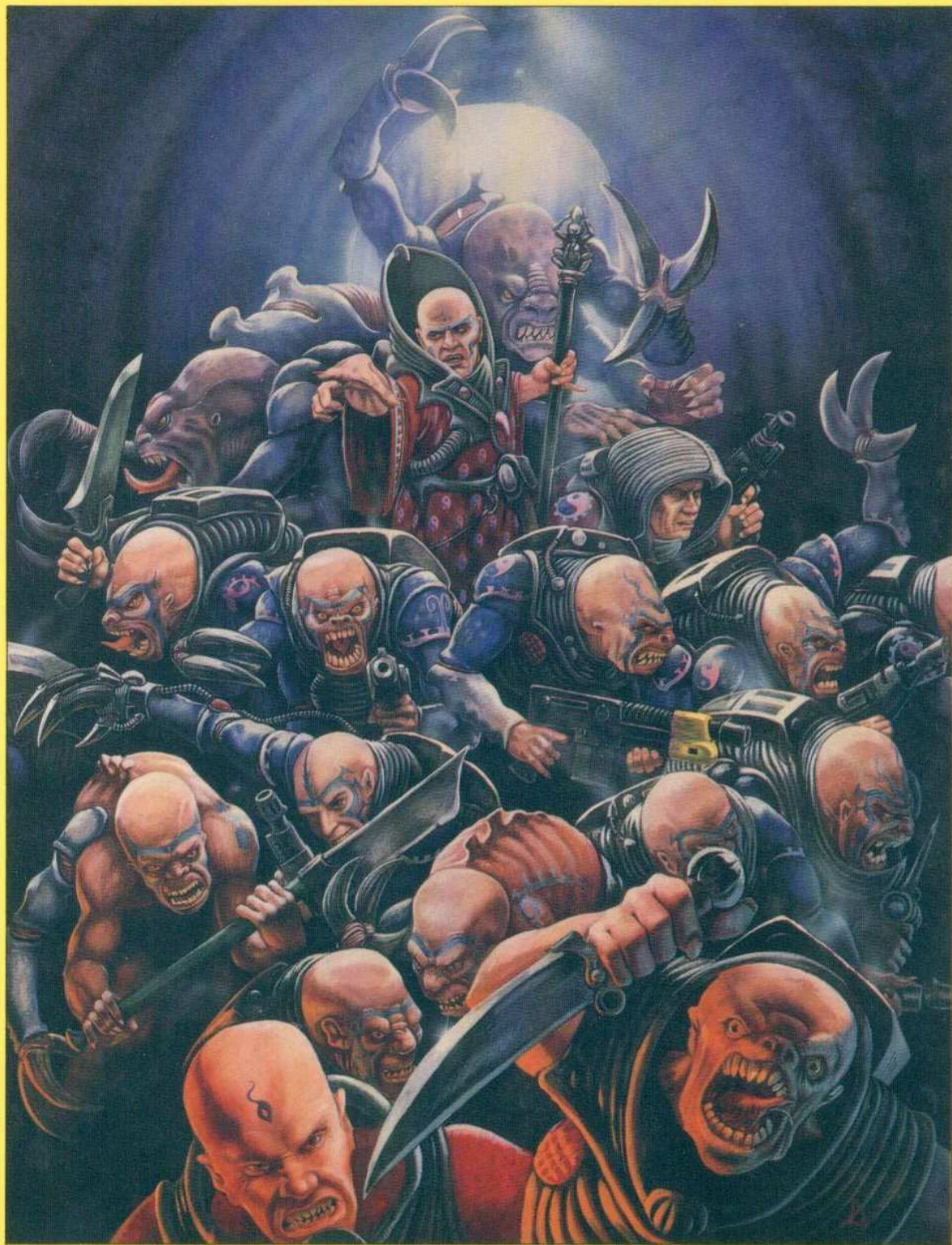


SPACE HULK

TM

CAMPAIGNS

CONTENTS



SPACE HULK™ CAMPAIGNS by DEAN H BASS

Development and Editing
– Simon Forrest

Additional Material – Richard Halliwell
and Matt Forbeck

Cover Art – David Gallagher

Production – Mark Watts

Thanks to the following for invaluable help and assistance in playtesting these campaigns and new rules: Jason Cripps, Chris Fo, Jonathon Gudgion, Chris Guilders, Barry Middleton, Tony Redmond, Ronnie Stanton and Simon Taylor.

Games Workshop Ltd
Chewton Street
Hilltop, Eastwood
Notts NG16 3HY

Games Workshop Inc
3431-C Benson Avenue
Baltimore
MD 21227-1072

A
GAMES WORKSHOP™
PRODUCT

PRODUCT CODE: 0335

REF NO: 003353

ISBN: 1 872372 50 3

© Copyright Games Workshop Ltd 1991. All rights reserved.

Citadel Miniatures and the Citadel Castle, Warhammer, White Dwarf and the White Dwarf figure are registered trademarks of Games Workshop Ltd. Games Workshop, Space Hulk, Deathwing, Genestealer and Space Marine are trademarks of Games Workshop Ltd.

All artwork in all Games Workshop products and the images contained therein have been produced either in-house or as work for hire. The exclusive copyright on the artwork and the images it depicts is the property of Games Workshop Ltd.

THE LAST STAND	3
1: BREAK-IN	7
2: THE GENERATOR	8
3: THE CHAPEL	10
4: THE LAST STAND	12

GENESTEALER INVASION	15
1: AMBUSH!	16
2: REGROUP	18
3: HAMMER AND ANVIL	20
4: SEARCH AND DESTROY	22
5: HOLD AND SECURE	24
6: FINAL CONFLICT	27

NECROMUNDA	29
1: FIRST BLOOD	32
2: NO WAY OUT	34
3: KILLING GROUND	36
4: INTERROGATION	38
5: DIVIDE & CONQUER	40
6: POISON!	43

SENTINEL V	45
1: DOCKING BAY	48
2: STRIKE FORCE	50
3: COUNTER-ATTACK	52
4: THE PATRIARCH	54

TRAITOR SPACE MARINES	57
TRAITOR FORCE LIST	60
MISSION GENERATOR SCENARIOS	64
MISSION GENERATOR CAMPAIGN	66
CONTRACT REVOKED	68

NEW MISSIONS, WEAPONS AND RULES	71
PITFALL	72
DELAYING ACTION	74
SPACE MARINES IN POWER ARMOUR	76
DENZARK'S HAMMER	78
NEW WEAPONS	80
GRENADES	82
NEW RULES	85

REFERENCE TABLES	86
-------------------------	-----------

BOARD SECTIONS AND COUNTERS	
------------------------------------	--

CAMPAIGNS

The missions we've previously published in *Space Hulk*, *Deathwing* and *Genestealer* were all stand-alone games. You didn't have to play them in any particular order, and success or failure in one game didn't affect your chances in the next.

In this book, most of the missions are grouped together into **campaigns**. A campaign is a linked series of missions where the outcome of each mission affects your overall chances of success. In some cases you just have to win a certain number of games to achieve overall victory. In others, the forces you get in the later missions change according to how well you did at the start of the campaign.

Campaigns put even more pressure on the Space Marine player. A bad mistake in one mission can forfeit the whole campaign. And if you're not careful about keeping your models alive you might find yourself going into the final mission with almost no forces! Every Space Marine's life is precious and it's often not enough simply to win the mission – you've got to make it through with most of your force intact.

PLAYING THE CAMPAIGNS

Of course, even though a campaign is 4 or 6 missions long, you don't have to play the whole thing from end to end. It's certainly possible to organise an epic session of *Space Hulk* that lasts a whole day and gives you the chance to complete an entire campaign. On the other hand, you're far more likely to play the campaign over several days or weeks. This is fine – just remember to keep a note of who won which missions and, if necessary, which models survived.

Like most *Space Hulk* games, these campaigns are designed to be fairly hard on the Space Marines. If you find that you've lost a vital mission which prevents you from continuing, you can always play it again with your opponent's agreement.

Once you've finished a campaign, swap sides and play it the other way round. Keep in mind any particularly successful tactics your opponent used – but remember, your opponent will be on the look out for them.

SEPARATE MISSIONS

You'll get the most fun out of playing the campaigns as a series of linked missions but you can also play them as separate one-off games. After you've played the campaign, replay the missions you found the most challenging to try out different tactics. The campaigns all give guidelines on playing the missions separately.

Once you've got the hang of a particular mission, it's a good idea to play it using different forces. If there's a particular force you want to try out, you can simply agree which models you're using with your opponent. Or you can use the bidding system from *Deathwing* to choose sides and forces – if you've won the mission with the listed force, see how few Space Marines you need to get through.

A third way to pick a new force is to use the list of Space Marine points values for the forces in each mission – this is in the section of new rules for *Traitor Space Marines*. It's quite simple to pick a force up to the listed value and play with that.

As well as redesigning the Space Marine forces, feel free to replay the missions with different *Genestealer* forces. If your opponent has come up with some particularly cunning tactics, try adding extra starting and reinforcement Blips – one extra Blip a turn will provide him with a real challenge.

On the other hand, if your opponent's having a bit of trouble with the mission, you can reduce the number of Blips to give him a better chance. Dropping, say, one Blip every other turn will help to give the Space Marines an extra edge.

NEW RULES

As well as the four campaigns, this book contains a variety of new rules and single missions. The rules for *Traitor Space Marines* and *Space Marines* in power armour originally appeared in *White Dwarf*. We've revised them here in the light of games we've played since they were published so it's worth rereading them even if you've used them before.

For example, Terminators with grenade harnesses used to be able to throw blind grenades at no points cost. We found that this slowed games down too much and prevented a lot of shooting, so we've given this action a cost of 2 APs. Now you've got to be far more careful about laying down blind or you won't have enough APs to complete your mission.

There's four single missions in the new rules sections. Two of these follow on from the original six missions in the *Space Hulk* game. The other two provide one mission each for *Space Marines* in power armour and *Traitor Space Marines*.

BOARD SECTIONS AND COUNTERS

At the back of this book you'll find three sheets of thin card. You'll probably want to glue these to thicker card before cutting out the counters and board sections. The card from a cereal packet is fine for the counters. For the board sections we'd use something slightly thicker (or a couple of layers of thin card) to get them about the same thickness as the board from *Space Hulk* itself.

There are two new board sections that are used as lifts in several of the missions. Feel free to incorporate these board sections into any missions you design for yourself. You don't have to use them as lifts – they can simply be dead-end rooms, perhaps containing an objective sought by one or other side.

The other two sheets include a variety of ammo counters and section effect markers. Ammo counters are used to keep track of how many shots or grenades you've got left. Each time you fire a shot or throw a grenade, hand over a counter to the other player. If you've got reloads, take the right number of reload counters. When you take a reload action, hand a reload counter to the other player and he'll swap it for all that weapon's ammo counters.

