

4 March 2008

By: Calin Ciabai, Games Editor



The PSX cover

[Space Hulk: Vengeance of the Blood Angels Cheats \(PC\)](#)

Invincibility, easy close assault and other codes

Space Hulk: Vengeance of the Blood Angels is a video game published by [EA](#) in 1995 for PC, [PlayStation](#), Sega Saturn, and 3DO. It is based on Games Workshop's board game Space Hulk and is the sequel to the 1993 game Space Hulk. Like its predecessor, Vengeance of the Blood Angels combines first-person shooter gameplay with strategic elements. In the initial stages of the game, the player controls a Terminator and simply obeys the orders he/she is given. As missions are successfully completed, the player increases in rank and can then give orders to other members of the squad. The most common enemy in the game is the Genestealer, but hybrids and others are also present. As well as the main campaign, the game features training missions and re-creations of historic battles. ([Wikipedia](#))

CHEATType *ineedhelp* at the Annex room with the two doors. An option menu with the following choices will appear.

Invincible playerSet to "yes" to allow the currently controlled terminator to be invincible.

Invincible terminatorsSet to "yes" to allow all terminators to be invincible.

Easy close assaultNote that the terminators still may be killed even if this is set at "yes".

Player always winsSet to "yes" to allow the current mission to be completed successfully, even if all objectives are not met or the squad is killed.

No new stealersSet to "yes" to prevent the genestealer generators from producing reinforcements.

Infinite freeze timeUnlimited time for strategy mode.

Infinite ammoUnlimited ammunition for all weapons.

No jams or malfunctionsPrevent bolters from jamming and flamer throwers from exploding.

CampaignAllow any campaign mission to be played. Games played from this option cannot be saved.

Here is an user made gameplay trailer: