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# SPACE MARINES ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Space Marines miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Space Marines units - these are described below and referenced on the datasheets.

**KEYWORDS**

Throughout this book you will come across a keyword that is italicized and underlined. This is shorthand for a keyword of your own choosing, as described below.

**<CHAPTER>**

All Space Marine units are drawn from a Chapter. Some datasheets specify what Chapter the unit is drawn from (e.g. *Marineus Chapter* has the *ULTRAMARINE* keyword, so it is drawn from the Ultramarine Chapter). If an Adeptus Astartes datasheet does not specify which Chapter it is drawn from, it will have the *<CHAPTER>* keyword. When you include such a unit in your army, you must nominate which Chapter that unit is from. You then simply replace the *<CHAPTER>* keyword in every instance on that unit's datasheet with the name of your chosen Chapter.

For example, if you were to include a Captain in your army, and you decided he was from the Blood Ravens Chapter, his *<CHAPTER>* keyword is changed to *Beasts Ravens* and his Rules of Battle ability would then say "You can re-roll hit rolls of 1 made for friendly *Beasts Ravens* units within 6" of this model".

Note that *AMPTUS ASTARTES POKERS* cannot be from the Black Templars Chapter.

While this section of the book provides rules for all Space Marine Chapters, those that are more unique - such as the Blood Angels (pg 91) or Space Wolves (pg 126) - have certain restrictions, deviations and army special rules that can be found in their own sections later in the book. The *LEADER* or *THE DAWNS* keyword can only be taken by Diamond Legionnaires, while the other Chapters are described later in this book, with each description covering which units can be part of each Chapter. If you wish to see which units each Chapter can include, we recommend reading the relevant section first.

**ABILITIES**

The following ability is common to several Adeptus Astartes units.

**And They Shall Know No Fear**

You can re-roll failed Morale tests for this unit.

**LIBRARIUS DISCIPLINE**

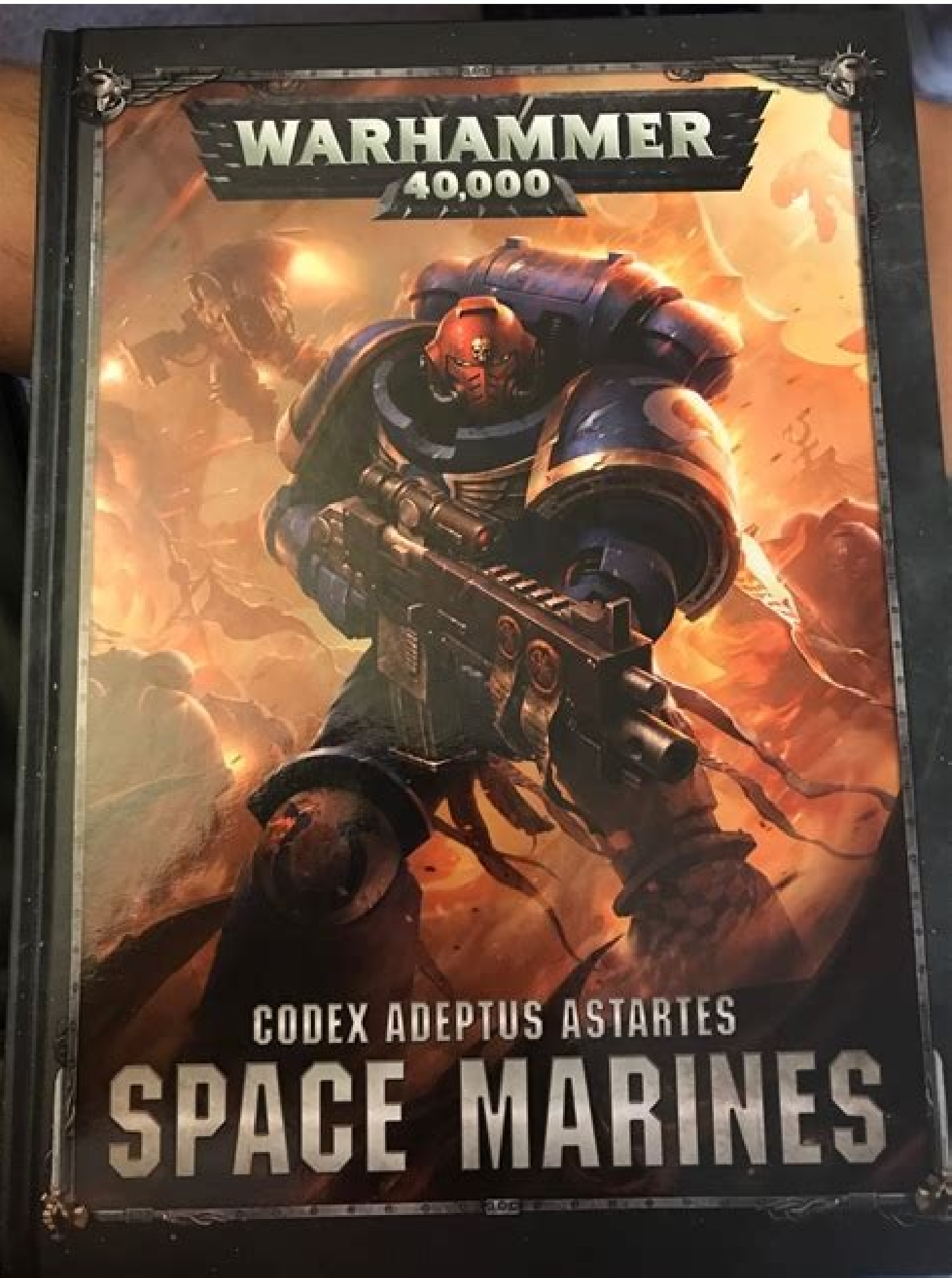
Before the battle, generate the psychic powers for *POKERS* that can use powers from the Librarian discipline using the table below. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