Section effect markers are used just like flamer effect markers. Lay them on the board to show which section has been attacked and then remove them when the effect is over.

The remaining counters include a number of bulkheads – these should be folded in two and glued back to back, and then placed in a hase the same as a door.

THE LAST STAND



THE LAST STAND

The starship landed on the bleak planet, its rockets dying as it impacted on the broken, twisted surface. The huge plume of dust slowly settled to reveal the craft's battered exterior pitted by meteorites, one of its engines completely torn away. No lights flickered inside, no generators hummed, no hatches opened.

The ship seemed dead...

Throughout the Imperium, there are small outposts of Space Marines. They patrol their area of Imperial space and are ready to respond rapidly to defend planets against alien conquest or aid other Imperial forces to quell rebellions.

These outposts can take many forms. Some are concealed within the hollowed-out shells of asteroids. Some are starships or space stations in orbit around a sun or one of its planets. Others may be fortresses on inhabited planets, usually sited far from the populated lands in vast mountain ranges, or on distant volcanic islands, or within the arctic wastes of polar regions. To the local people, the Space Marines may seem semi-mystical godlike beings, formidable and hidden from the common eye by the mists of rumour and legend.

In the system of Perdis Magnus, there is an outpost held by the Blood Angels chapter of Space Marines. It is buried beneath the surface of a small harsh planet outermost from the star. Above the base, icy gales whip up fine glass-like sand

and scour the rocks into strange tortured shapes. The atmosphere contains only gases deadly to the human system. During the months-long night, many of these gases cool to liquid and the contorted rocky statues rise out of a turgid poisonous sea.

The garrison is rotated from time to time, staying at the outpost for months, sometimes even years, depending on the Chapter's other duties. When the alien starship landed on the planet, the outpost was under the command of Captain Lazarus. Stationed with him were six squads of Space Marines armed with some of the chapter's ancient honour suits of Terminator armour. Their garrison duties were almost over – the relief contingent was due any day.

The outpost scanned the starship for signs of life or of the energy flows that might indicate survivors. There was nothing. The craft was completely dead. No man could survive the planet's atmosphere unprotected by a power suit – without heat, the blood would quickly freeze – the scouring winds would strip the flesh from a man's bones. All life aboard, it seemed, had died long ago, the crippled starship landing itself before its automatic systems shut down forever. No-one was sent to investigate the derelict ship. There were so many preparations for their departure as soon as the relief garrison arrived.

Two days later the Genestealers attacked.



CAMPAIGN RULES

In this campaign, although there are no psychic Genestealer Hybrids, there are armed Hybrids in the assault force so the Genestealer player uses the expanded Blip set throughout.

The forces and deployment for the later missions depend on the outcome of the earlier missions. As the Space Marine player you must keep as many of your Space Marines alive as possible otherwise you'll find yourself with too few troops to win the last mission. As the Genestealer player you must attempt to stop the Space Marines from securing entry areas to give yourself more options for attacking in the final mission.

It's worth looking at the last couple of missions before you start playing the campaign so that you know what's at stake.

Once you've played each mission, make sure you record the results of the game. You'll need to refer to these for missions three and four: The Chapel and The Last Stand.

Playing The Missions Separately

If you don't want to play the missions as a campaign, or you've already played the campaign and want to play some of the missions again on their own, then you'll have to alter the Space Marine starting forces and Genestealer deployments for The Chapel and The Last Stand.

The Chapel: use the listed Space Marine forces plus one Space Marine with lightning claws and one Space Marine with storm bolter and power glove to represent the forces remaining from mission one.

The Last Stand: start with the listed Space Marine forces. For reinforcements, you get Squad Magnus from The Generator less one Space Marine with storm bolter and power glove, and Squad Septimus from The Chapel, less both the Space Marines with storm bolter and power glove. The Genestealers can use the two marked entry areas plus entry area 1 – they can't use entry areas 2 and 3.

The above are just a suggestion – try the missions out using different forces. Or you can ignore the listed forces and use the bidding system from Deathwing to decide the Space Marine starting forces.

Playing The Campaign As One Game

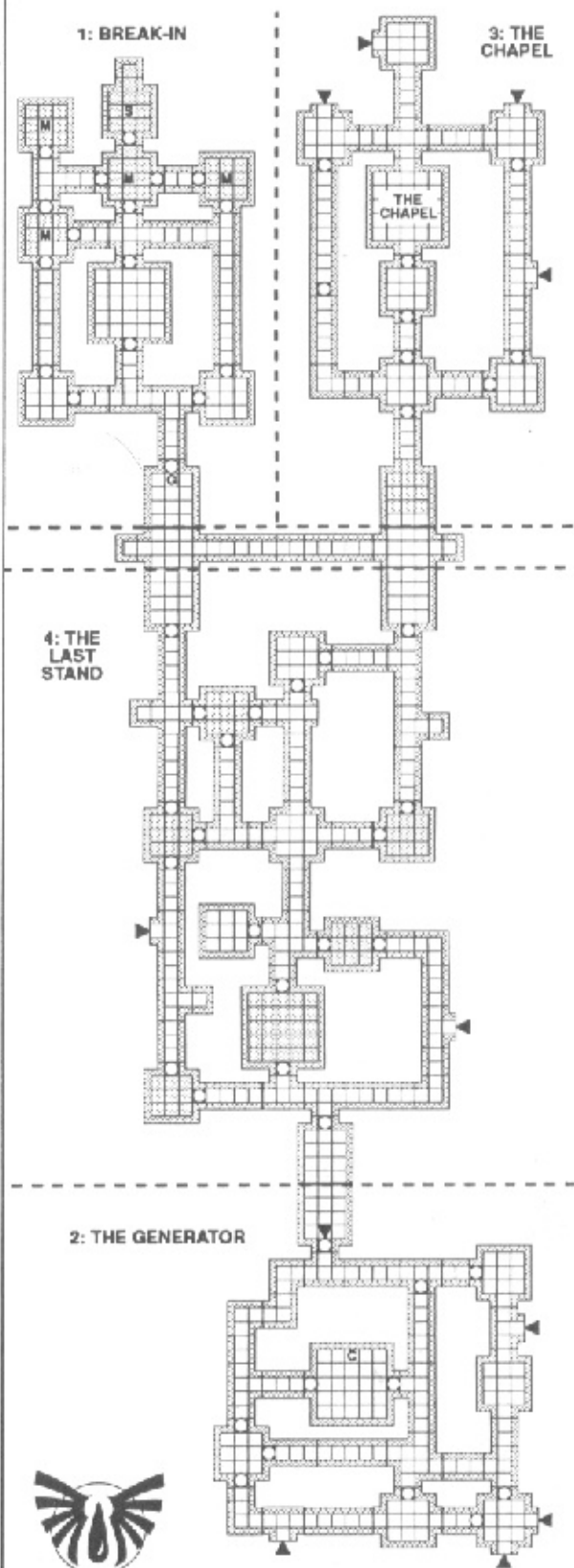
We've included a map of the entire complex. If you've got access to several sets of Space Hulk and its expansions, you could lay out the whole thing at once and play an epic game using the entire board!

We won't give any proper rules for doing this, but here's some guidelines – feel free to experiment with these and have some fun with different set-ups. You may find you have to come up with some special rules to cover a few odd situations – if you can't agree on a special rule, roll a dice to see who's right.

We've found it's best to play really big games with several players on each side. Set up all the Space Marines at the start as indicated in the separate missions – ignore all references to reinforcements. The Genestealers move first and can use all the entry areas except the three numbered areas from mission four (treat the entry area at the top of mission two as being a hole in the roof like in mission one).

The relief garrison arrives anywhen after turn 15 on the roll of a 6 at the start of the Space Marine players' turn – after this there are no more Genestealer reinforcements but play the game out until one or other side has no forces left. Whoever ends the game with some of their troops alive wins!

THE LAST STAND FULL CAMPAIGN MAP





DAVE GALLAGHER

I: BREAK-IN

The Space Marines were expecting nothing. They were preparing to leave the outpost and were scattered throughout the underground complex. When the outer defences were breached without warning, there was only just time for them to put on their Terminator armour. As the Genestealers broke through into the base proper, the artificial atmosphere was sucked out and the planet's own toxic atmosphere seeped in.

The first Genestealers appeared in one of the main access corridors right next to the Space Marine living quarters. They entered the base via service and maintenance tunnels from the surface and broke in through the roof of the access corridor.

It wasn't clear to Captain Lazarus if this was a feint attack or the main thrust of the Genestealer assault. He couldn't chance committing more Space Marines to this area until he knew the full extent of the enemy strength. The single squad cut off in the living quarters would have to try to close the Genestealer break-in on their own. They were trapped and fighting for their lives.

OBJECTIVES

The Space Marine player is trying to block the Genestealers' entry into the access corridor. The Genestealer player is trying to take control of the living quarters section of the complex.

FORCES

Space Marines

Squad Augustus

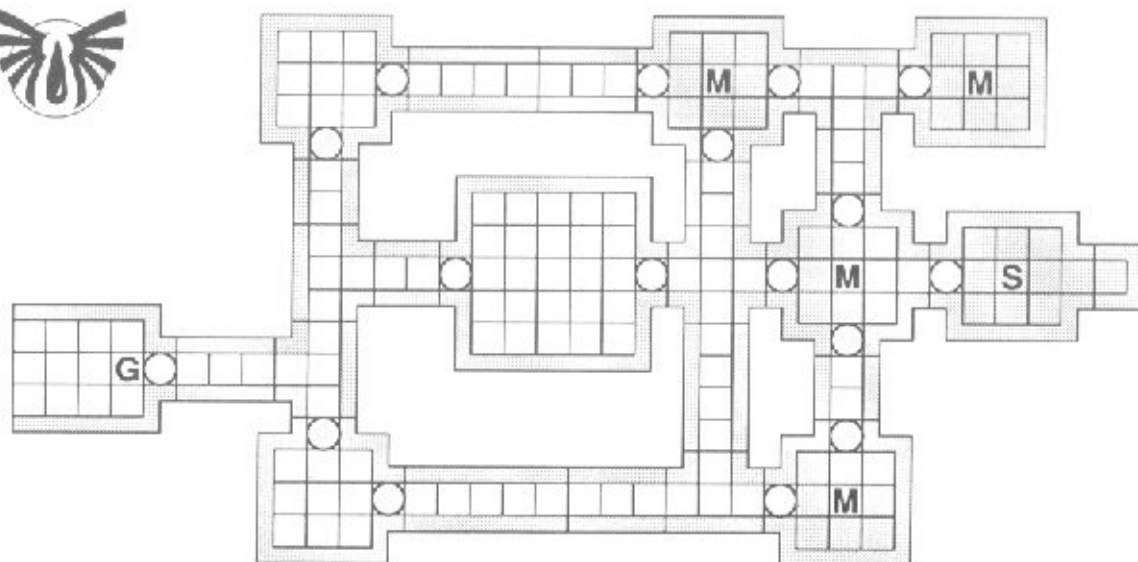
- 1 Sergeant with storm bolter and power glove.
- 1 Space Marine with assault cannon and power glove.
- 1 Space Marine with lightning claws.
- 2 Space Marines with storm bolters and power gloves.

