

SPACE HULK

In Space No-one Can Hear You Scream

Andy Sekela

1 General

- A derelict spacecraft (a.k.a. a Space Hulk) has crashed in the land of Talisman. After drifting aimlessly for many years, it entered a wormhole and, by some strange twist of fate, was sent spiraling through time and space to wind up in our world.
- Any character may enter the Space Hulk. Its location is determined during the game (see below).
- Characters in the Space Hulk are affected normally by Events on the main board, as well as by Spells cast from another region. Exceptions are:
 - The Blizzard and Electrical Storm do not affect characters in the Space Hulk.
 - The Earthquake may affect the entire Hulk. Roll 1 die. On a 1, the Hulk is swallowed by a huge crack in the earth. Any characters in the Hulk are killed.
- There are several ways in which a character may be sent to the Warp Gate. If the Timescape Expansion is not available, the character goes to the Cursed Glade instead.

2 Finding the Space Hulk

2.1. The location of the Hulk is unknown at the start of the game. 2.2. When a character enters a space in the Outer Region that doesn't already have an Adventure card on it, he may search for the Hulk. Roll 1 die. On a 6, he has found the Hulk. Place the Space Hulk special card on this space to show its location. It remains here for the rest of the game. 2.3. From now on, treat this space as a Place. Any character that lands on it may move into the Hulk on his next turn. If the character does not enter the Hulk, his turn ends (i.e., he does not draw an Adventure card on this space).

3 Movement

- The Hulk is divided up into board sections, which count as regular spaces. The sections are separated by heavy black lines (not to be confused

with the thin black lines within each section; these have no effect on play). Each room is considered a section as well.

- Roll the special realm movement die to find out how many board sections you may move.
- You may move in any direction you wish, but you may not reverse direction in a single turn.
- You must stop moving when you enter a room, even if you have additional movement left over.
- If you end your turn in a room (including the Hive Queen), refer to the card for that room. If you end your turn in a corridor, draw a Space Hulk card.
- Doors - You must expend 1 space of movement to pass through a door. Doors close as soon as a character passes through them. It is possible to open a door and not have any movement left. If this is the case, the door remains open until you move through it on your next turn.

4 Aliens

- All of the monsters and spirits in the Space Hulk are classified as Aliens.
- Aliens are immune to the effects of all Spells.
- Aliens are immune to the effects of any Objects or Special Abilities that allow you to take control of them or Evade them (e.g., the Staff of Mastery). Any exceptions to this (e.g., the Nerve Toxin) are noted on the Object card.
- Aliens may be traded in for Experience Points in the normal fashion.

5 Space Hulk Rooms

- There are four special room in the Space Hulk (in addition to the Hive Queen's lair; see below).
- The first time a character enters a room, draw a Space Hulk Room card and place it in the box that corresponds to the number of the room.

- For the rest of the game, that room will have the effect listed on the card.
- You may only encounter each room once per game. If you enter a room after the first time, ignore the room card and draw a regular Space Hulk card.

6 The Hive Queen

- The Hive Queen is the mother of the Genestealer brood. She is the most valuable member of the brood, and the most dangerous.
- When you enter her lair, roll 1 die and consult the table on the Space Hulk board to see how she "greet" you.

– The Hive Queen is an Alien in all respects.

For any comments or queries regarding the Space Hulk expansion or any other of Andy's works (including those which aren't posted at this site), please contact him via e-mail at sekela-a@att.net