

Topic	1st Edition Rules	3rd Edition Rules
The Timer	The order of play begins with the Set Timer Phase. The Stealer player announces the beginning of the Marine player's turn, at which point the Marine player has 2 minutes + 30 seconds per sergeant or captain in play. Time includes the Command Phase and the Marine player drawing CPs.	The sand timer is the only timepiece. The timer is started during the Command Phase by the Stealer player once the Marine player places his CP marker on the Mission Status Display.
Sergeants	The Marine player loses 30 seconds to his turn time per each Sergeant killed.	Killed Sergeants have no effect on the sand timer.
	Sergeants do not allow CP chits to be redrawn.	The Marine player may redraw his CP chit during the Command Phase if he has at least one Sergeant in play
Marine Command Points	The rules specifically state that CPs may be used during an active Marine's turn to move another Marine, without inactivating the active Marine.	This clarification is absent from the 3rd edition rules. <i>The Official FAQ confirms the 1st edition ruling: Command points have priority over everything. In your turn, spend them however, wherever, and whenever you want with no restrictions, interrupting another Space Marine's actions if desired.</i>
	The rules specifically state that CP actions taken during the Stealer turn must be performed by a Marine that saw the triggering event.	The Official FAQ reverses the 1st edition ruling. One a triggering event is conducted by a Stealer, CPs may be spent to carry out a single action with a single Space Marine anywhere on the board (not just one that saw the Genestealer do something). Then check for overwatch shots for Marines that didn't have command points spent upon them.
Marine Actions - Turn & Fire	A Marine may not turn and fire a Storm Bolter or Assault Cannon. <i>Rules for this were added later, but are not in the 1st ed rulebook.</i>	A Marine may turn 90 degrees and fire a Storm Bolter or Assault Cannon for 1 AP. The shot must be taken after the 90 degree turn is complete.
Stealer Actions	A Stealer may turn 90 degrees as a 0 AP cost Action, and 180 degrees as a 1 AP action. A 90 degree turn counts as an action, just one that does not deplete any of Stealer's 6 APs. Turning is always considered a separate action.	A Stealer may turn (in place) 90 or 180 degrees for 1 AP. However, a Stealer may also turn 90 degrees as part of a move action. The Stealer may move forward or sideways with a turn for 1 AP, and may move backward with a turn for 2 AP. The turn may take place before or after the move (but not both - only one 90 degree turn may be made). The entire move and turn sequence is considered a single action.
	A sideways move costs 2 APs.	A sideways move with no turn costs 1 AP.
Line of Sight (and Fire Arc)	A Marine's Line of Sight extends a full 180 degrees (orthogonally outward from the "west" to the "east" of the figure).	A Marine's Line of Sight extends in a 90 degree arc to its front (diagonally outward from the "northwest" to the "northeast"). In effect, the LOS is now exactly the same as the (1st edition) Fire Arc. As a result, Fire Arc is absent from the 3rd edition rules.
	<i>Clarification: The "Corners" description on page 12 of the 3rd edition rulebook has been incorrectly interpreted by some to imply that a marine can "peek around a corner" and see all the way down the corresponding corridor. This is incorrect. The marine can still only see the diagonal squares forward.</i>	
Diagonal Line of Sight into Rooms/Wide Corridors	A Marine's Line of Sight extends from the center of its square to the center of the target square (the "piece of string" method). If the line crosses an obstacle (such as a wall) LOS is blocked. If the line only touches the tip of a corner, LOS is not blocked. LOS along a diagonal is blocked if walls/models are on both sides of the diagonal.	A Marine's Line of Sight into the side squares of a room (relative to its position) is always blocked unless the Marine is standing at the entrance to the room. <i>Clarification: Player consensus (based on rules, FAQ, and company responses) indicates that for corridor tiles (including the 4-space "Offset Cross" tile) LOS is based purely on the 90-degree front arc. For Marines in room tiles LOS can be drawn from a corner of the Marine's square to a corner of a Stealer square.</i>
	The 3rd Edition Official FAQ confirms the "LOS along a diagonal" example above, and seems to imply that the "piece of string" method is still intact for a Marine in a room "doorway" space (but not a Marine "down the corridor" which adheres to the 3rd ed rulebook): <i>A model in a room can see all of the squares in the room that are in his line of sight, as long as a line drawn from the model to the target does not a) pass through a square that blocks the line of sight, or b) pass between a wall and a square that blocks the line of sight, or c) pass between two squares both of which block the line of sight. An example of b) can be found on page 11 of the rules – the Genestealer cannot see either of the squares marked 'X'. Remember that a model can only see squares in a corridor that are directly in front of it. An example of this can be found on page 13 – the two Genestealers cannot see the Space Marine marked with an 'X', though they can see the square in front of him as it is part of the room section. So, it appears that the solution blends "piece of string" while in the doorway, but still adheres to the blatant "a Marine two squares away from a room can only see the middle corridor" rule in the 3rd ed rulebook.</i>	
	Examples: http://www.boardgamegeek.com/thread/473626/line-of-sight-an-illustrated-set-of-examples/page/1	
	The 1st vs. 3rd ed. LOS rule interpretation is the most common cause of confusion and argument. It is highly recommended that you agree upon and use whatever method works best for your group.	