Genestealers

The Genestealer player begins with 5 Blips and receives 1 Blip per turn as reinforcements.

The Genestealer player uses the expanded Blip set. The lettered Blips represent the following Hybrids:

- A Non-psyker with bolter
- B Non-psyker with bolt pistol
- C Non-psyker with lasgun
- D Non-psyker with laspistol
- E Non-psyker with plasma gun
- F Non-psyker with heavy bolter
- G Non-psyker with lascannon
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer



Door



Genestealer Entry Area



Space Marine Deployment Area



Space Marine Sergeant Deployment Area

DEPLOYMENT

Space Marines

The Space Marine player sets up in the marked rooms.

The Sergeant must start in the centre of the room marked with an S on any facing.

The other Space Marines start one to each room marked with an M, placed in the centre on any facing – the Space Marine player chooses which model goes in which room.

Genestealers

The Genestealers enter play on the square marked with a G. They are coming through a hole in the roof. It costs 1 AP to jump through the hole to square G. They do not have to lurk.

The Genestealers move first.

SPECIAL RULES

The Space Marine player can secure the entry area by getting a Space Marine within one square of square G.

VICTORY

The Space Marine player wins by securing the Genestealer entry area. The Genestealer player wins by killing all five Space Marines before the entry point is secured.

CAMPAIGN RULES

The Space Marine player should record which models, if any, survive the mission. The Genestealer player should record whether the entry area is still open.

2: THE GENERATOR

The second wave of the Genestealer assault came at the opposite end of the outpost. The Genestealers were trying to isolate and destroy the base's main generator. This time they not only entered an access corridor but came through several points on the perimeter. The Space Marines at this end of the outpost were cut off and surrounded.

But this time, they were better prepared for the Genestealer assault. The vital few minutes between the two waves had given them time to set up their position and activate some of the base's own defences – lasers positioned in the corridors that fire a high energy pulse whenever something crosses beneath them.

If the controls to the main generator were destroyed, the outpost's power would shut down. Doors would be locked in position, the autofire lasers would stop working and the outpost's distress beacon would no longer have the power to send a warning signal to the ship bringing the relief garrison.

Captain Lazarus didn't know how close the reinforcements were – had they already heard the distress signal or would they arrive too late? If the main generator fell to the invaders, the Space Marines' chances looked poor.

OBJECTIVES

The Space Marine player must stop the Genestealers from destroying the generator controls – he must also wipe out the attacking Genestealer force. The Genestealer player has a limited force to take out the generator controls and if possible kill all the Space Marines.

FORCES

Space Marine

The Space Marine player has 2 squads and 4 autofire weapons (see Special Rules).

Squad Magnus

- 1 Sergeant with storm bolter and power glove.
- 1 Space Marine with heavy flamer and power glove.
- 3 Space Marines with storm bolters and power gloves.

Squad Julius

- 1 Sergeant with storm bolter and power glove.
- 1 Space Marine with thunder hammer and storm shield.
- 3 Space Marines with storm bolters and power gloves.

Genestealers

The Genestealer player starts with 5 Blips and gets 2 Blips reinforcements for the first 10 turns – after that he gets no more reinforcements.

The Genestealer player uses the expanded Blip set. The lettered Blips represent the following Hybrids:

- A Non-psyker with bolter
- B Non-psyker with bolt pistol
- C Non-psyker with lasgun
- D Non-psyker with laspistol
- E Non-psyker with plasma gun
- F Non-psyker with heavy bolter
- G Non-psyker with lascannon
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

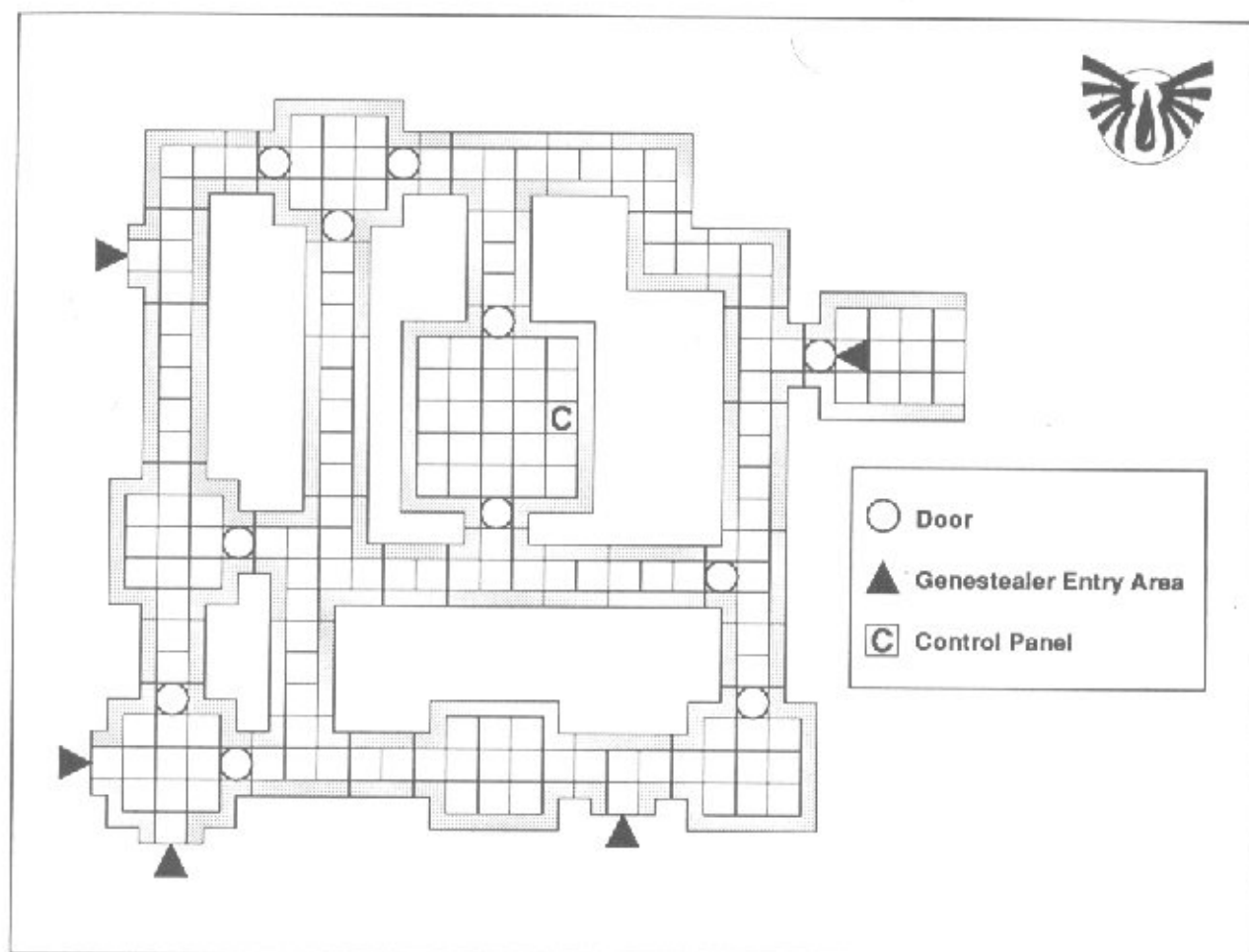
The Space Marine player first places all the rubble and crate counters anywhere on the board. He then places the four autofire counters (see Special Rules). The control panel is placed on square C – this room is the main generator room.

Finally the Space Marine player places his models anywhere on the board, on any facing and set on overwatch if he wants.

Genestealers

The Genestealer player places one starting Blip at each of the five entry areas. The reinforcements can come on at any entry area. Remember to use the rules for mandatory lurking if a Space Marine is placed near an entry area.

The Genestealers move first.



SPECIAL RULES

Autofire Weapons

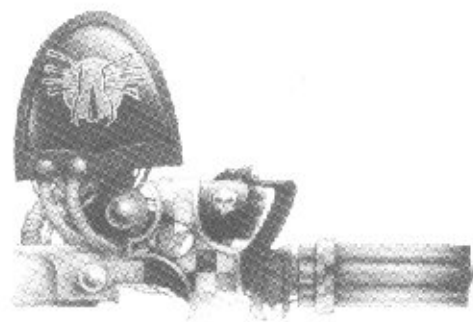
The four autofire weapons are laser guns which can be attached to the ceiling and will fire automatically on any lifeform passing directly beneath them.

The Space Marine player can place the four counters on the board in any corridor sections (not rooms, junctions or turns).

Any model passing over the counter is fired on by the laser. Roll a single dice. A Genestealer or a Space Marine is killed on a roll of 6 – a Genestealer Hybrid is killed on a roll of 4.

If the control panel is destroyed, all the lasers stop firing and the counters are removed.

An unconverted Blip cannot be moved over an autofire counter – it must stop or convert before moving. A Blip cannot be converted so that a model is placed on the counter.



Self-Destruct

Neither the thunder hammer nor the flamer can self-destruct in the main generator room. The flamer cannot be fired into or out of the room.

Control Panel

The control is destroyed by a Genestealer reaching one of the three squares adjacent to it and spending 1 AP to attack it. A roll of 5 or better on any of the Genestealer's three attack dice wrecks the control panel.

At this point, all the doors will be locked into their current position for the rest of the campaign – if they're closed they must be attacked to get past. Be sure to make a note of this for The Last Stand (The Chapel takes place at the same time as this mission and the doors open and close as normal).

VICTORY

The Space Marine player wins by killing all the Genestealers without the control panel being destroyed. The Genestealer player wins if the control panel is destroyed and all the Space Marines are killed – he may claim partial victory if the control panel is destroyed even though some Space Marines survive.

CAMPAIGN RULES

The Space Marine player should record which models, if any, survive the mission. The Genestealer player should record whether the control panel was destroyed and whether all the Space Marines were killed.

3: THE CHAPEL

While the main generator was under attack, the chapel was also stormed. Genestealers broke in at four points on the perimeter accessed by tunnels from the surface. Captain Lazarus had pulled his Space Marines out of this area when the generator was assaulted, but realised he would have to hold this flank if they were to stand any chance.

