SPACE HULK

DEATH ANGEL

THE CARD GAME



RULES OF PLAY

Enter the Space Hulk

++Incoming Transmission level red ++

Blood Angels Mission Briefing 7362-1

Brother Sergeant Lorenzo:

Assemble your Terminator squad and assault space hulk ++Sin of Damnation++ via boarding torpedo. Extreme Genestealer infestation aboard. Your objective is to destroy the forward launch control rooms. Expect heavy resistance.

Estimates: 44% chance of mission success with 86% squad casualties

++End Transmission++

"Fifty metres down this corridor to the launch control ante-chamber, Brother Sergeant. We should be able to reach the control rooms through there. No signs of hostiles detected." Brother Omnio's auspex retracted into his power fist as he finished his scan.

"Very well," Sergeant Lorenzo nodded. "Brothers, we advance. I shall take point, Brother Goriel is rearguard."

The squad moved without hesitation, massive sets of Tactical Dreadnought Armour filling the narrow passageway. The Terminators' size forced them to proceed single-file down the corridor. Lorenzo led, his crackling power sword held ready while he quickly and methodically checked each side passage for signs of the foe.

"I am suspicious, Brother Sergeant," Brother Zael spoke quietly over his auspex. "There should be xenos here. Why leave a vital location without defences?"

"Who can understand a beastial xenos mind?" Lorenzo responded. "Beware the thoughts of the alien, Brother."

They had almost reached the ante-chamber when Brother Omnio's auspex began pinging. The squad immediately froze. "One contact, unclear signal strength. Ten metres and closing."

"Direction?" Lorenzo's eyes narrowed and he raised his storm bolter to cover the empty corridor in front of him.

"...directly in front of us," Omnio said slowly as he checked his auspex. "Five metres."

"I see nothing," Brother Deino growled, his weapon's optical sight probing a side passage.

"One metre..."

"They are beneath us!" Lorenzo yelled.

Without hesitating, he levelled his storm bolter. The deck exploded and shattered as he pulled the trigger, revealing dozens of blood thirsty Genestealers scrambling towards him from the dark passageway below.

Lorenzo held the trigger down, scything the bolts back and forth as the deck plating gave away below him and he tumbled forward. He sank into the crawlspace up to his waist, clutched at by alien talons. Even as his sword hewed through the genestealers in a blizzard of limbs and ichor, their claws lashed out, drawing deep gouges through his armour.

He lifted his sword, and his voice roared over the constant thunder of the storm bolters. "By our fury, they shall know the Emperor's name! Forward, for Sanguinius and the Red Grail!"



Introduction

In ***Space Hulk: Death Angel – the Card Game***, one to six players take control of a squad of Blood Angels Space Marines and venture deep into a massive Space Hulk to eliminate the Genestealer threat. ***Death Angel*** is unique in the fact that it is a co-operative game, that is, all players win or lose the game together!

Unless stated otherwise, this rulebook assumes that you are playing with four or more players. Rules for one to three players are slightly different and described on page 30.

Component List

- This Rulebook
- 128 cards consisting of:
  - 18 Action Cards
  - 2 Brood Lord Cards
  - 30 Event Cards
  - 36 Genestealer Cards
  - 22 Location Cards
  - 12 Space Marine Cards
  - 8 Terrain Cards
- 12 Support Tokens
- 6 Combat Team Markers
- 1 Combat Die



Component Breakdown

Action Cards



These cards are used by players to perform a number of activities with their Space Marines. This includes attacking Genestealers, moving to more strategic positions, and supporting their battle-brothers in combat. These cards are colour coded, with three cards matching the colour of each combat team.

Brood Lord Cards



These Genestealers are deadlier than normal Genestealers. They are never shuffled into the Genestealer deck and are only used when instructed by a special Location card.

Event Cards



One of these cards is drawn each game round, and represents thematic effects that can benefit or harm the Space Marines. The information on the bottom of these cards is used to move Genestealers and spawn new ones into play.

Genestealer Cards



These cards are used to represent hostile creatures that want nothing more than to rip Space Marines into tiny bits. They can be placed face down in a blip pile, or face up engaged with a Space Marine card.

Location Cards



These cards represent the different places within the Space Hulk that Space Marines can travel to. Each Location has different effects and terrain which greatly changes the feel of the game. Three of these cards are destinations which the Space Marines need to reach in order to win the game while four others are used during setup.

Space Marine Cards



These cards represent an elite squad of Space Marines which players control throughout the game. The coloured background of each of these cards is used to identify which combat team it belongs to.

Terrain Cards



These cards are placed next to Space Marine cards as instructed by Location cards. They mark the specific positions where Genestealers may spawn, and may have specific abilities listed on them.

Support Tokens



These tokens represent the combined fire and aid that Space Marines provide for each other, and are used to reroll a die when attacking or defending.

Combat Team Markers



These markers are chosen by each player at the start of the game to show which colour(s) of Space Marines are under his control.

Combat Die



This die is mainly used to determine the result of Space Marine and Genestealer attacks.

Setup

Before playing a game of ***Death Angel***, players must perform the following steps in order:

1. **Setup Decks:** Shuffle the Genestealer deck and Event deck separately, and place them at the top of the play area within easy reach of all players.

2. **Setup Starting Location:** Find the Setup Location card for the appropriate number of players (printed on the card), and place it in the centre of the play area.

3. **Setup Location Deck:** Shuffle each numbered deck of Location cards *separately*. Then create a deck of random face down Location cards based upon the instructions on the "Setup" Location card. For example, if the card lists "**1C ➤ 2 ➤ 3 ➤ 4"**, the players would create a deck of four Location cards, with a random "4" Location card on the bottom and a random "1C" Location card on the top. This deck will be used when players travel to new locations (see page 25).

4. **Choose Combat Teams:** Starting with a random player and proceeding clockwise, each player chooses a Combat Team Marker. If playing with three or less players, proceed around the table more than once (see page 30).

Each player keeps his chosen Combat Team Marker(s) face up in front of himself to inform all players which colour Space Marines are under his control. Each player then gains all Action cards matching his combat team(s) to form his hand of Action cards.

Return all unused Combat Team Markers to the game box along with each Space Marine and Action card matching its colour. These markers and cards will not be used during this game.

5. **Setup Formation:** Take all Space Marine cards matching all players' Combat Team Markers and shuffle them thoroughly. Since these cards show information on both sides, they should be shuffled under the table or cut by one player after shuffling.

Then deal out one Space Marine card at a time, starting just below the Setup Location card, to form a vertical line of Space Marine cards (see diagram on page 9). This line of cards is known as the **FORMATION**.

The cards on the top half of the formation are flipped so that they are **FACING** left (see "Facing and Range" on page 19), while the other half are flipped to face to the right. Therefore in a four player game, the top four Space Marine cards are flipped to face towards the left, while the bottom four are flipped to face towards the right (see diagram on page 9).

6. **Place Support Tokens:** Place all Support Tokens and in a common pile easy reach of all players.

7. **Setup Terrain Cards and Blip Piles:** Terrain cards are set up according to the Setup Location card (see "Place Terrain Cards" on page 26).

Then place a number of Genestealer cards face down in each blip pile adjacent to the Setup Location card (as listed on the Setup Location card – see "Blip Piles" on page 20).

8. **Spawn Starting Genestealers:** Draw the top card of the Event deck, and spawn Genestealers as listed on the activation area of the card (see "Spawning Genestealers" on page 21). All other information on this card is ignored. Then discard this card.

After each player has drawn his Action cards, players begin the game by proceeding to the first game round.

Setup Diagram
(4 player game)



1. Genestealer Deck
2. Location Deck
3. Event Deck
4. Left Blip Pile
5. Setup Location Card
6. Right Blip Pile
7. Terrain Cards
8. Pile of Unused Support Tokens
9. Swarms of Genestealers
10. A Player's Combat Team Marker and Hand of Action Cards
11. Space Marine Cards in the Formation

Object of the Game

The object of the game is for the Space Marines to travel to the final Location card in the deck and fulfil the winning condition listed on the card. Players can also win by eliminating all Genestealers in the formation *and* in both blip piles while at the final Location. As soon as they fulfil one of these conditions, *all players win the game*.

If all Space Marines are slain before attaining victory, *all players lose the game*. In the odd circumstance that the last Space Marine is slain at the exact same time that the players fulfil Space Marine victory, the players win!

