

Space Hulk Generation Rules

Areas...

Refer to individual ships in the Hulk, as well as the in between ships. One "area" could be an antique sub-light ship that is partially embedded in the thorax of a gigantic cockroach, which has merged with a xeno-tech ship made of cloud iron

THE SIZE OF SHIP	
1-4	Small (2 rooms)
5-7	Medium (3-6 rooms)
8-9	Large (7-15 rooms)
10	Super (16+)

PRIMARY AESTHETIC	
1	iPod (clean white walls, simple aesthetic, better to show the blood)
2	Brutalistic (Sharp, hard angles and bare metal walls)
3	Organic (The remains, or possibly still living portions, of a gigantic spacefaring being)
4	Cavern (Caves of an asteroid or planetoid piece)
5	Occult (whether space madness induced delirium or the work of actual extra-dimensional beings)
6	Science Fantasy (Looking like someone stole the set to a Thor movie)

STATE OF THE ROOM	
1	Perfectly Clean
2	An <i>advanced</i> state of bloody disarray
3	Covered in a strange mucus that casts every footstep
4	Littered in mummified corpses
5	Walls covered in graffiti The graffiti is 1)Painted, 2) Written in blood, 3)Burned into the walls, 4)growing like fungus, 5)Crystalline, irregular and mildly luminescent, 6) Psychically beamed into your mind upon looking at the strange symbols
6	Roll twice (If this one is rolled again, then have a "Rival Adventurer Corpse" in the room)

ORIGIN	
1	Pre-tech Human
2	Ancient Human
3	Modern Human
4	Known Alien
5	Unknown Alien
6	Natural

GRAVITY*	
1	0G (Characters without magnetic boots or suit thrusters must make a EVASION test to move)
2	.5G (Encumbrance is doubled)
3	1-2G (Normal)
4	3-5G (Encumbrance is half)
5	6-9G (Encumbrance & Speed is half)
6	10+G (Physical Saving throw every round or take damage dX,

	with X = G)
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*Optional Roll

OXYGEN	
1	Vacuum (Vacc Suit required to proceed)
2	Toxic/Radioactive (Vacc Suit or Rebreather required, or make a Physical save vs relevant type of damage)
3-4	Thin (Skill checks are harder +1 without a Vacc Suit or Rebreather)
5-6	Breathable (no change)

Artificial Intelligences...

Not every ship has an Artificial Intelligence, but the ones that are around have a tendency of being... a little off. They rarely have control of more than their own ship.

AI is...		And Controls...
1	Fractured (Reroll twice, label each personality as even or odd, and roll a die every time a player interacts with it, even in the same conversation)	Doors
2	Defensive (The AI sees the PCs as intruders and will attempt to kill or capture them)	Air Filtration
3	Rampant (Long periods of isolation has driven the AI into a homicidal rage, however it's insanity makes it inefficient)	Lights
4	Needy (The AI's long isolation makes it want to possess the PCs. It will seem benign at first, and then never let them leave)	Cameras
5	Working as Intended (This AI is keeping	Security (robots,

	to its original programming. Roll a regular check to see whether or not it is allied or hostile)	autoguns, etc)
6	Friendly	Fire Suppression

To Do:

- Rules for multiple types of area sharing space
- Rules for treasure generation
- Cultist generation (what they look like in 2-tiers, what they worship, their specialties)
- Aesthetic sub-types