He ordered two squads to return to the chapel and purge it of the alien defilement. This was not only a tactical decision, although holding this flank was vital. It would be a shameful dishonour to allow the Genestealers to destroy the precious chapter relics that were stored in the chapel. Here were held memento mori of some of the chapter's heroes and of the great victories fought by garrisons from this outpost.

If the Space Marines were to survive, then the chapter relics would survive with them and their honour would be upheld. Their prayers were to the Emperor and their thoughts were of the Blood Angel's heroes as they advanced to retake the flank.

OBJECTIVES

The Space Marine player is attempting to purge the chapel and secure all the Genestealer entry areas. The Genestealer player must stop this from happening.

FORCES

Space Marines

The Space Marine player receives Squad Paulus and Squad Septimus as detailed below plus any survivors of Squad Augustus from Break-In.

Squad Paulus

- 1 Sergeant with storm bolter and power sword.
- 1 Space Marine with heavy flamer.
- 1 Space Marine with storm bolter and chain fist.
- 2 Space Marines with storm bolters and power gloves.

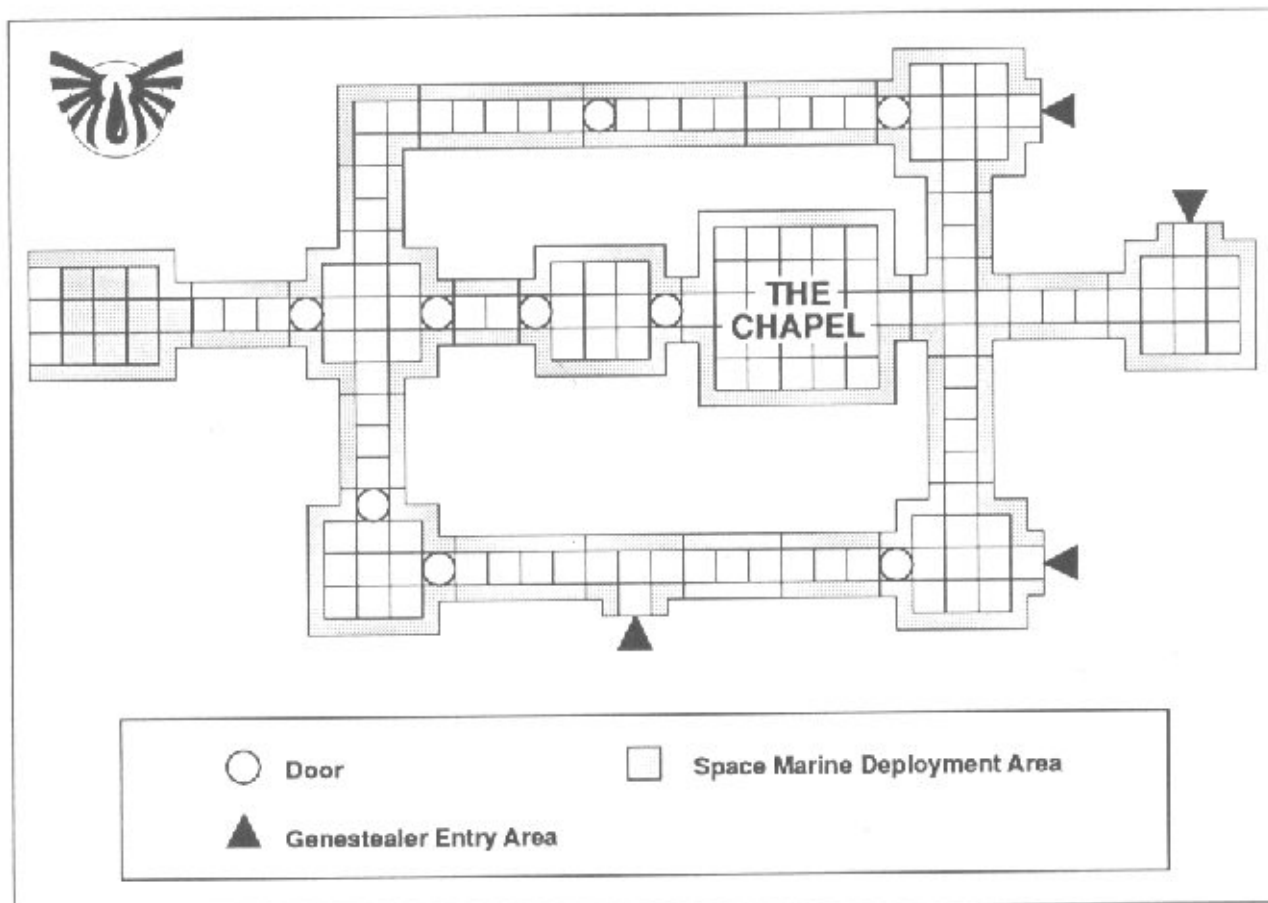
Squad Septimus

- 1 Sergeant with storm bolter and power glove.
- 1 Space Marine with assault cannon (1 reload) and power glove.
- 1 Space Marine with lightning claws.
- 2 Space Marines with storm bolters and power gloves.

Genestealers

The Genestealer player starts the game with 4 Blips and receives 2 Blips per turn as reinforcements.

The Genestealer player uses the expanded Blip set.





JOHN DEANCO

The lettered Blips represent the following Hybrids:

- A Non-psyker with bolter
- B Non-psyker with bolt pistol
- C Non-psyker with lasgun
- D Non-psyker with laspistol
- E Non-psyker with plasma gun
- F Non-psyker with heavy bolter
- G Non-psyker with lascannon
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

The Genestealer player may choose to use ambush counters.

DEPLOYMENT

Space Marines

The Space Marine player deploys all his models in the marked area.

The Space Marines move first.

Genestealers

The Genestealer player places a starting Blip at each of the 4 entry areas. The reinforcements can come on at any entry area.

SPECIAL RULES

If the Genestealer destroyed the control panel in The Generator, all the doors are locked closed and must be attacked to pass through.

Space Marine Reinforcements

If the Space Marine player had any models left from Squad Augustus at the end of Break-In they are called to join the attack. They arrive at Space Marine deployment area at the beginning of the Space Marine player's third turn.

If the Space Marine with the assault cannon survived, he is fully loaded and has a reload. However, as the cannon has already fired it counts as being overheated and may explode from the beginning of the mission.

Securing Areas.

The Space Marine player is trying to secure the Genestealer entry areas. Once two entry areas have been secured, the Genestealer player receives just one reinforcement Blip per turn.

VICTORY

The Space Marine player wins by securing all entry areas and killing all the Genestealers in play.

He gets a partial victory if the entry areas are secured but all the Space Marines are killed.

The Genestealer player wins if all the Space Marines are killed and at least one entry area is still open.

CAMPAIGN RULES

The Space Marine player should record which models, if any, survive. The Genestealer player should record whether any entry areas are still open.

4: THE LAST STAND

The outpost's communications had been cut early in the assault by Genestealers on the surface. Now they could only transmit within the base. But they were able to receive faint signals from outside. Although the messages were too distorted by static for decoding, it was obvious that the relief garrison had arrived and was attempting to communicate with the outpost.

Had the distress signal been received? Did the reinforcements know that the base was under attack by Genestealers or were they about to walk into a trap? Captain Lazarus had to believe that his Brother-Marines knew they were in danger. The only hope was to hold out until the reinforcements arrived. If they got through.

Captain Lazarus ordered his men to retreat to the outpost's central core. So far this area was safe. But before the Space Marines could regroup, the Genestealers launched their final assault and broke through into the core. It wouldn't be long before their weight of numbers told against the few surviving Space Marines.

It was a race against time. Could the Space Marines hold out until the relief garrison arrived from the surface?



OBJECTIVES

The Space Marine player is attempting to hold control of as many of the rooms in the central core as possible.

The Genestealer player is attempting to take over the base before the relief garrison arrives.

FORCES

Space Marines

The Space Marine player gets the models listed below plus any survivors from the previous three missions (see Special Rules).

Squad Lazarus

Captain Lazarus with storm bolter, power sword and power glove with grenade launcher.

1 Sergeant with storm bolter and power glove.

1 Space Marine with heavy flamer and power glove.

1 Space Marine with thunder hammer and storm shield.

1 Space Marine with storm bolter and power fist.

1 Space Marine with storm bolter and power glove.

Genestealers

The Genestealer player starts with 10 Blips and gets 2 Blips reinforcements for 12 turns – after that he gets no more.

The Genestealer player uses the expanded Blip set. The lettered Blips represent the following Hybrids:

- A Non-psyker with bolter
- B Non-psyker with bolt pistol
- C Non-psyker with lasgun
- D Non-psyker with laspistol
- E Non-psyker with plasma gun
- F Non-psyker with heavy bolter
- G Non-psyker with lascannon
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

The Space Marine player places one Space Marine anywhere in each of the marked rooms on any facing and set on overwatch if he wants.