Topic	1st Edition Rules	3rd Edition Rules
Sustained Fire	A Marine gains a sustained fire bonus on a single target provided it does not perform any other actions (including moving) during or between shots. The second shot at the target kills on 5+, the 3rd shot kills on 4+, and the 4th and subsequent shots kill on 3+.	A Marine gains a sustained fire bonus on a single target provided it does not perform any other actions (including moving) after the first shot. The second and subsequent shots at the target kill on 5+.
	The example on page 20 of the 1st edition rulebook confirms that the sustained fire bonus does not "start" if the first shot was taken during a Move and Fire action. In other words, the first shot must be taken by a Marine standing still in order for the second shot to gain the sustained fire bonus.	The example on page 19 of the 3rd edition rulebook confirms that the sustained fire bonus can "start" if the first shot was taken during a Move and Fire action. In other words, the first shot may be taken by a Move and Fire action (<i>and, it can be assumed/implied, a Turn and Fire action?</i>), and the sustained fire bonus can be taken on the next shot, provided the Marine does not move.
	Marines never gain a sustained fire bonus while shooting on Overwatch.	Marines gain a sustained fire bonus when shooting at the same target while on Overwatch.
Overwatch	A jammed weapon ends Overwatch. A Marine wishing to go back on Overwatch must wait for a triggering Stealer move to clear its weapon (1 CP) then wait for another triggering Stealer move to go back on Overwatch (2 CPs). On the next triggering Stealer move, the Marine Overwatch-fires.	A jammed weapon does not end Overwatch. A Marine must wait for a triggering Stealer move to clear its weapon (1 CP). On the next triggering Stealer move, the Marine Overwatch-fires (but does not gain a sustained fire bonus, due to the action spent clearing the weapon).
	A jammed weapon stays jammed until it is cleared at the cost of 1 AP.	A jammed weapon is automatically cleared at the end of the turn during the Mission Status phase.
Leaving Overwatch	A Marine may voluntarily go out of Overwatch for 0 APs.	Responses from GW staff indicate that a Marine may not voluntarily leave Overwatch, even after clearing a jam (via CPs)
Guard Action	This rule does not exist in 1st edition.	This rule has been added to 3rd edition.
Involuntary Conversion	The rules do not state that a blip may open a door to "involuntarily" reveal itself.	The rules imply a blip may open a door to "involuntarily" reveal itself.
Ladders	The cost for a Stealer to move up or down a ladder is 2 AP.	The cost for Stealer to move up or down a ladder is 1 AP.
	The cost for Marine to move up or down a ladder is 2 AP.	The cost for Marine to move up or down a ladder is 2 AP. There is a 1/6 chance a Marine will fall upon entering the upper square, destroying any model below.A1
	A Marine may jump down a ladder/pitfall space.	Jumping into a ladder/pitfall space rules have been removed.
	Line of Sight can be traced to and from squares adjacent to a ladder, allowing weapon fire between floors.	Line of Sight and weapon firing rules associated with ladders have been removed.
	A Marine may not initiate a close assault on a ladder square, and may not harm a Stealer who initiates a close assault.	A Marine may initiate a close assault on a ladder square, and may kill a Stealer as a result of a close assault combat.
Assault Cannon	With a sustained fire bonus, the second shot at a target kills on 4+, the 3rd shot kills on 3+, and the 4th and subsequent shots kill on 2+.	With a sustained fire bonus, the second and subsequent shots kill on 4+.
	An assault cannon may fire on Full Auto.	The Full Auto rules have been removed.
	An assault cannon that malfunctions destroys Stealers and doors on 4+, and Marines and bulkheads on 5+.	An assault cannon that malfunctions destroys all models and doors on 4+. Bulkheads are not mentioned.
Chain Fist	Marine may automatically destroy a bulkhead for 2 APs, and a door for 1 AP.	Marine may automatically destroy a bulkhead or a door for 1 AP.
Heavy Flamer	A Heavy Flamer any self-destruct for 1 AP + 1 ammo, destroying every model and door in the tile section.	Self-destruct rules have been removed.
	A model that survives its initial hit by the flamer may freely move throughout the affected board section with no further damage from the fire.	A model that survives its initial hit by the flamer is re-attacked by the flames each time it moves to a new square within the affected board section.
Lightning Claws	The Marine rolls 2 dice in close assault and gains a +2 modifier to the high roll.	The Marine rolls 2 dice in close assault and gains a +1 modifier to the high roll.
Storm Shield	The Marine may parry a frontal attack, exactly like the Power Sword, plus parry close assaults coming from the left side of the model.	Parry has been replaced with Block. Stealers close assaulting from the front roll one less die.
Thunder Hammer	The Marine gains a +2 modifier in close assault.	The Marine gains a +1 modifier in close assault.
	A Marine may self-destruct its Thunder Hammer for 1 AP, destroying every model and door in the tile.	Self-destruct rules have been removed.
Librarians	Librarian rules vary depending on which expansion rules are used (<i>Death Wing</i> or <i>Genestealer</i>).	The Librarian rules are greatly simplified.