| LIBRARIUS DISCIPLINE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |  |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <b>03. PSYCHIC POWER</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |  |
| <b>Void of Time</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |  |
| Void of Time has a warp charge value of 6. If manifested, pick an <i>AMPTUS ASTARTES</i> unit within 18" of the psyker. Until the start of your next Psychic phase, you can re-roll charge rolls and <i>Advance</i> rolls for that unit and they always fight last in the Fight phase, even if they didn't charge. If the enemy also has units that have not yet charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place. |  |
| <b>Might of Heroes</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |  |
| Might of Heroes has a warp charge value of 6. If manifested, 2 select an <i>AMPTUS ASTARTES</i> model within 12" of the psyker. Until the start of your next Psychic phase, add 1 to that model's Strength, Toughness and Attacks characteristics.                                                                                                                                                                                                                                                          |  |
| <b>Null Zone</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |  |
| Null Zone has a warp charge value of 6. If manifested, then until the start of your next Psychic phase, while they are within 6" of the psyker, enemy models cannot take invulnerable saves and must halve the result of any Psychic tests (rounding up) that they take.                                                                                                                                                                                                                                    |  |

*"Of the Tactical Space Marine, bedrock of his Chapter and paragon to his brothers, I shall tell thee.*

*He shall be steeped in the lore of battle and schooled in all manner of weapon and strategy. With combat blade, bolgun and grenade he shall assail the foe.*