Playing the Game

This section describes the basic rules for playing ***Death Angel***, mostly focusing on the phases of a game round.

A Game Round

Death Angel is played over a number of game rounds until either all Space Marines have been slain or they have won the game. During each game round, players perform the following phases in order:

1. **Choose Actions Phase:** Each player secretly chooses which Action card he would like to resolve this round.

2. **Resolve Actions Phase:** Each player resolves the Action card that he chose during phase 1. These cards are resolved in ascending order starting with the lowest numbered card.

3. **Genestealer Attack Phase:** Each **swarm** of Genestealers in play attacks the Space Marine that it is **engaged** with.

4. **Event Phase:** The **current player** draws the top card of the Event deck and resolves it.

After resolving the "Event Phase", players proceed to resolve a new "Choose Actions Phase". This process continues until either all Space Marines are slain or the Space Marines have won the game.

1. Choose Actions Phase

During this phase, each player simultaneously chooses one Action card from his hand and places it face down in front of himself. If playing with three or fewer players, each player chooses more than one card (see page 30).

A player may *not* choose an Action card that he resolved during the previous game round. To help remember this, players should keep chosen Action cards on the table until the *end* of the Choose Actions Phase of the *next* game round.

The chosen Action card determines not only which type of Action his Space Marines will be performing during this round, but also the order in which players will resolve their Action cards.

Players may share any information they wish about the Action cards in their hand but may *not* show cards in their hand to other players.

Example: During the Choose Actions Phase Joe tells his team mates that he would like to attack some Genestealers. However, he will only choose an Attack Action card if another player plans on supporting his Space Marine that is engaged with a swarm of Genestealers.



2. Resolve Actions Phase

Once all players have chosen Action cards, all chosen cards are simultaneously turned face up.

Each Action card is resolved once, starting with the lowest numbered card (listed in the upper left corner of the card) and proceeding upwards. Therefore, the card with the lowest number is always resolved first, followed by the card with the next highest number and so on.

Action cards come in three types: **Support**, **Attack** and **Move + Activate**. Each of the three Action card types is described in detail on pages 15–20.

Action Card Special Abilities

In addition to a type, each Action card has a unique special ability (listed below the type). Each special ability specifies when, during this game round, the ability may be resolved.

Special abilities may be used regardless of a Space Marine's facing except when attacking or spending a Support Token to reroll a die (see "Facing and Range" on page 19). For example, the "Block" Action card's ability may be used even when the Space Marine is attacked from behind.

Special abilities that use the term "Each time" may be resolved multiple times during the game round.

3. Genestealer Attack Phase

After each player has resolved his Action card, each **swarm** of Genestealers attacks the Space Marine it is **engaged** with.

A **swarm** of Genestealers is defined as all face up Genestealer cards on the same side and position of the formation. A swarm is considered **engaged** with a Space Marine if it is in the same **position** of the formation (directly to the left or right of the Space Marine card – see "The Formation" on page 15).

Starting with the swarm closest to the top of the formation, each swarm attacks. If two swarms are in the same position, the swarm on the left side of the formation attacks first.

When a swarm attacks a Space Marine, the Space Marine's owner rolls the combat die. If he rolls a number *higher* than the number of Genestealer cards in the swarm, then the attack is a *miss*, and the Space Marine is *not slain*.

If he rolls a number *equal to or less than* the number of Genestealer cards in the swarm, the Space Marine is immediately slain and the Space Marine card is removed from the game (see "Slain Space Marines" on page 27).

4. Event Phase

After each swarm of Genestealers has attacked, the **current player** (the player who played the lowest numbered Action card this round) draws the top card of the Event deck and resolves it.

It is important that he reads this card *to himself* and does *not* show it to other players.

The player then resolves the two steps of this phase in order.

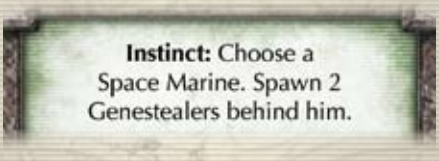
a. Resolve Event Special Ability

The first thing the player does is resolve the special ability on the card (printed directly below the artwork). This ability often has some effect on Space Marines, Genestealers or Support Tokens.

