION DIAGRAMS

