Introduction

For many players of Warhammer 40K their first experience of the universe that would come to dominate their lives was through the board games Space Hulk and Space Crusade.

This supplement draws upon that 'forbidden love', the FUBAR Core Rules and an as yet unreleased FPS version of FUBAR called 'Rooms & Corridors' by Chris Knowles.

It all begins with an ancient Hulk emerging from the warp on the edge of an Imperial system…

Boarders and Denizens.

One player will become the Denizen player. He is the one that lays out the Hulk and decides upon its Denizens (see the Denizens of the Hulk supplement).

The others are Boarders and each chooses a force up to the agreed points limit (see the Boarding Parties supplement).

FUBAR Rules

This game uses the FUBAR Core Rules as its basis, with the following changes:

Movement; In FUBAR this is measured in inches or centimetres. In F40K-BA we play on tiled maps of the Hulk, laid out in regular squares of 1" (2.5cms) or 1.5" (3.75cms). Translate all movement and ranges from inches to squares.

A figure can move straight or diagonally along the squares. If he comes to a hatch or door that is closed it takes two squares of movement to open it.

Weapon Ranges; Like Movement, these are now calculated in squares.

The Flamer; A deadly weapon in the restricted confines of a hulk. Instead of the 40K template use the following. In a passageway the flamer does one hit on every figure within 4 squares of, and to the front of the operator, or 6 if it is a heavy flamer.

In a compartment, from the muzzle of the flamer, count 4 squares in every direction forwards of the Flamer operator, or 6 if a Heavy Flamer, including diagonally. Flamers ignore cover. This represents the operator sweeping the fire from side to side.

Frag Grenades; These affect every figure within three squares of the point of impact, giving each one hit. If thrown into a very small chamber or passageway, where one dimension is two squares or less, each figure takes two hits.

Explosives and tight spaces are not a good mix.

Cover; Obviously there are very few trees on a Hulk so the examples have changed.

Cover	Mod	Examples
Soft	+1	Your own men getting in the way, furniture.
Moderate	+2	Consoles, Cargo, Enemy is holding a doorway
Hard	+3	Defensive architecture.

Vehicles; You can probably ignore these. Though you could include walkers such as Dreadnoughts and light transport vehicles.

Building a Hulk

A Hulk is a huge amalgam of ships, asteroids and other debris that has been welded together by numerous impacts over many millennia and/or deliberately by its denizens.

The Denizen player is the one who lays out the Hulk. He can do this fairly randomly or with a pattern in mind.

Remember that the Hulk may be collection of Imperial, Chaos, Eldar, Tyranid, Necron and many other types of vessels, so logic is not required.

As a general rule every compartment must have at least one entrance and all parts of the Hulk layout must be accessible from every other, though the route may be circuitous. A thing to remember is that not all ships share the claustrophobic passageways of the Space Hulk game. Many have vast chambers across which you could march armies.

The internet is a great source of free SF Ship layouts already laid out in squares. Try RPG Map Share for a good selection. Kris of Crooked Staff Productions is also working on some. Guncrawl by Mel Ebbles is a good professional version.

If you have them you can use original components from the Space Hulk and Space Crusade games if you have them. A number of companies are now doing plastic or resin ship components as well.

Compartments & Passageways

The key to a good Hulk is variety.

Generally speaking a passageway should be one or two squares wide. Wider ones are possible on larger sections of a Hulk.

Try not to have too many long straight passageways, they become free-fire zones, make them twist and turn and include plenty of t-junctions and crossroads.

Some passageways may be partly or completely blocked by barricades. These could offer moderate cover and will need to be broken through just like a Light Bulkhead (see below).

Compartments can vary from small storage units roughly three squares in any dimension, through all the usual working spaces which will be between three and eight squares in any dimension, up to larger spaces such as holds, vehicle bays, mess halls, drive chambers etc.

With the larger compartments break them up with consoles, furniture, equipment. This gives opportunities for cover for both the boarders and denizens.

Bulkheads and Hatches

Bulkheads are the walls and floors in a ship. They can be very thick and strong and require special tools to penetrate.

Hatchways are the doors in the bulkheads. Each is capable of withstanding both vacuum and explosive decompression.

To breach a bulkhead or hatch takes specialist equipment. This includes Breaching Charge, Thermal Lance, Meltagun, Krak Grenades, Plasma Pistol, Powerfist, Nemesis Force Weapon & Chainfist. Against this equipment the bulkhead or hatch gets a saving throw as shown below:

Type	Save	Examples
Light	6+	Partition wall inside a compartment, or a light weight hatch
Medium	5+	Standard bulkhead or hatch
Heavy	4+	Reinforced bulkheads and hatches. Shuttle-bay doors and Radiation chamber walls.
Hull	3+	The actual hull of the Hulk.

Light bulkheads and hatches get no save against Chainfists and Meltaguns.

If penetrated a hole appears one square wide.

Explosive Decompression

If the hull is penetrated or someone cuts through into an area of the Hulk that has no air then explosive decompression occurs.

Everyone in the compartment or passageway is hit and must make an armour save or be hurled out into space.

In subsequent activations they must make another save. If the make it then they can move away from the breach at half speed. If they can get to the other side of an open hatchway they can close it and cease taking saves.

The 3rd Dimension

If you are feeling bold you can place hatches in the floor or ceiling that lead to upper or lower levels. Assume that there is a ladder on an adjacent bulkhead. Moving up or down costs 3 squares of movement.

You could also have compartments that span more than one level.

Playing the Game

As with all FUBAR games the key is to have fun. If any rule does not work in the situation you find yourselves in make a new one, or just roll a dice.

Hulk Layout & Blips.

At the beginning of the game all players can see the entire layout. In game terms they have performed active scans of the hulk and equipped their boarding teams with maps.

The Boarding players choose at which point around the outside of the Hulk layout they will breach.

Then the Denizen player places the Objectives and puts down his Blips. A Blip is a numbered counter that can represent any unit in his command or a sensor ghost. He must have a numbered list of his units to match the blips. He will have 50% more blips than units. He cannot place more than one blip per passageway or compartment.

Until they are revealed he cannot move those units. As soon as a Boarding player opens a compartment all blips are turned over and the ghosts removed. The Denizen can then place the listed unit(s) in that compartment before the boarder enters.

Forces

For your first game give each Boarder 150 points to buy their troops from the Boarding Parties Supplement. The Hulk Player should have 50% more points than the total given to the Boarders.

In future games vary this to suit yourselves.

Objectives & Victory

The Denizen Player must place four objectives tokens in the Hulk marked with a Heart, Diamond, Club & Spade symbol and provide 2 playing cards of the same suit for each objective. No objective can be in the same compartment or passageway as another.

The cards are then shuffled and the boarding players take one card each. The remaining cards are put away where neither the boarding nor Hulk player has access to them.

A Boarding player gets 10 points if he reaches his objective and a further 2 points for each figure that reached the objective who gets back to their boarding craft alive. To be counted as reaching the objective the figure must enter the room containing the objective and there be no living Hulk denizens remaining in that compartment. One figure must actually touch the objective (possibly to take something from it or place an explosive charge or a computer virus into it).

The Denizen player gets 5 points for each objective still in his hands/talons at the end of the game.

One should also give the Denizen and Boarding players 1 victory point for each enemy they eliminate. Note that the other Boarders are not necessarily your friends, especially if you find yourselves going for the same objective.

Suitable objectives could include a Comm's or Command Panel, a Hostage, an Artefact, a Weapons' cache, a life support system, a Shield Generator, a Data Crystal.