Some Event cards have the keyword **instinct** at the top of their ability. The choice on these cards must be made *before* showing or reading the card to other players. This means that players may *not* discuss the options presented on this card, and whatever decision made by the current player *must* be resolved.

After declaring his decision on the card, the Event card is revealed to all players and resolved (see example below).

Special Ability Area of an Event Card



Example: The current player draws the Event card shown above. Before showing the Event card to the other players, he chooses Brother Omnio (a Space Marine card controlled by another player). He then reveals the card to all the other players, and spawns 2 Genestealers behind Brother Omnio.

Note that a player *must* always choose a valid target for Event card abilities (if able). In the above example, the current player must choose a Space Marine that would result in the most Genestealers being spawned (two if possible).

B. Resolve Genestealer Activations

After resolving the Event card's ability, each of the boxes on the bottom of the Event card are resolved.

The boxes are resolved from left to right and either **SPAWN** new Genestealers (see page 21), or move existing swarms of Genestealers (see page 22) .

Genestealer Activation Area of an Event Card



Major Spawn Icon *Minor Spawn Icon* *Move Icon*

Other Rules

This section describes additional specific rules that were not covered in the "Playing the Game" section.

The Formation

The central line of Space Marine cards is known as the **formation**. Space Marines may only exist in the formation, and may not move outside of this column. Each row of the formation is known as a **position**.

Whenever a Space Marine is slain, the formation will need to **shift** to fill in his previous position (see "Shifting the Formation" on pages 28–29).

Action Card Types

There are three types of Actions that players can perform throughout the game. Proper use of these Actions helps the Space Marines survive and hopefully win the game.

Each type of Action is described in detail below:

Support Action Cards



When a player resolves a **Support** Action card, he gains one Support Token (from the supply of unused tokens) and places it on *any* Space Marine card. He may even place it on a Space Marine card controlled by another player, or a card that already has Support Tokens on it.

A player may spend (discard) a Support Token from one of his Space Marines *when it is attacking or defending* to reroll a die that was just rolled.

The rerolled result *must* be used instead of the original roll (unless he rerolls the die again by spending another Support Token or with an ability).

Example: A Space Marine rolls a 0 while defending which would result in the Space Marine being slain. The player spends a Support Token from the Space Marine to reroll the die in the hopes of rolling a better result.

It is important to note, that Support Tokens can *only* be discarded in this way if the Space Marine is FACING the attacking or defending swarm (see "Facing and Range" on page 19). This means that if a Space Marine is slain by a swarm of Genestealers attacking him from *behind*, he may *not* reroll this die.

When a die is rolled for a reason other than attacking or defending, Support Tokens may *not* be discarded to reroll die. For example, the die rolled by the "Heroic Charge" Action card's special ability is *not* an attack and may *not* be rerolled by spending a Support Token.

Support Tokens remain on Space Marine cards until discarded by a card effect or spent to reroll a die. A player may only spend Support Tokens from Space Marines he controls.

Move + Activate Action Cards

Move + Activate Action cards allow players to move *each* Space Marine matching the Action card's Combat Team (colour). Each of these Space Marines may move to an adjacent position, change facing, and/or activate a Terrain card he is facing.

When resolving a Move + Activate Action, the player performs any or all of the following steps (in order). Each of these steps is optional (i.e. the player may activate terrain without moving any Space Marines):

A. Move to Adjacent Position

The player *may* move any Space Marines matching the Action card's Combat Team one at a time, in any order.

To move a Space Marine to an adjacent position, he simply picks up the Space Marine card, and switches its position with any adjacent Space Marine (see diagram on page 18). The Space Marine that he switches position with may belong to *any player*. Do *not* change the facing of either Space Marine. Facing is important because a Space Marine can only attack and spend Support Tokens against Genestealers he is facing (see page 19).

Each Space Marine of the card's Combat Team may only be moved *once* during each Move Action.

When a Space Marine moves, all Terrain cards and Genestealers *remain in his previous position*.

B. Change Facing

After moving any of his Space Marines, the player may change the facing of any Space Marine in the Combat Team (including those who moved). To do so, he simply flips the card over, so that the facing indicator (large arrow) on the card is pointing in the opposite direction (see example on page 18).

