

SPACE HULK



« DiceRoller » Solo Rules

Space Hulk is a classic. A must-have if you like board games with miniatures.

I discovered it when I was a teenager, and when I play it now days, more than twenty years later, I still feel the sweet pleasure of immersion into the Hulk that I had younger. The technical challenge to fulfill a mission is as striving as before.



Years after years, a big community of fans gathered around the game, extensions were published and new editions of the game were published (the fourth was released in 2014).

Space Hulk is designed to be played by two players, but it's perfectly fine to adapt its rules to play it as a solitaire game.

Many gamers tried to create their own rules of a Space Hulk Solo Mode, and even Games Workshop published official rules for such a mode in the Deathwing extension.

I tested many of these rules, but none of them pleased me entirely. I wanted a

system easy to run and yet with the highest difficulty level possible.

For instance, the solo rules in Deathwing don't please me because of the « line of sight » rule: Aliens will never enter in line of sight, hence it's super easy to littérale freeze entry points, by looking at them... What kind of power is that? Are the Space Marines armed with laser eyes now?

Anyway, to fix those issues, I started, game after game to adapt Deathwing solo rules, and this resulted in the document you are currently reading.

As I really love Space Hulk, I wanted to give this work a nice and sharp form, and I illustrated it with classic and modern pictures from the Space Hulk mythology.

I think these rules are interesting, as they are quite easy to run, and provide a challenging difficulty level despite the automation of the aliens.

If you have comments, please feel free to comment on my [blog post entry dedicated to this work](#).

You can also contact me on [Facebook](#), [Twitter](#) or [Google+](#)

Have fun.

Dans le mode de jeu en solo, on utilise toutes les règles standard de Space Hulk, à l'exception de ce qui est précisé ci-après.

Game Phases

The player uses the Space Marine forces, the game itself controls the Genestealers and the blip tokens (the aliens).

When all Space Marines are activated, the Alien phase starts and is done as follows:

- Blips Invasion
- Genestealers Activation
- Blips Activation

Reinforcement Blips

« What is challenging when infiltrating a hulk is the impression of unlimited invasions of Xenos. Those Genestealers keep appearing again, and again and again, everywhere. »

Sgt. Lorenzo, journal -141.01



During the Genestealers phase, the reinforcement blip tokens are drawn (as much as indicated by the scenario). The value of the blip is always kept secret.

For each blip token, a die is rolled, to know where to place it on the board. To know where, refer to the following table.

D6	Blip Placement
1	Ambush Blip
2-4	Closest entry point to the top-priority Space Marine
5	Closest entry point to the most isolated Space Marine
6	Any entry point the player chose

In doubt, roll a die to decide which Space Marine is used as the target for the entry point.

If each entry point received a blip and there are still blips to place, they are lost and do not count as victims of the scenario.

Ambush Blips

« Despite all our gears, it sometimes happen that we fail to detect a Genestealer hidden somewhere.

They somehow manage to appear suddenly out of the blue, hidden behind a wall or even falling from the roof. »

Sgt. Lorenzo, journal - 102.48

Ambush Blips are used instead of a regular Reinforcement Blip in some cases (see above).

They are placed 6 squares from the Space Marine, **out of any line of sight**.

The chosen Space Marine is the top-priority target, according to the Top Priority Targets table.

If it's not possible to place the blip at 6 squares of the Space Marine, out of any line of sight, the next Space Marine in the priority list is chosen.



In doubt, roll a die to chose the Space Marine used as the target.

If none of the Space Marines allows to place the blip, the blip is lost and doesn't count as a victim for the scenario.

Aliens Activation Order

Once the blips are placed, the Genestealers phase is activated. Each of the Genestealer miniatures are activated, starting with the closest to the a Space Marine.

See *Genestealers* to know how to activate



them).

Once all the Genestealers are activated, all the blips on the board are activated. The order of activation starts with the blips that are the closest to the Space Marines.

If a blip reveals itself on purpose during this phase, the resulting Genestealers are immediately activated, before the next blip.

Finally, the blips lurking at the entry-points are activated.

Aliens Activation Order

1	Genestealers, from the closest to the fareset
2	Blips on board. Any Genestealer revealed is immediately activated.
3	Lurking Blips.

Aliens Activation

Movement Rules for Aliens

Genestealers and blips follow the same rule when moving.

They always move using the smallest path towards their target. Their target is chosen with the following table.

Target for aliens movement	
1	Space Marine reachable in close combat
2	Highest Space Marine in the targets priority list, in a range of 12 squares
3	Closest Space Marine

Aliens always open doors on their path.

Aliens never enter a line of sight of a Space Marine, except if they are affected by the « brood effect ».

Targets Priority List

Whenever a Space Marine has to be chosen as a target, the following order of priority is used.

Target Priority List	
1	Space Marine mentioned in the victory conditions of the mission
2	Space Marine without fire power (not overwatch, or without a gun)
3	Space Marine not facing the Alien movement
4	Space Marine with a bolter
5	Random Space Marine

The Brood Effect

« Isolated Xenos rarely expose themselves.

But when they form a larger group, they don't hesitate to jump in our line of sight, running under our fire, sacrificing individuals to let the group reach their target, us. »

Sgt. Lorenzo, journal - 92.171.

It may happen that blips or Genestealers become blocked by the line of sight of a Space Marine (they never enter lines of sight on purpose). But there is a chance they'll expose themselves despite the danger.

To represent that, each time a board section contains aliens whose movement would end inside a line of sight, a die is rolled.

The result of the die is added to the number of aliens on the board section. If the total is greater or equal to 6, the group moves inside the line of sight. This result is called the « Brood Score ».

In such situations, every Genestealers ignore the rule that forbid to enter a line of sight of a Space Marine.

The blips will reveal themselves and all resulting Genestealers will be immediately activated.

Lurking blips nearby entry points on the section will reveal themselves on the first square of the entry point. All their

Genestealers will also be activated immediately.

If there are Genestealers or blips on other board sections, but those aliens are adjacent to at least one of the aliens of the board, their also impacted by the brood effect.

They are considered « connected » to the group.

Effect of a success on a Brood Test	
Genestealer	Activation, without being blocked by a line of sight
Blips	Instant revelation. All Genestealers are activated.
Lurking blips	Instant revelation. All Genestealers are activated on the first square of the entry point.

Genestealers Activation

When a Genestealer is activated, the following steps are followed (in that order).

While the Genestealer has remaining action points, the following sequence is run:

1. If it's adjacent to a Space Marine, it attacks him.
2. Otherwise, he moves, following the rules of Alien Movement.

Blips Activation

When activating Blips the following steps are used, in that order:

1. If before moving, the blip is able to reach a Space Marine and become adjacent to it, it reveals itself. All the resulting Genestealers are immediately activated, before the next blip.
2. Otherwise, the blip moves using the Alien Movement rules.



Crédits

The original rules for the Ambush Blips come from the Deathwing extension, published by Games Workshop.

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Those rules were tested in videos on my YouTube Channel (French): <https://www.youtube.com/c/DiceRollerMinis>

Thanks to all of the reviewers, commenters for their constructive remarks! Enjoy :)

Final thanks to my sweet Aurélie, for her patience when I invade the living room table with all my painted plastic material!