Genestealers

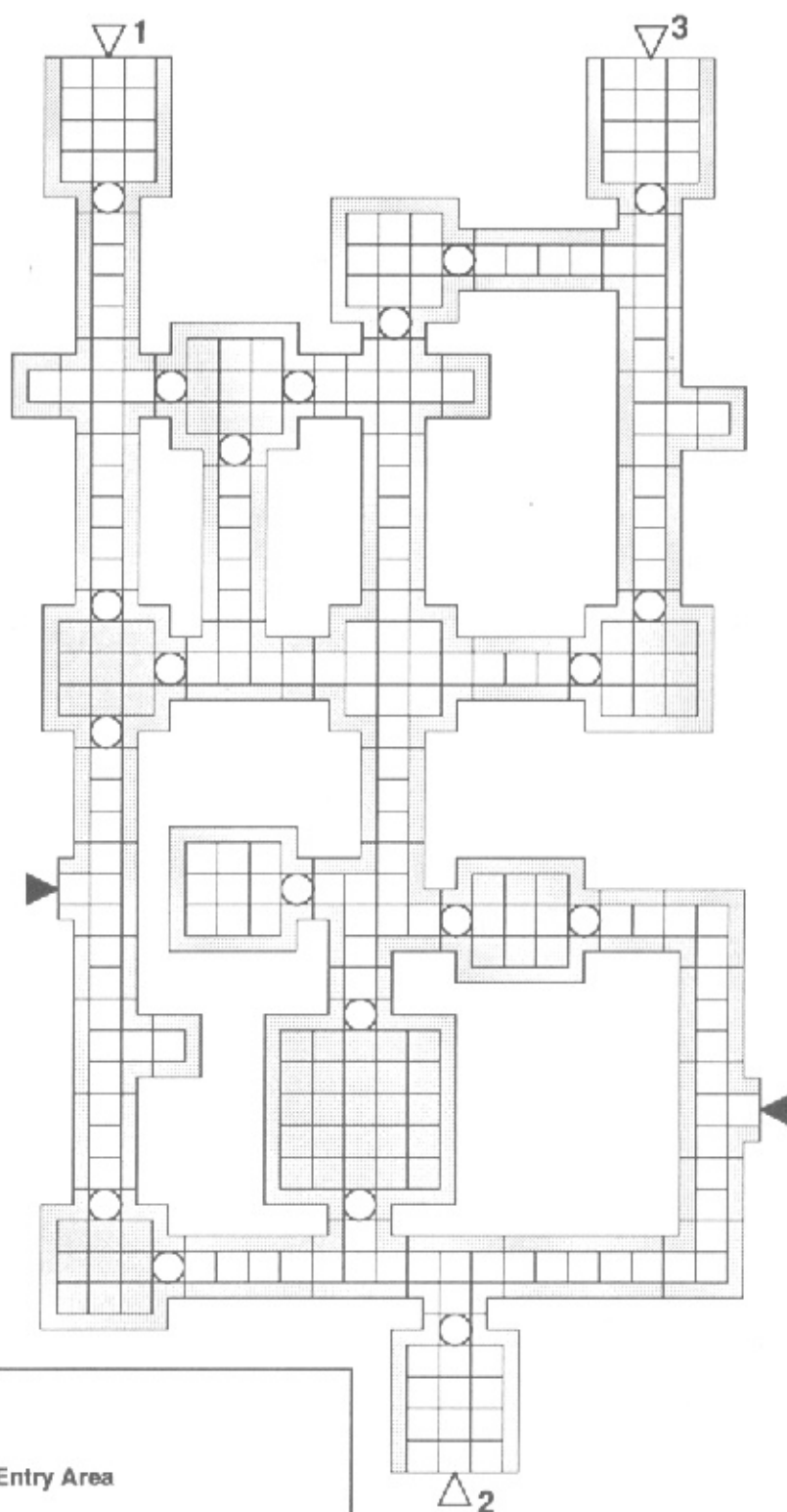
The Genestealers enter play at either of the two marked areas. They may also be able to enter from the three numbered access corridors according to the following conditions:

Entry area 1 – Genestealers can enter here if the entry area in Break-In was not secured.

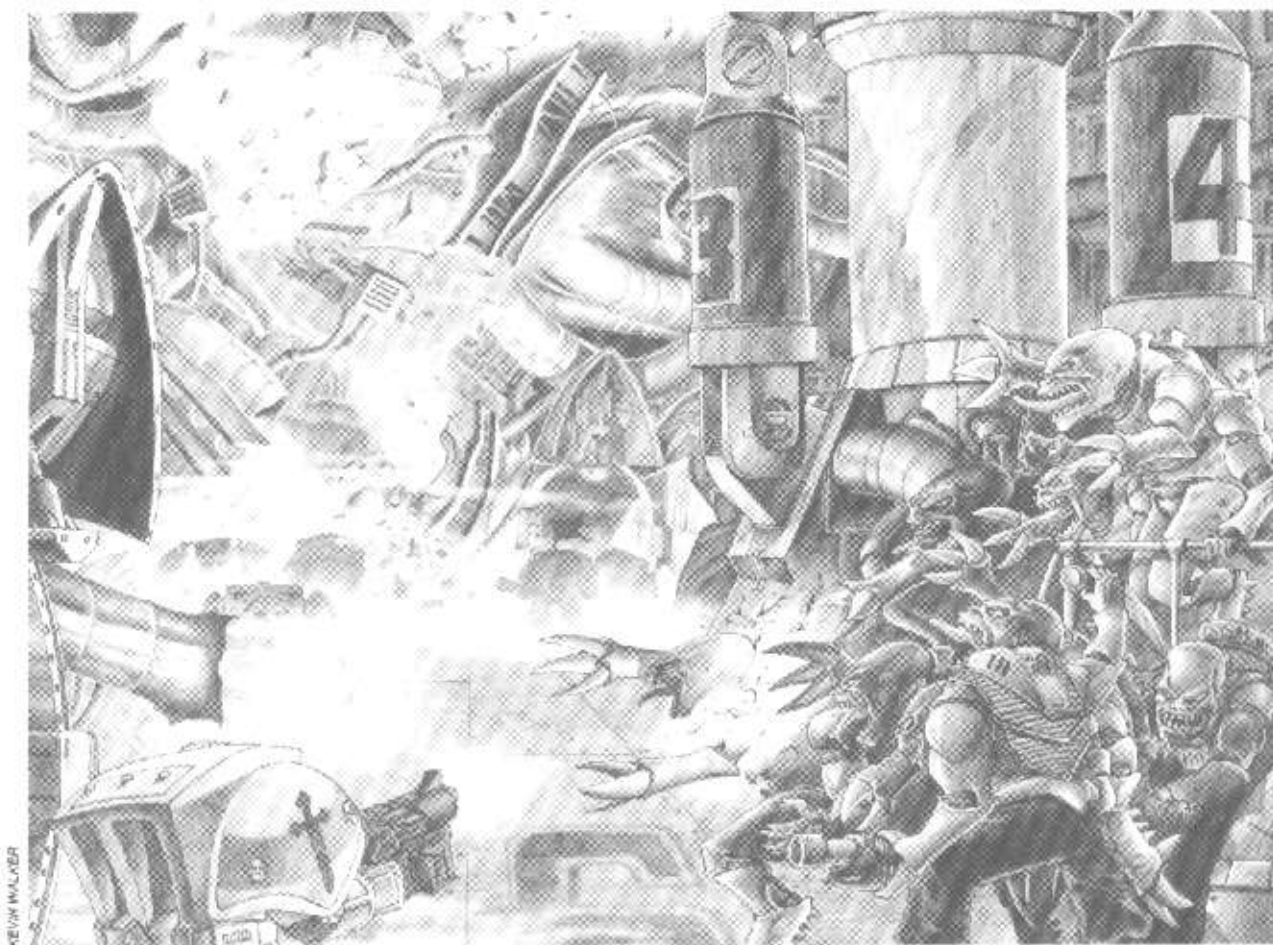
Entry area 2 – Genestealers can enter here if all the Space Marine in The Generator were killed.

Entry area 3 – Genestealers can enter here if any of the entry areas in The Chapel remained open.

The Genestealers move first.



- Door
- ▲ Genestealer Entry Area
- Space Marine Deployment Area
- △ Possible Genestealer Entry Area or Space Marine Reinforcement Entry Area



SPECIAL RULES

Game Turns

Keep track of the game turns. The total game lasts for 15 turns but there are several important events during the game:

Turn 4 – any surviving Space Marines from earlier missions arrive at the core (see Space Marine Reinforcements).

Turn 13 – the relief garrison arrives and no more Genestealer reinforcements enter the complex.

Turn 14 – The Genestealer player wins if all the Space Marines in the complex are dead.

Turn 15 – The first reinforcements from the relief garrison start entering the complex and the game ends.

Space Marine Reinforcements

If the Space Marine player had any survivors at the end of The Generator or The Chapel, these troops arrive at the central core at the start of the Space Marine player's third turn.

Flamers are fully loaded. Assault cannon are fully loaded and have one reload – they are overheated and may explode from the start of the game.

Survivors from The Generator come on at entry area 2. Survivors from The Chapel come on at entry area 3.

Doors

If the control panel was destroyed in The Generator, the players may remove some of the doors from the complex to represent those that are locked open.

The Genestealer player first removes up to three doors. Then the Space Marine player removes up to three doors. All the other doors are locked closed and must be attacked to pass through.

VICTORY

There are five possible outcomes to the game – and to the campaign as a whole:

Total Space Marine Victory – the Space Marines kill all the Genestealers before turn 15. Any stray survivors on the surface will be easily mopped up.

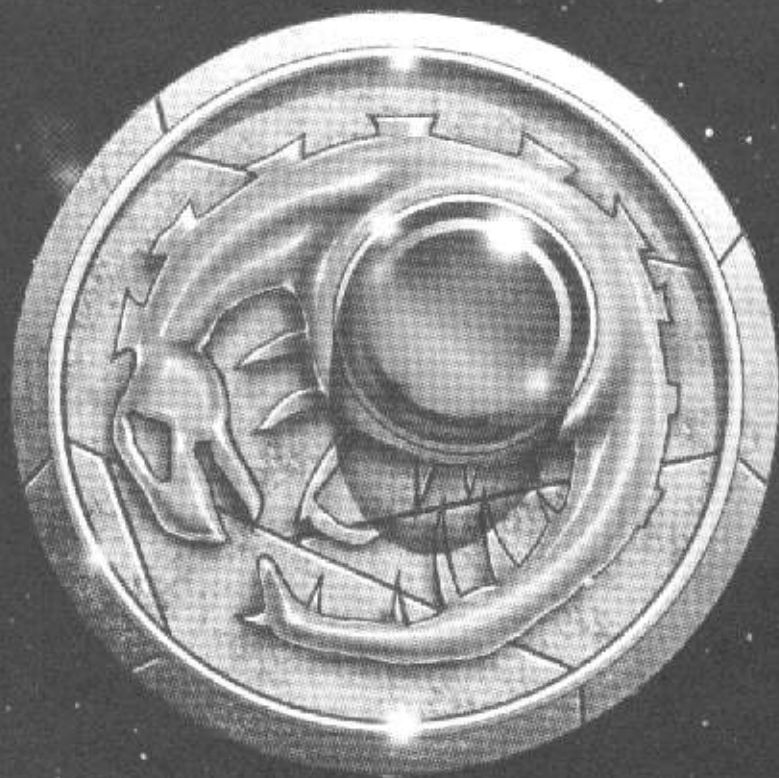
Partial Space Marine Victory – there are still Genestealers in the complex at the start of turn 15 but there are Space Marines in at least three rooms. As the reinforcements pour into the base, the last remaining Genestealers are caught between the two Space Marine forces and destroyed.

Draw – there are still Space Marines alive at the start of turn 15 but they occupy less than three rooms.

Partial Genestealer Victory – the Genestealers have taken over the whole complex by the start of turn 15 and there are no surviving Space Marines. This gives the Genestealers the chance to throw their full weight against the reinforcements.

Total Genestealer Victory – the Genestealers have totally wiped out the Space Marines by the start of turn 12. They'll be ready to ambush the reinforcement garrison when it arrives.

GENESTEALER INVASION



GENESTEALER INVASION

The outline of the huge derelict spaceship loomed through the dense mist. It had crash-landed a few days ago – the automated re-entry systems saved the ship from destruction, but it had buried itself deep into the soft earth of Septimus V.