Each Space Marine card is double sided, with one side facing the left (arrow pointing left) and the other side facing the right (arrow pointing right). A Space Marine may only attack swarms on the side of the formation that he is facing. A Space Marine may also only spend Support Tokens (whether attacking or defending) on swarms that he is facing (see "Support Action Cards" on page 15).

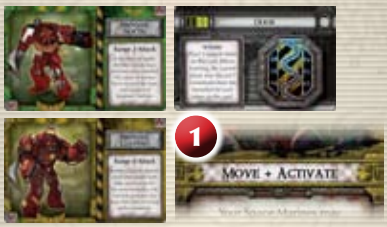


C. Activate Terrain

After changing the facing of any of his Space Marines, the player may activate any Terrain cards that one of his Space Marines is **in front** of (facing and in the same position).

Only Terrain cards with the term **Activate** on them may be activated. The player simply follows the instructions on the Terrain card, which sometimes require him to refer to the current Location card's ability (see "Follow Location 'Upon Entering' Ability" on page 26).

Important: Each Terrain card may only be activated *once* per game round**.**



1. *The player is resolving a Move + Activate Action card for the yellow Combat Team.*



2. *He moves Brother Claudio to the adjacent position. Brother Noctis is moved into Brother Claudio's previous position. The player then decides to change Brother Claudio's facing so that he is facing the Door.*

3. *The player then decides to activate the Door Terrain card and follows the instructions on the Terrain card, placing a Support token on it.*

Attack Action Cards

Attack Action cards allow players to attack swarms of Genestealers with *each* Space Marine matching the Action card's Combat Team (colour).

The player simply chooses his Space Marines one at a time (in any order), then chooses which swarm of Genestealers the Space Marine is attacking (following the "Facing and Range" rules below).

After choosing the Space Marine and swarm, he rolls the combat die. If he rolls a side that shows a skull () result, then one of the Genestealer cards (of his choice) in the swarm is **slain** (discarded from play). If he rolls any result that does *not* have a skull, it is considered a **miss**, and nothing happens.

Be aware that many Action cards special abilities affect Space Marine combat capabilities.

Facing and Range

In order to attack a swarm of Genestealers, the Space Marine card must be **facing** the swarm, and be within **range**.

The current **facing** of a Space Marine is defined as the direction the large arrow on his card is pointing (either left or right). At the start of the game, the Space Marines on the top half of the formation are facing left and the other half are facing right (see "Setup Diagram" on page 9). Space Marines are able to change their facing by using Move + Activate Action cards.

Each Space Marine card lists the maximum **Range** (number of positions away) that he may attack. For example, a Space Marine with "Range 1 Attack" may attack swarms engaged with him *and* swarms engaged with adjacent Space Marines. A Space Marine that has a "Range 0 Attack" may only attack swarms of Genestealers that he is **engaged** with (i.e. those on his position – see example on page 20).



In the above example, Brother Noctis may attack either swarm #1 or #3, but not #2 as he is not facing it. Brother Claudio may only attack swarm #3 because he has a Range 0 Attack. Brother Scipio may attack swarm #2 because it is exactly two positions away and he has a Range 2 Attack. He may not attack swarms #1 or #3 because he is not facing to the left.

Brother Noctis is considered **ENGAGED** *with swarm #2 and #1, while Brother Claudio is engaged with swarm #3.*

Genestealers

This section describes rules pertaining to Genestealer cards including spawning, moving, flanking and being slain.

Blip Piles

At the start of the game (and each time Space Marines travel to a new location), two face down blip piles are formed – one on the right, and one on the left of the Location card. The number of Genestealer cards placed into each pile is listed on the bottom corners of the current Location card.



When travelled to, the above Location card places 6 cards in the left and 5 cards in the right blip pile.

Spawning Genestealers

Whenever a Genestealer is **spawned**, the current player takes the top card of a blip pile and places it face up in the appropriate position and side of the formation.

When the activation area of an Event card spawns Genestealers, a number of Genestealer cards are spawned on *each* position of the formation that contains the appropriate Terrain card type.



A major spawn on each yellow Terrain card and a minor spawn on each red Terrain card

There are four types of Terrain cards: red, orange, yellow, and green. The number of coloured boxes on a Terrain card serves as a visual reminder of how likely Genestealers spawn there from Event cards (four red boxes being the most frequent).