*But there are more kinds of Tactical Space Marine's too.*





Accueil SFRAccueil SFR PROffices BoxForfaits mobileTéléphonesBox + MobileTVPromos NoëlOffres BoxForfaits mobileTéléphonesBox + MobileOptionsPanierMailEspace ClientMenu The expression "" redirects to this article. The printed character can be found in the help article without citing trusted sources. Improve by citing a reliable source source: "" "Empty string" Formal language theory, empty string or empty word has zero length clear formal theory length string is formal A string is a bounded, ordered sequence of characters such as letters, numbers, or spaces. An empty string is a special case where the length of the sequence is zero, so there are no symbols in the string. There is only one empty string because the two strings differ only by having a different length or a different sequence of symbols. formal treatment[1] the empty string is denoted by λ or sometimes ⋅ or 1<sup>∗</sup>. The empty string should not be confused with the empty language ∅, which is a formal language (i.e. a set of strings) that contains no strings. , nor those not ksh strings. The empty string has several properties: |λ| = 0. The length of its string is zero. λ ∘ s = s ∘ λ λ = s. The empty string is an identity element of the union operation. The set of all strings forms a free monoid with respect to ∘ and λ. λ∘λ = λ. The inversion of the empty string produces the empty string. The empty string precedes every other string in the lexicographic order because it is the shortest of all strings.[2] In context-free grammar, the production rule that allows a symbol to produce the empty string is called the λμ production, and the symbol is referred to as "nullable".Uses in Programming Languages Strings in most programming languagesAccueil SFAccueil SFR PROffices BoxForfaits mobileTéléphonesBox + MobileTVPromos NoëlOffres BoxForfaits mobileTéléphonesBox + MobileOptionsPanierMailEspace ClientMenu The term "" redirects here. For a printed character, see Quotation marks. Zero-length unique string This article requires additional citations for verification. Help improve this article by adding quotes from credible sources. Undownloaded content may be attacked and deleted. Find sources: "Empty string" Newspapers Books Scientist JSTOR (November 2009) (Learn how and when to remove this news template) Formal language theory An empty string or Empty word is a unique string with zero length. Formal Theory Formally, a string is a finite, ordered sequence of characters, such as letters, numbers, or spaces. The empty string is a special case where the length of the sequence is zero, so there are no symbols in the string. There is only one empty string because the two strings only differ in length or symbol sequence. In the formal treatment [1], the empty string is marked as λ or sometimes ⋅ or 1<sup>∗</sup>. The empty string should not be confused with the empty language ∅, which is a formal language (i.e., a set of strings) that does not contain any strings, not even empty strings. The empty string has several properties: |λ| = 0. Its string length is zero. λ ∘ s = s ∘ λ λ = s. The empty string is part of the join operation identity. The set of all strings forms a free monoid with respect to ∘ and λ. λ∘λ = λ. Rotating an empty string creates an empty string. The empty string precedes any other string in lexicographical order because it is the shortest of all strings. In a context-free grammar, the production rule that allows a symbol to form an empty string is known as the production λμ, and the symbol is said to be "nullable". Usage in programming languages In most programming languages, a stringdata type. Strings are usually stored in different memory addresses (locations). Thus, the same character string (e.g. the empty character string) can be stored in two or more memory locations. Thus, there can be several blank lines in memory, contrary to the formal definition of the theory, which has only one possible blank line. However, the string comparison function shows that all of these empty strings are equal to each other. Depending on the format used, even a zero-length string may require memory to store. In most programming languages, an empty string differs from a null reference (or null pointer) because a null reference does not point to any string, not even the empty string. The empty string is a valid string on which most string operations should work. Some languages treat some or all of the following values the same way: empty strings, empty references, integer 0, floating point 0, boolean error, ASCII null character, or other similar values. The empty string is usually rendered the same as other strings. In implementations with a terminating character (null-terminated strings or plaintext strings), an empty string is indicated by immediate use of that terminating character. I"Show programming languages" C, C#, C++, Go, Haskell, Java, JavaScript, Julia, Lua, M, Objective-C (as C-String), OCaml, Perl, PHP, Python, Ruby, Scala, Standard ML, Swift, Tcl, Visual Basic, .NET, APL, Delphi, JavaScript, Lua, MATLAB, Pascal, Perl, PHP, Python, R, Ruby, Smalltalk, SQL Character (0) R[3] (10<sup>1</sup>) C, C++, Objective-C (as a C string) std::string() C++ "Is C++ (standard since 2014) @" Objective-C (as constant NSString object) [NSString string] Objective-C (like new NSString object) q(), qq() Perl str() Rust String::new() [4] Rust string.Empty C#. Visual Basic .NET String make 0<sup>∗</sup> OCaml [ ] Tcl [I] Lua Empty String Examples This section needs to be expanded, can help by adding (March 2010) An empty string is a syntactically valid representation of zero in positional notation (in any radix) that contains no leading zeros. Because the empty string has no standard visual representation outside of formal language theory, the number zero is traditionally represented by the single decimal digit 0. An area of memory filled with a null value that is interpreted as a null-terminated string is an empty string. Blank lines of text display an empty line. This can happen with two consecutive EOLs, which is common in text files and is sometimes used in a text editor to separate paragraphs, for example. on Mediawiki. See also empty set. Null-terminated string. concatenation theory. References ^ Corcoran, John; Frank, William; Maloney, Michael (1974). "String Theory". *Journal of Symbolic Logic*. 39(4): 625-637. doi: 10.2307/2272846. JSTOR 2272846. ^ CSE1002 Lecture Notes - Lexicographic ^ There are two ways to create "empty strings" in R; the second is listed here as "". Character() creates empty character vectors that return 0 when enumerated ^ "String in std::string - Rust" . doc.rust-lang.org. Retrieved 30 November 2022. Retrieved from . For the video games, see Space Hulk (1993 video game) and Space Hulk (2013 video game). Space Hulk ProducersGames WorkshopDesignersRichard Halliwell, Dean BassPublishersGames WorkshopYears1989-PresentPlayers2 Space Hulk is a two-player board game by Games Workshop. Released in 1989. The game takes place in the fictional Warhammer 40,000 universe. In the game, "Space Hulk" is a collection of ancient abandoned spaceships, asteroids, and other space debris. One player takes on the role of Space Marines, elite superhuman soldiers sent to investigate such a space hulk. Another player takes on the role of the Genestealer Tyranids, an aggressive alien race that has made their home there such crowds. Background In Warhammer 40,000, a "space cancer" is a huge derelict spaceship. Space guns are often a collection of several ships fused together through the magical effects of the warp, such as hyperspace. Parts of space can have many threats: gene thieves; Human followers of the Dark Gods of Chaos; demons; and Orks, who use spaceships as their standard method of interstellar travel. The Genestealers were introduced in the first edition of Warhammer 40,000, but were very different from their Space Hulk incarnation, which was more influenced by the Xenomorphs from the Alien franchise. Since the 1990s, future games have included them in the overall Tyrant army, where they serve as strike units. [citation needed] Throughout the history of the game, Space Marine Terminators have been referred to as veterans who have earned the right to don special armor. Space Marine Terminators were originally used only in Space Hulk type scenarios, but rules were added in White Dwarf and subsequent editions of Warhammer 40,000 and Epic for limited use in conventional combat as elite troops. [1] In addition to assaulting a starship, similar encounters between Space Marine Terminators and Genestealers can occur in other environments. Gameplay The game is built on a modular board made up of various board sections representing corridors and rooms that can be freely placed and assembled together like a jigsaw puzzle to represent the interior of a block of rooms. One player controls the Space Marine Terminators and the other player controls the Genestealer Tyranids. It is an asymmetric game in the following respect: both players have different strengths. Players must complete various tasks during a "mission" (the game's term for a specific scenario). For example, a terminator player's goal might be to destroy a specific area of a square ship, a specific Genestealer piece, or some other target. while the Genestealer player may haveTry to destroy a specific Terminator element or all Terminator elements or another target. The pieces of both players move at different speeds (Terminators move slowly, Genestealer fast). Terminator parts excel at ranged combat but are weak at close range; Genestealer parts are great in melee, but not quite at range. Players move pieces using an "action point" system, with each piece assigned a specific number. The terminator piece has few action points; The Genestealer piece has several action points. The game is notable for its hidden gameplay mechanics, from