At the air locks, squads of Space Marines waited for the command to enter the ship. Many were dressed in honour suits of Terminator armour, some with the protective psychic hoods that marked them as Librarians. The Librarians were concentrating hard, focusing their thoughts on the psychic emanations from within the ship, trying to locate their source. The signals were weak but there was a sense of tension, of power temporarily held in check.

The Space Marine commander was loth to send his Brother-Marines into such an uncertain situation but the faint markings on the side of the spaceship dated from the Dark Age of Technology – the chance of recovering the lost knowledge that might have survived the millennia was worth the risk. With a final weapons check and an invocation to the Emperor, the air locks were breached and the first squads sent inside.

PLAYING THE CAMPAIGN

If you want, you can play the missions that make up this campaign as one-off games in any order. However, it's more fun to play them as a campaign. If you are playing them as a campaign, use the following rules for how the outcome of each game affects the next.

Space Marine Victory

If the Space Marines win a game, the Genestealer player's choice of Hybrids is reduced for all the remaining games. The Genestealer player should take all the lettered Blips and place them face down. The Space Marine player picks one of the Blips without seeing what letter it is – this Blip isn't available for use by the Genestealer player for the remainder of the campaign.

This means that if the Space Marine player keeps winning, after two games the Genestealer player is down to eight lettered Blips, after three games he's down to seven and so on.

Genestealer Victory

If the Genestealer player wins a game, the number of Space Marines is reduced for the next mission only (not for the rest of the campaign). Because the Space Marine forces are different for each game, the Deployment section of the set-up instructions tells you which Space Marine is unavailable for that game if the Space Marines lost the last game.

Variants

For particularly skilful or experienced players, you can agree to increase the penalties for losing a game to two Space Marines or two Blips removed after each loss.

If you design your own forces for playing the campaign using the bidding system, you'll have to come to an agreement on the penalties the Space Marines suffer for losing games. As a guideline, deduct troops to the same value as the ones we've listed in the Campaign Forces section of each mission.

I: AMBUSH!

The reports from Septimus V had indicated low levels of psychic activity in the hulk. First contact confirmed the reports but, beyond this, there was no sign of life aboard the space hulk. A handful of squads were sent into the hulk to scout it – these squads included Terminators and Librarians assigned to investigate the deepest and most dangerous levels of the hulk to search out the source of the psychic activity.

The squads advanced slowly, checking each area and declaring it clear – the hulk was apparently deserted, abandoned long ago to the ravages of deep space. At the end of their first sweep, Squad Matthias approached the control centre at the heart of the space hulk. A few screens flickered dimly with the dying energies of the hulk's power plant but the control centre was otherwise quiet.

Suddenly the scanners went wild. There were blips everywhere! There was movement on all sides as the Genestealers poured in. They were caught in an ambush!

OBJECTIVES

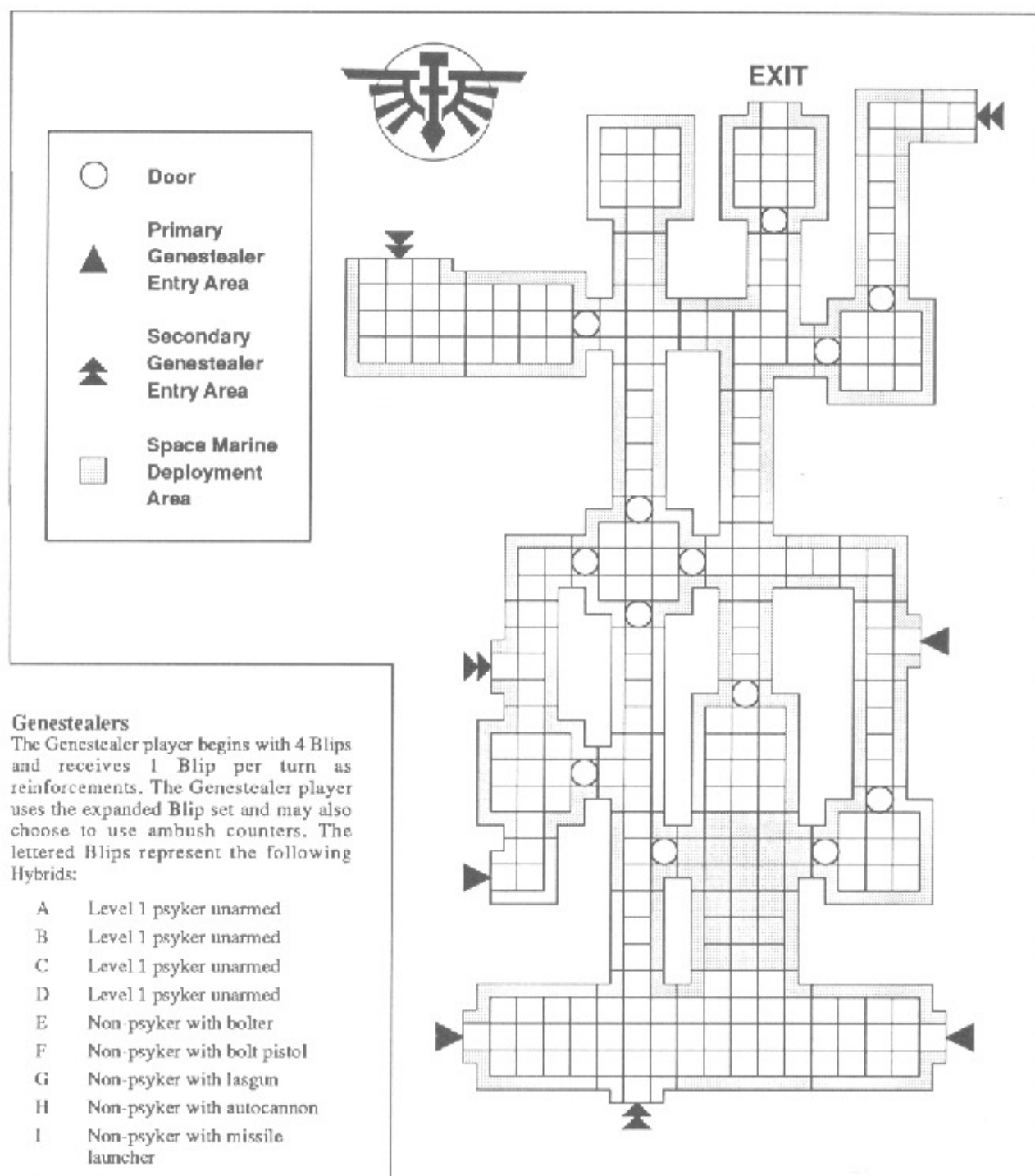
The Space Marine player is attempting to get his forces clear of the ambush area. The Genestealer player is simply trying to kill as many Space Marines as possible.

FORCES

Space Marines

Squad Matthias

- 1 Sergeant with storm bolter and power glove.
- 1 Codicier (level 2) with storm bolter and force axe.
- 1 Space Marine with assault cannon (1 reload) and power glove.
- 1 Space Marine with lightning claws.
- 1 Space Marine with storm bolter and power glove.



DEPLOYMENT

Space Marines

The Space Marine player places the squad anywhere on the two marked sections, on any facing and on overwatch if he chooses.

Genestealers

The Genestealer starting forces enter as 1 Blip at each of the four primary entry areas. Reinforcements can come on at any entry area, primary or secondary.

The Genestealers move first.

SPECIAL RULES

Both players use psychic cards.

The Space Marine player can secure entry areas.

VICTORY

The Space Marine player wins by getting at least three Space Marines off the board at the marked exit point.

The Genestealer player wins by stopping any Space Marines from reaching the exit point. Anything else is a draw.

2: REGROUP

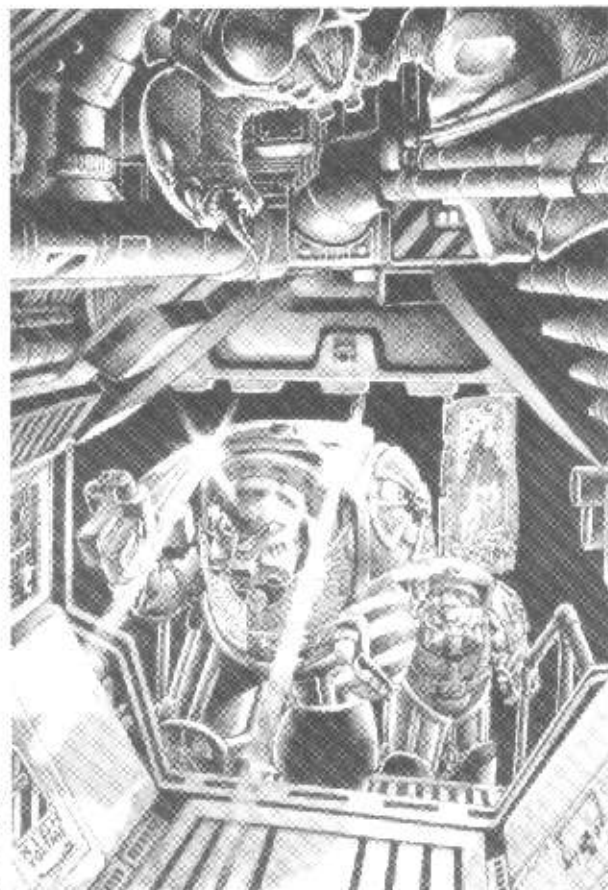
The Genestealers had hit hard. They'd caught the Space Marines in prepared ambushes and cut them off. The Space Marines had been expecting some psychic activity but hadn't been prepared for the high proportion of Hybrids facing them. Many of the squads had been wiped out – those that survived largely owed their lives to the presence of the Librarians.

The survivors were cut off and scattered around the hulk. They knew that a second assault would be launched by the main body of Space Marines but it would be some time before they were relieved. They were ordered to link up ready to strike in force once the second wave of Space Marines attacked.

To regroup, the remaining squads had to fight their way through heavily-defended corridors. But unless they could join together, they faced certain death – the countless Genestealers would overcome them by sheer weight of numbers.

OBJECTIVES

The Space Marine player is trying to link up Squads Octavius and Nicodemus with Squad Antonius and move them all out of the danger area. The Genestealer player is trying to wipe out as many Space Marines as possible.



ART BY WALKER

FORCES

Space Marines

Squad Octavius

- 1 Sergeant with storm bolter and power sword.
- 1 Space Marine with thunder hammer and storm shield
- 1 Space Marine with storm bolter and power glove.

Squad Nicodemus

- 1 Lexicanian (level 1) with storm bolter and force axe.
- 1 Space Marine with storm bolter and power glove.