The bottom of each Setup Location card lists how many Genestealers are spawned by each **major spawn** (yellow triangle) and **minor spawn** (white triangle). The number of Genestealer cards that are placed varies based upon the Setup Location card.



The above Setup Location card has a major spawn value of 5 and a minor spawn value of 3.

If there are multiple Terrain cards in play of the same colour, the listed amount of Genestealers are spawned on *each* of the Terrain cards.

Note that some card abilities spawn Genestealers. These abilities *may* spawn Genestealers in positions that do not contain Terrain cards.

Important: Spawning Genestealers are *always* drawn from the blip pile on the side on which they are being spawned. If the blip pile on that side is empty, then the Genestealer is *not spawned*.

If there are not enough cards in the blip pile to spawn the full amount, the current player must spawn as many as able (of his choice).

Moving Genestealers

Genestealers are most frequently moved during the Event Phase. The current player is instructed to move specific swarms of Genestealers to adjacent positions *or* to have them **flank** their engaged Space Marine. Regardless of how they move, each Genestealer card may either move or flank, at maximum, *once* during each Event Phase.

Moving to Adjacent Positions

If the movement icon is arrows pointing up and down ( ), then ***every swarm*** that contains this **type** of Genestealer will move to an adjacent position. A Genestealer's **type** is defined as the icon on the lower left corner of the card.

A swarm moving in this fashion always moves following the small arrows printed on the swarm's *side* of the engaged Space Marine card.

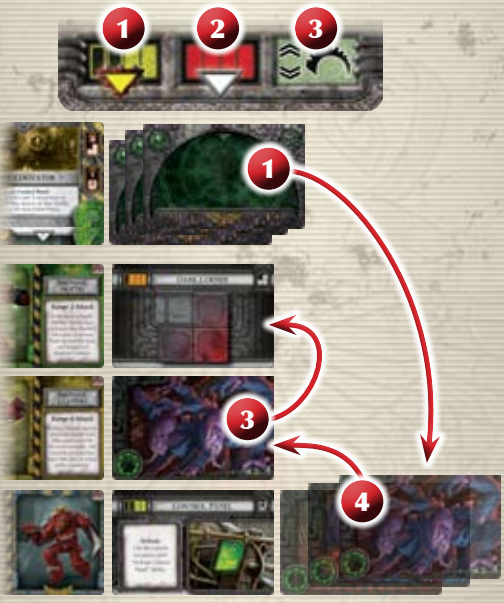
If the moving swarm would move *off* the top or bottom of the formation, then the swarm instead flanks.



Flanking

If the movement icon is a curved arrow pointing to the right ( ), then ***every swarm*** that contains this **type** of Genestealer moves to **behind** its Space Marine. **Behind** is defined as the side of the formation that the Space Marine is *not* facing.

If the swarm is already behind the Space Marine, it does not move.



*1. During the Event Phase, the first box of the card's activation area causes a **major spawn** on each **yellow Terrain card**. The current player takes three cards (as defined by the Setup Location card) from that side's blip pile and places them on the position containing the yellow Terrain card ("Control Panel").*

2. Since there is no red Terrain cards on the right side of the formation, no Genestealers are spawned on this side of the formation.



3. Each swarm containing a Genestealer with the "tail" icon moves to the adjacent position (following the arrows on the Space Marine card). The player first moves the swarm on Brother Claudio up to Brother Noctis's position.

4. He then moves the newly spawned Genestealer cards to Brother Claudio's position (moving all Genestealer cards in this swarm). Any swarms not containing a Genestealer with this Event card's movement icon are not moved.

Slain Genestealers

If a Genestealer is slain (usually by being attacked by a Space Marine), its card is discarded face up to a pile adjacent to the Genestealer deck. If the Genestealer deck ever runs out, this discard pile is shuffled to create a new Genestealer deck.

Brood Lord Cards

Brood Lord cards are treated exactly like Genestealer cards with the following exceptions:

- Brood Lord cards are *never* shuffled into the Genestealer deck or into a blip pile. They only spawn when specified by a Location card, and spawn without being in blip piles.
- Brood Lords have two movement icons, and their swarm will move when *either* icon is activated.