which it derives much of its playability and excitement. On the one hand, the Terminator player has a variable number of "command points" at their disposal each turn, which are revealed to the Genestealer player only after they are used; These command points can be used to move Terminator stones during either the Terminator player's turn or the Genestealer player's turn. (In the second edition, the bonus points were not hidden from the Genestealer player.) On the other hand, the actual number of Genestealers in the game is invisible to the Terminator player, as the Genestealer stones play as "tokens", can represent many creatures. (1-3 creatures in 1st, 3rd, and 4th edition; 0-6 in 2nd edition; 0-3 Deathwing and 1-6 Genestealer.) In base games, playing Terminators can be addictive and challenging tactics, in part because a Terminator player has a time limit on your turn, while playing as a Genestealer can be very easy. To overcome this asymmetry, players are encouraged to play through each of the game's missions twice, alternating between Terminators and Genestealers. This makes for a fairly short game time (about half an hour per mission) due to the Terminator player's time limitThe first edition Deathwing expansion pack included a single-player game, playing as the Terminator using a different mechanism to move the Genestealer pieces. The first edition of the Genestealer expansion pack included rules for human-genetic assassin hybrids that could carry weapons and equipment, as well as the Magus and Patriarch, adding more depth to the Genestealer player. However, these additions did not carry over into the second, third, or fourth editions, although the third and fourth editions contained the Broodmaster rules. First issue First issue The first issue of Space Hulk was published in May 1989.[2] This edition has been updated with additional scenarios and rules in White Dwarf and Citadel Journal articles. The first White Dwarf articles were collected and published as two separate expansion packs, while most of the later White Dwarf articles were collected and published in book form: the Deathwing box set was released in 1990. It introduced the Deathwing Company (the first company) of the Dark Angels Space division Marine, including the Captain and the Librarian, as well as other Terminator weapons, which greatly expanded the Terminator player's tactical options. Among other things, the expansion pack also had provisions for the Space Marine player to play the game alone, and included additional sections of the board. The Genestealer box set was released in 1990. It introduced the Genestealer Cult, including human-genestealer hybrids, as well as the Mage and the Patriarch, greatly expanding the tactical options of the Genestealer player. Among other things, the expansion pack also included rules for a comprehensive psychic battle system and other sections of the board. The hardcover book Space Hulk Campaigns was released in 1991 and was then re-released in paperback in 1993. It introduced the rules of Imperial Space.terminators vs. Chaos Space Marine Terminators and the rules for Power Armor Space Marines and extra board sections. 2nd Edition 2nd Edition Cover Rules The 2nd edition of Space Hulk was released in April 1996.[3] This edition featured restored artwork and board miniatures. It featured two identical plastic five-man Terminator units with standard weapons and different Genestealers. This edition greatly simplified the rules from the first edition and offered less room for expansion through the use of game-specific dice. Made critical changes to the command point system that no longer allowed them to be used in an enemy turn, changing the strategic complexity of the game. The heavy fire rules have also been changed and the difference between standard weapons and AoE flame reduced. This edition has been further enhanced with additional scenarios and rules in articles in White Dwarf and the Citadel Journal, such as "Defilement of Honor"[4], which includes rules for aerial leadership, a new type of board section that allows Genestealers to move, motherboard and returning to it from one place to another and "Fangs of Fenris" featuring the Wolf Guard terminators of the Space Wolves Space Marines division. However, the White Dwarf articles were never collected and published as a supplement. Third Edition The third edition of Space Hulk was released in September 2009 [5] The mail-order service sold out three days before launch[6], and most of Games Workshop's retail stores sold out within a week of release. Games Workshop has stated that they have no plans to reprint this edition of the game as it was intended to be a limited edition. This edition featured new sculptures designed specifically for Space Hulk and not shared with the Warhammer 40,000 board game sets. Advancements in sculpting and casting made possible by Games Workshop's Alex Hedströmhiger level of thumbnail detail. Each of the twelve Terminator miniatures has a different look, such as B. Brother Omnio interrogating the scanner mounted on his Power Fist. The miniatures depicting the Gene Thieves were depicted in different poses, one descending from the floor and the other descending from the wall. The counters and play area parts are made using new extrusion processes that create shallow indentations in the cardboard. In addition, these parts of the board were much thicker and heavier than the previous versions. Games Workshop and box artwork depict the Blood Angels Space Marine chapter.[7] The rules were partially modernized but largely resembled the 1st edition rules.[5] The main rule change was that if a terminator gets a weapon stuck in surveillance mode, it doesn't lose its surveillance status. Also added a new rule that allows the terminator to stand guard (basically a melee version of observation). Fourth Edition The fourth edition of Space Hulk was released on September 20, 2014. Although the Games Workshop website sold out of Space Hulk less than 24 hours after it became available for pre-order, most stores had multiple copies available for purchase on the Games Workshop website. Publication date. The game was mostly a re-release of the third edition with some changed rules. It included additional boards and mission sections, as well as updated the graphical representation of existing artefacts. Three expansion campaigns have been released specifically for the iPad. These campaigns include other Space Marine divisions and rules for additional Space Marine Terminator soldiers and weapons. Space Hulk Mission Files: Dark Angels - Griefbringer Space Hulk Mission Files: Space Wolves - Return to Calidus Space Hulk Mission Files: Ultramarines - Duty and Honor Spinoff Two types of board game spinoffs were released: a video game and a card game. Video Games Lots of video gamesfor the Space Hulk board game were released. Released in 1993, Space Hulk is a real-time tactical game for PC (MS-DOS) and Amiga developed and published by Electronic Arts. Using the top maps, the player organizes units of marines and controls individual marines through a first-person shooter interface. The game offers a time-limited option to pause the action while the player can continue to issue orders. The Space Marines in this game are Deathwing (1st Company) of the Dark Angels Chapter. A game called Aspect Warriors was in development to be published by Electronic Arts for the Sega Mega Drive, but was never released. Space Hulk: Vengeance of the Blood Angels was published by Electronic Arts in 1995 and 1996 for the PC, PlayStation, Sega Saturn, and 3DO. The sequel to the 1993 video game Vengeance of the Blood Angels combines a first-person shooter with real-time tactical elements. In 2005, a mobile version of Warhammer: Space Hulk was released. The game replicated the mechanics of the board game and allowed you to play as Space Marines or Genestealers. In 2008, a small group of hobbyists[10] released a PC version of the board game for free over the Internet, along with various scenarios. However, within a month, the game was removed from the developer's website. They discovered that internet download traffic was causing problems, and Games Workshop threatened legal action as THQ currently owns the license to the Warhammer 40,000 video game. According to the development team, their attempts to negotiate with THQ to release the game were rebuffed, resulting in the game renamed Alien Assault. A fan-made game called NetHulk [12] is now available as freeware. It allows two players to compete against each other over the Internet or LAN connection or in hotseat mode. The rules of the game do not strictly follow the rules of the board game, but are a mixture of the formersecond edition. QSpacehulk is another free fan-made software that strictly follows the rules of the second edition. Space Hulk is a video game for PC (Windows), Mac and Linux by Copenhagen-based game developer Full Control ApS. It was released in August 2013. The game received mixed reviews and a score of 59 (out of 100, based on 4 reviews) on review aggregator Metacritic. Space Hulk: Ascension is a video game for PC (Windows), Mac, Linux and PlayStation 4 by Full Control ApS. Released November 2014 for PC. Space Hulk: Deathwing is a tactical first-person shooter developed by Streum On Studio and released in 2016 for PC and PlayStation 4. It expands the gaming environment beyond narrow corridors reminiscent of the maze of the original board game and earlier video games. This includes extensive interiors of spaceships such as a cathedral. Gav Thorpe, a longtime writer and game designer at Games Workshop, contributed to this story.