



FREQUENTLY ASKED QUESTIONS

This document contains frequently asked questions and clarifications for **Death Angel: Space Hulk – The Card Game**.

SPACE MARINE ACTIONS

Question: Must an Action card be played each game round?

Answer: Yes. Each combat team must play 1 Action card each game round.

Question: Do all Space Marines on the same combat team perform the chosen action for his team or is the action performed by only a single Space Marine?

Answer: The “Support” Action card only provides a **single** Support Token; however, the “Move + Activate” and “Attack” Action cards allow each Space Marine of the matching combat team to act.

Question: If a Space Marine is facing multiple Terrain cards, how many cards may his player activate when a “Move + Activate” Action card is played?

Answer: Each Space Marine may activate only one Terrain card. However, the player may activate 2 different Terrain cards with 2 different Space Marines of the same combat team.

Question: When does a Genestealer swarm moved by the “Strategize” Action card merge with another swarm?

Answer: After resolving the entire Action card, the swarm merges with any swarm at the same position and side of the formation.

Question: Can the special ability of an “Attack” Action card target more than a single swarm?

Answer: Yes. “Heroic Charge” allows Brother Claudio to slay any Genestealers within range. “Full Auto” allows Brother Leon to attack multiple swarms in front of him and within range. “Psionic Attack” allows Lexicanium Calistarius to target different Genestealer swarms each time he attacks.

GENESTEALER ATTACKS

Question: During the Genestealer Attack Phase, does a swarm of five or more Genestealers (or four or more with a Brood Lord) always slay a Space Marine?

Answer: Regardless of the size of the swarm, the player should always roll the die (in case a special ability may be able to save him, such as the Block, Counter Attack, or Defensive Stance cards). In certain circumstances, it may be impossible for such a large swarm to miss the Space Marine (but the die is always rolled).

Question: If multiple Brood Lords are in a single swarm, is the –1 penalty cumulative?

Answer: Yes. The swarm now has a –2 penalty.

Question: Does the special ability of the “Counter Attack” card apply to Genestealer attacks from behind Brother Valencio?

Answer: Yes. Special abilities may be used regardless of a Space Marine’s facing (unless otherwise specified).

MISCELLANEOUS

Question: During setup, are Space Marines on the same combat team placed adjacent to each other in the formation?

Answer: Not intentionally. All Space Marine cards are shuffled and dealt into the formation randomly.

Question: Can Genestealers move on the same turn they are spawned?

Answer: Yes.

Question: If there are not enough cards in the blip pile to spawn the full amount of Genestealers from an Event card, the current player must spawn as many as able (of his choice). What does the phrase “of his choice” mean?

Answer: If there are multiple Terrain cards of the same colour, the current player decides which Terrain card to spawn on first. The player must always resolve the first spawn on the Event card before resolving the second spawn.

Question: If the Genestealer swarm targeted by the “Power Field” Action card merges with another swarm, may the Genestealers be slain by other special abilities such as from the “Overwatch” Action card? May the Genestealers in the swarm be slain with the special ability of the “Door” Terrain card when travelling?

Answer: No. All Genestealers in this swarm cannot be slain (by any card or ability) for the remainder of the game round.