Squad Antonius

- 1 Epistolary (level 3) with storm bolter and force axe.
- 1 Space Marine with heavy flamer and power glove.
- 1 Space Marine with storm bolter and power glove.

Campaign Forces

If the Space Marines lost the last game, Squad Antonius doesn't have the Space Marine with storm bolter and power glove.

Genestealers

The Genestealer player gets no starting forces but receives 2 Blips per turn. These are taken from the expanded Blip set, not including ambush counters. The lettered Blips represent the following Hybrids:

- A Level 1 psyker unarmed
- B Level 1 psyker unarmed
- C Level 2 psyker unarmed
- D Level 2 psyker unarmed
- E Level 1 psyker with bolter
- F Level 1 psyker with laspistol
- G Non-psyker with plasma pistol
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

Each unit starts on the relevant marked section.

The Space Marines move first.

Genestealers

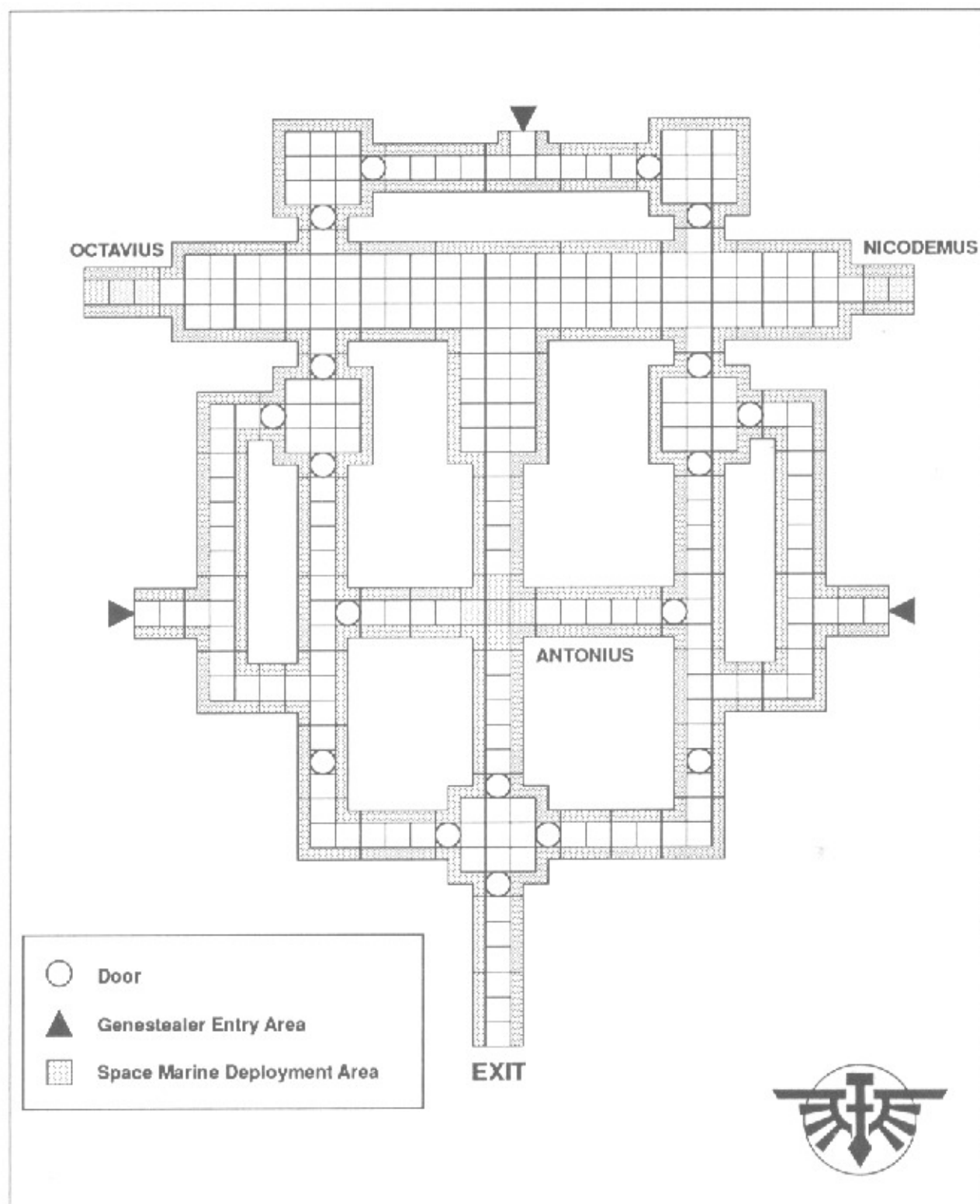
Genestealers may enter at any of the marked entry areas.

SPECIAL RULES

Both players use psychic cards.

Crates and Rubble

The players take it in turns (Space Marine player first) to place all the crate and rubble counters in the 3-wide corridor sections. These cannot be placed where they would block movement totally – there must always be a clear route through.



VICTORY

The Space Marine player wins by getting at least one Space Marine from each squad, including at least one of the Librarians, off the board at the marked exit point.

The Genestealer player wins by killing all the Space Marines.

Anything else is a draw.



3: HAMMER AND ANVIL

Finally the order to launch the second wave was given. From the outer areas of the hulk, squads would punch their way through, destroying the Genestealers and smashing their defensive cordon to reach the Space Marines remaining inside.

At the same time, the surviving Space Marines in the ship would launch a counterattack to break out – the Genestealers would be caught from both sides and their resistance crushed.

But precious time had been lost in the initial scouting and regrouping manoeuvres – the Genestealers were getting stronger by the minute as more of them came out of hibernation from their long travel through space. And many of the newly-awakened Stealers were powerful Hybrid psykers. To stand a chance against the Stealers, the Space Marines had to commit their own strong psykers to the battle.

OBJECTIVES

The Space Marine player is attempting to get Squad Gideon (the reinforcements) through to Squad Lucius' deployment area (B) by moving the survivors of Squad Lucius back to help. The Genestealer player is particularly trying to kill the Captain and the two Librarians.

FORCES

Space Marines

Squad Gideon

- 1 Captain with storm bolter, power sword and power glove with grenade launcher.
- 1 Chief Librarian (level 4) with storm bolter and force axe.
- 1 Space Marine with assault cannon (1 reload) and power glove.
- 1 Space Marine with heavy flamer and power glove.
- 1 Space Marine with storm bolter and chain fist.

Squad Lucius

- 1 Sergeant with storm bolter and power glove.
- 1 Codicier (level 2) with storm bolter and force axe.
- 1 Space Marine with storm bolter and power glove.



Campaign Forces

If the Space Marines lost the last game, Squad Lucius doesn't have the Space Marine with storm bolter and power glove.

Genestealers

The Genestealer player starts with 2 Blips and receives another 2 Blips per turn as reinforcements (see Special Rules). These can be taken from the expanded Blip set, with ambush counters if desired. The lettered Blips represent the following Hybrids:

- A Level 2 psyker unarmed
- B Level 2 psyker unarmed
- C Level 2 psyker with lasgun
- D Level 2 psyker with power sword
- E Level 3 psyker with bolt pistol
- F Level 3 psyker with plasma gun
- G Non-psyker with heavy bolter
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

Each unit deploys in their respective area marked on the map.

Genestealers

Genestealers may enter at any of the marked entry areas.

The Genestealers move first.

SPECIAL RULES

Both players use psychic cards.

Securing Entry Areas

The Space Marine player may secure entry areas. If all the entry areas on one side of the board are secured, the Genestealer player goes to 1 reinforcement Blip per turn.

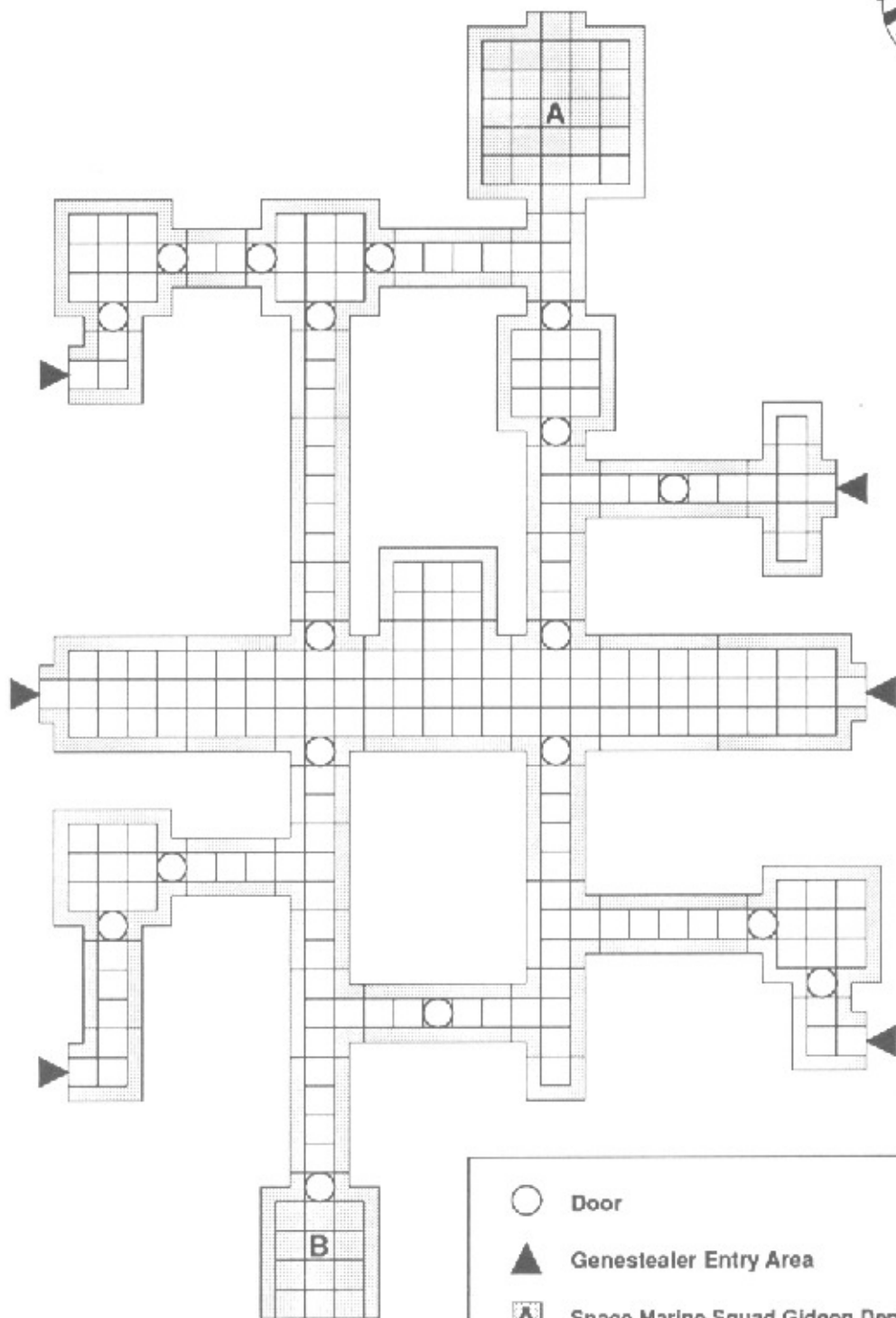
Ambush Counters

If the Genestealer player uses an ambush counter and it is revealed as a Genestealer, the Genestealer is not a Purestrain as normal but an unarmed level 3 Hybrid psyker which has teleported into the area. Obviously, the Genestealer player has to choose whether to draw ambush counters in an attempt to get a psyker or keep drawing normal Blips.