- A Brood Lord may *not* be slain if it would leave a normal Genestealer card in the swarm. In other words, the Brood Lord must be the last Genestealer in the swarm to be slain.
- When a swarm containing a Brood Lord attacks, subtract 1 from its die roll. Therefore, the swarm is more likely to slay the defending Space Marine.





Travel

In order to win the game, players need to **travel** to new Locations in the Space Hulk to eventually reach the final card in the Location deck that will allow them to win the game.

Note that **travelling** refers to the entire formation going to a new Location, while **moving** is the act that Space Marines and Genestealers do *within* the formation.

Travelling automatically occurs whenever there are 0 cards in *any* blip pile at the end of *any* phase.

The only time when travel does not occur is when there are no cards remaining in the Location deck, in which case the Space Marines will stay at their current Location until they win or lose the game.

When travelling, the following steps are performed in order:

1. **Place New Location Card**
2. **Place Terrain Cards**
3. **Discard/Refill Blip Piles**
4. **Follow Location "Upon Entering" Ability (if necessary)**

Each of these steps are described in detail on pages 26-27.

Important Note: When travelling, all Genestealers engaged with Space Marines *remain* in the formation. Engaged Genestealers *only* leave play from the "Door" Terrain card's ability or if discarded or slain by a different card or ability.

Steps of Travel

1. **Place New Location Card:** Take the top card of the Location deck, and place it face up on top of the current location card (being sure not to cover the major and minor spawn numbers at the bottom of the Setup Location card). This new card is now the **current location**.

2. **Place Terrain Cards:** The current player discards all Terrain cards from the formation.

He then places the appropriate Terrain cards as listed on the current Location card (the two white icons listed on the left and the two white icons on the right of the Location card).

Each terrain icon listed on the Location card also has a number and an arrow. If the arrow is *pointing down*, the matching Terrain card is placed this number of positions *from the top* of the formation. If the arrow is *pointing up*, then it is placed this number of positions *from the bottom* of the formation (see diagram on following page).

If the number exceeds the number of Space Marines remaining in the formation, then the Terrain card is placed in the last valid position.

3. **Discard/Refill Blip Piles:** All cards that remain in the blip pile(s) are discarded. Then a number of cards is added to each blip pile from the Genestealer deck until each pile contains the number listed on the Location card (see "Blip Piles" on page 20).

4. **Follow Location "Upon Entering" Ability (if necessary):** Each Location card's ability contains the phrase "Upon Entering" or "Activate Control Panel". If the current Location card has an "Upon Entering" ability, it is resolved now.

If the card has an "Activate Control Panel" ability, it is resolved *each time* a "Control Panel" Terrain card is used while this is the current location.

Placing Terrain Cards Diagram



1. A player is setting up Terrain cards at the start of the game. He first looks at the left side of the Location card and follows the setup instructions. The first icon instructs him to place a "Door" on the top position of the formation.

2. The second icon instructs him to place a "Dark Corner" on the third position from the top of the formation. After placing these Terrain cards, the player follows the placement instructions on the right hand side of the Location card.

Slain Space Marines

If a Space Marine is slain (usually by being attacked by a swarm), his card is removed from the formation and returned to the game box. The formation will then need to be **SHIFTED** (see page 28).

If both Space Marines of a combat team are eliminated, all Action cards for that combat team are removed from the game. Those cards may no longer be used, but the player may still win if the remaining Space Marines win the game!

If the card of the current player is removed in this way, the player with the lowest numbered Action card remaining is now considered the current player.

Shifting the Formation

Whenever a Space Marine is slain, the formation will need to **shift** to fill in his previous position.

Shifting is resolved by taking *every* Terrain card, Space Marine card, and Genestealer card in the smaller segment of the formation and moving them (up or down) to fill in the slain Space Marine's previous position.

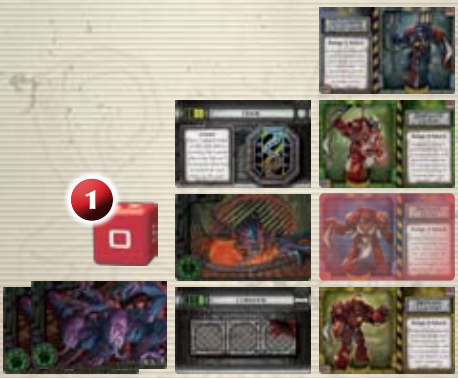
The smaller segment is defined as the half of the formation that contains the least Space Marine cards. If both segments of the formation are even, the bottom segment is shifted up.