[1] Space Hulk: Tactics, released in 2018, is a video game for PlayStation 4, Windows PC and Xbox One. It was developed by Cyanide Studio and published by Focus Home Interactive. The official card game Card Game One has been released. Space Hulk: Death Angel - The Card Game is a special dice card game for one to six players by Fantasy Flight Games. Released in 2010. Four expansion packs were released: Death Angel: Mission Pack 1 Expansion Death Angel: Space Marine Pack 1 Expansion Death Angel: Tyranid Enemy Pack Death Angel: Deathwing Space Marine Pack Reception In the August 1989 issue of Games International (Issue # 8) Brian Walker admired the professional production quality of this game. However, he felt the game lacked balance as the Space Marines almost always lost heavily. Concluding, he gave the game a poor rating of just 2 out of 5, saying "There are some great ideas buried deep in the bowels of Space Hulk, but for now it's just ideas.", inIn the 1989 Games International (Issue 10), Space Hulk's rating was raised to 3 out of 5 with the comment "Improved by one star from our original review [...] as subsequent scenarios proved to be more balanced." ] In challenges #43, John Theisen noted, "There's something completely different about this game. Maybe it's the ugly nature of the opponent, or maybe it's just the odds. Theisen liked the components and illustrations and called them "meeting Games Workshop's usual high standards of quality and use of color." He found that "Space Hulk is easy to learn and (dare I say) very hard to learn." Theisen concluded, "Space Hulk has too many tactical subtleties to evaluate and too many new scenarios to develop any kind of dust that will gather on it for a very long time." [...] Despite the high price, I recommend Space Hulk - or, as an Australian friend said, "It's a ripper!" [18] The April 1991 issue of Dragon (Issue 168) called the first edition of the game "excellent", commenting "Expensive and elegant components, beautiful models of alien genestealers and Space Marines, simple systems and extremely clear rules with many useful schematics". He also praised the game's "fast pace, lots of action, and chaos" in publication, complained about some translation problems, and said, "Unfortunately, the translation of the rules of the game leaves many shortcomings. Bizarre syntax, untranslated English terms (including some very important ones) have made that I lost the satisfaction of releasing this game in Poland." "will likely subside once the game's initial frenzy is over and all missions are complete." [21] Space Hulk was selected for inclusion in the 2007 book Hobby Games: The 100 Best. Matt Forbeck commented, "Space Hulk taught me more about design elegance than any other game. It's the epitome of well thought out mechanics, creating a system far larger than its parts. In addition, each part of the game not only supports each other, but also the metaphor of the game. Providing a consistent gaming experience that is second to none." [23] One of the first expansions, Genestealers, won the 1990 Origins Awards for Best Fantasy or Science Fiction Board Game the Following Year. [24] Space Hulk won the 2009 Origins Award ^ UK White Dwarf WD112 04/1989 ^ UK White Dwarf WD113 05/1989 ^ UK White Dwarf WD196 04/1996 ^ UK White Dwarf WD197 05/1996 ^ a b c UK White Dwarf 05/1996 ^ a b c UK White Dwarf 05/1996 /25 lko 9 "25.9" No. 1 Supply Futura February 1994 pp. 18-19 ^ "Space Hulk" Venue Retrieved 2007-03-08 Original 2007-03-08 Retrieved 2008-03-07 March 10 ^ " TDSH Rebrand". Pluck. Archived from the original on November 28, 2009. Retrieved August 8, 2009. 1 Untranslated. Archived February 5, 2009 at archive.today. ^ "Space Hulk (PC)". Metacritic. Retrieved 21 August 2013 1 Hall, Charlie (October 9, 2018) "Warhammer 40K games are a dime a dozen, but Space Hulk: Tactics shines." polygon. Retrieved 23 October 2019. In January, 1 Walker, Brian (August 1989). "Space Hulk". International Games. no 8. 9. p. ^ "Theißen, John A."Reviews". Call. No. 43, pp. 91-92. ^ Rolston, Ken (April 1991). "RPG Reviews". Dragon. TSR Inc. (168): 38. ^ Marchiniak, Arthur (October 1995). "Overview". Magic and the Sword (in Polish). No. 22. p. 6 ^ Donald, Mark (May 1996). Game Ratings. secret. Future Publishing (6): 64-65. ^ Forbeck, Matt (2007). "Space Hulk". In Lowder, James (ed.). Hobby Games: Top 100. Publishing house "Green Ronin". Pages 284-287 ISBN 978-1-932442-96-0. ^ "Origins Award Winner (1989)". Adventure Game Art and Design Academy. Archived from the original on November 5, 2007. Retrieved 29.10.2007. ^ "1991 Origins Award Winners - 17th Celebration" (PDF). Adventure Game Art and Design Academy. Retrieved 01.05.2020. ^ "Origins Awards 2009". Archived from the original on December 14, 2012. Retrieved 03/02/2020. Sources of the Space Hulk rule. play workshop. 1989. ISBN 1-869893-69-7. - Comes with Deathwing Rules and Missions game. play workshop. 1990 - Included in the Genestealer Rules and Missions expansion box. play workshop. 1990 - Included in the Space Hulk Campaigns expansion box (with soft back). play workshop. 1993. ISBN 1-872372-65-1. External links to Space Hulk on BoardGameGeek Space Hulk web ring php ?title=Space\_Hulk&oldid=1123334546"