When shifting the formation, it is possible for a swarm of Genestealers to move onto another swarm. If this happens during the Genestealer Attack Phase, any swarms that have *already attacked* during this phase *remain separate* from swarms that have not attacked. At the end of the Event Phase, all swarms in the same position and side of the formation merge into one larger swarm.

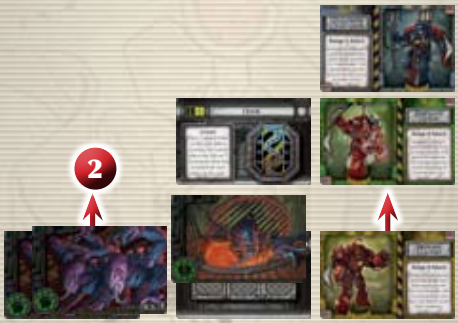
When shifting, note that it is possible for more than one Terrain card to be in the same position.

If a Space Marine is ever able to move to a non-adjacent position (with a card or ability), he does *not* cause the formation to shift. He simply *switches* places with the Space Marine that occupied his new position.





1. During the Genestealer Attack Phase, Brother Deino is attacked by a swarm of Genestealers. Since he did not roll higher than the number of Genestealer cards in that swarm, he is slain.



2. Since the bottom segment of the formation only contains one Space Marine (vs two on the top), the bottom of the formation shifts up. This causes the Genestealer that just attacked to be on Brother Claudio's position.

The swarm containing two Genestealers would then attack. After all swarms have attacked, all Genestealer cards in Brother Claudio's position merge to form one swarm of three Genestealers.

Component Limitations

All cards and tokens are limited to those provided in the game box.

When a Support Token is spent or discarded, it returns to the pile of unused tokens. If a player is instructed to place a Support Token when there are zero tokens in this pile, he loses the ability to place this Support Token.

When a card is discarded from play, it is placed face up in a discard pile adjacent to the appropriate deck of cards. When a deck of cards runs out (excluding the Location deck) its discard pile is shuffled to form a new deck.

If there are not enough Genestealer cards in the deck and discard pile when creating blip piles, the current player places as many cards as able into each pile (as equally as possible).

Playing with 1 to 3 players

When playing ***Death Angel*** with less than four players, all normal rules of the game still apply except for the rules noted in this section:

If playing with three or less players, each player chooses more than one Combat Team Marker during Setup as follows:

- 3 Players: 2 Combat Team Markers per player
- 2 Players: 2 Combat Team Markers per player
- 1 Player: 3 Combat Team Markers

During the Choose Actions Phase, each player chooses one card matching the colour of *each* of his Combat Team Markers.

For example, in a one player game, the player will choose three cards (each one matching the colour of a different one of his Combat Team Markers).

He will resolve *each* chosen card during the Resolve Actions Phase (in standard ascending order).

Important: The term "Your Space Marines" on Action cards *only* refers to Space Marines matching the card's Combat Team.

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Quick Reference

A Game Round

Full details on pages 10–14

1. Choose Actions Phase
2. Resolve Actions Phase
3. Genestealer Attack Phase
4. Event Phase

Steps of Travel

Full details on page 26

1. Place New Location Card
2. Place Terrain Cards
3. Discard/Refill Blip Piles
4. Follow Location "Upon Entering" Ability (if necessary)

Terminology List

- **Behind:** In the same position as, but not facing a Space Marine.
- **Combat Team:** Two Space Marines of the same colour.
- **Engaged:** A Genestealer in the same position as a Space Marine.
- **Hit:** A die result that slays the defending Space Marine or Genestealer.
- **In Front:** In the same position as, and facing a Space Marine.
- **Miss:** A die result that does not slay the defending Space Marine or Genestealer.
- **Position:** A row of the formation that includes a Space Marine and all Genestealer and Terrain cards to the left or right of him.
- **Swarm:** A group of one or more Genestealers on the same side and position of the formation.
- **Top of Formation:** The position closest to the current Location card.