VICTORY

The game ends when all the Space Marines are either dead or in Squad Lucius' deployment area (B).

The Space Marine player wins by getting the Captain, the Chief Librarian and at least two others to Squad Lucius' deployment area. The Genestealer player wins by killing the Captain and both Librarians. Anything else is a draw.



○ Door

▲ Genestealer Entry Area

A Space Marine Squad Gideon Deployment Area

B Space Marine Squad Lucius Deployment Area

4: SEARCH AND DESTROY

During the fierce fighting of the break-out action, some squads found cryogenic tanks showing signs of recent use. It became clear to the Space Marine commander that there were many Genestealers, probably including Hybrid psykers, still in hibernation. If the Space Marines could locate and destroy these Hybrids before they awoke, their task in clearing the hulk would become much easier.

Squads were ordered to search for cryogenic tanks as they moved through the hulk. To give their commander a better idea of the enemy they were facing, the Space Marines were ordered to report on the contents of any cryogenic tanks they found. Once a tank's contents had been investigated, it was to be destroyed. Squad Gabriel, still at full strength and in a relatively clear area of the hulk, was one of those ordered to concentrate on searching for and destroying a cryogenic tank.

OBJECTIVES

The Space Marine player is trying to locate an occupied cryogenic tank in one of the four rooms. The Genestealer player is trying to stop the Space Marines from finding and destroying the tank.

FORCES

Space Marines

Squad Gabriel

- 1 Sergeant with storm bolter and power sword.
- 1 Chief Librarian (level 4) with storm bolter and force axe.
- 1 Space Marine with assault cannon (1 reload) and power glove – see Special Rules.
- 1 Space Marine with lightning claws.
- 1 Space Marine with storm bolter and power glove.

Campaign Forces

If the Space Marines lost the last game, they don't have the Space Marine with storm bolter and power glove.

Genestealers

The Genestealer player starts with 2 Blips and gets 1 Blip per turn as reinforcements. These are taken from the expanded Blip set but ambush counters cannot be used. The lettered Blips represent the following Hybrids:

- A Level 2 psyker with bolter
- B Level 2 psyker with chainsword
- C Level 2 psyker with laspistol
- D Level 3 psyker with plasma pistol
- E Level 3 psyker with autocannon
- F Level 3 psyker with missile launcher
- G Non-psyker with lascannon
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

The squad starts in the marked area.

The Space Marines move first.

Genestealers

The Genestealers can come on at any of the marked entry areas.

SPECIAL RULES

Both players use psychic cards.

The Space Marine can secure entry areas.

Finding the Cryogenic Tank

The first time a Space Marine gets direct LOS into a room that might contain the tank (as shown on the map), the Space Marine player rolls a dice. If the number rolled is a 6, that room contains the cryogenic tank. If not, then that room is empty. If three of the four rooms have turned up empty, the fourth room automatically has the tank in it. Once the tank has been located, the Genestealer player places the counter from Deathwing in the room in any position.

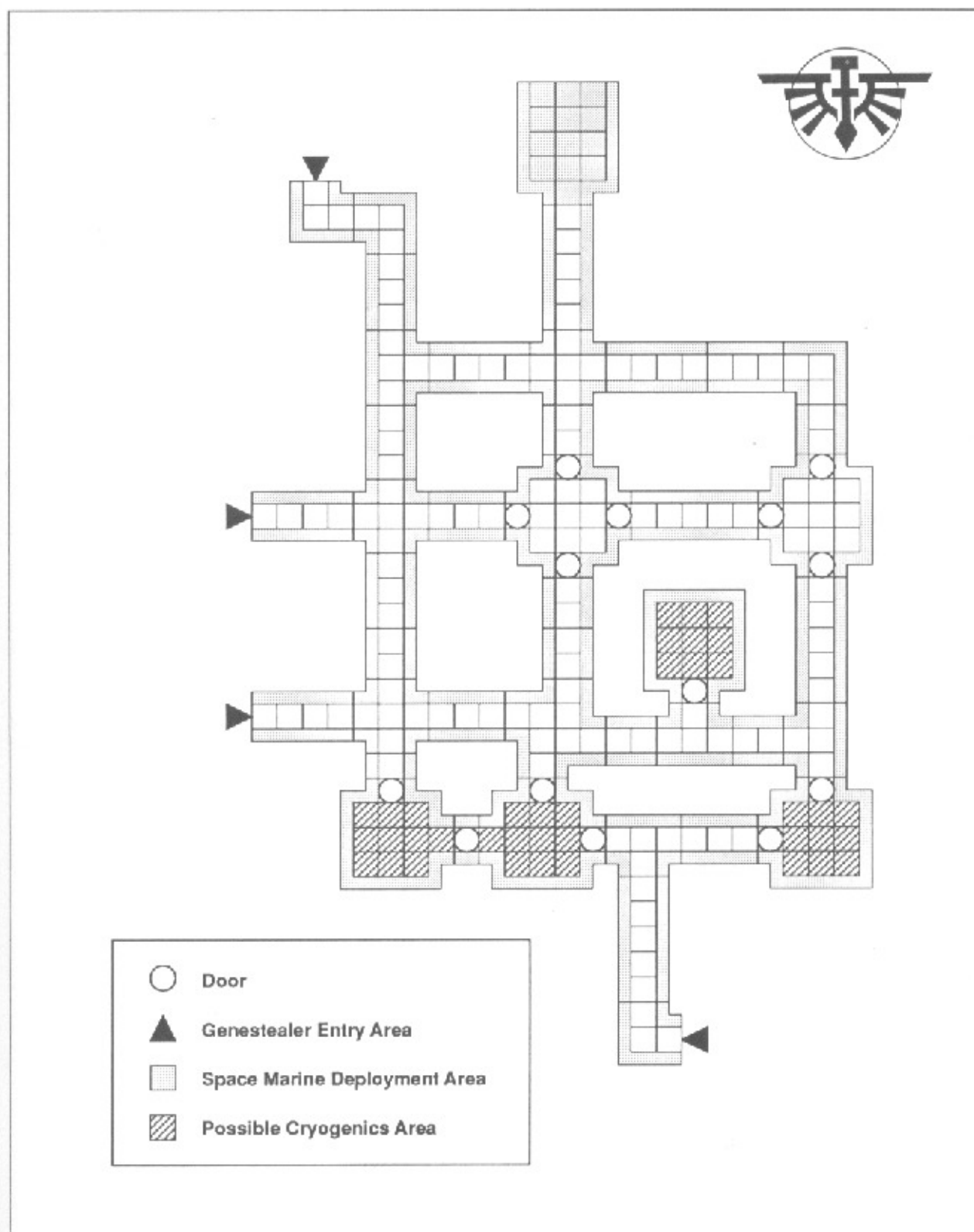
Completing the Mission

Once the tank has been found, the Space Marine player must check it out and destroy it. First a Space Marine must enter a square directly touching the tank and then spend a further 2 APs or CPs to report to the commander on the contents of the tank. Then the tank must be destroyed. Once the report has been made, any Space Marine may destroy the tank. For ranged weapons and psychic attacks, count the tank as being as tough as a Purestrain Genestealer. For close assaults, the attacking Space Marine must score a 7 or more to destroy it.

For example: a storm bolter destroys the tank on a roll of 6 on either dice; a Space Marine with a thunder hammer could destroy it on a roll of 5 or 6 (with the +2 bonus giving results of 7 or 8); a Lightning Arc psychic attack would give six chances, each needing a 3 or more to succeed.



JOHN BLANCHE



Assault Cannon

The Space Marine with the assault cannon in this mission has already reloaded the weapon previously in the assault on the space hulk so there is a chance of malfunction right from the start of the game.

The Space Marine still has a reload for this mission.

VICTORY

The Space Marine player wins by making a full report on the cryogenic tank and then destroying it. The Genestealer player wins if no Space Marines reach the tank. If a Space Marine reaches the tank but fails to report, or reports but the tank is not destroyed, the game is a draw.

5: HOLD AND SECURE

As the Space Marine commander analysed the reports from his squads, it became clear that the crashed hulk contained a high proportion of Hybrids – and many of those encountered were psykers. At the same time, the mysterious source of psychic energy deep within the ship was growing ever stronger. All the evidence pointed to the presence of a Genestealer Patriarch, the most powerful of Genestealer psykers, whose presence would threaten the survival of the Space Marines assaulting the hulk.

It was obvious that, as yet, the Patriarch was still partially dormant from his long voyage through space. But the stirrings of his power were becoming stronger. If the Space Marines couldn't locate and destroy him before he regained his full power, their mission was surely doomed. They had to strike hard and fast before the Patriarch awoke and took control of his brood but it was a dangerous race against time – the Space Marines first had to locate the dormant Patriarch.

Following the guidance of their Librarians, they closed in on the core of cold fury that seemed to burn at the heart of the ship. If they could secure several key areas, they would win the chance to launch a fast and deadly strike to destroy the Patriarch before they were overrun.



KEITH WALKER

OBJECTIVES

The Space Marine player is attempting to secure all the Genestealer entry areas.

The Genestealer player is trying to kill as many Space Marines as possible to stop this happening.

FORCES

Space Marines

- 1 Captain with storm bolter, power sword and power glove with grenade launcher.
- 1 Chief Librarian (level 4) with storm bolter and force axe.
- 1 Epistolary (level 3) with storm bolter and force axe.
- 1 Space Marine with heavy flamer and power glove.
- 1 Space Marine with thunder hammer and storm shield.
- 1 Space Marine with storm bolter and chain fist.
- 2 Space Marines with storm bolters and power gloves.

Campaign Forces

If the Space Marines lost the last game, they don't have the Space Marine with storm bolter and chain fist. In addition, the Epistolary is replaced by a Codicier (level 2 psyker).

Genestealers

The Genestealer player doesn't get any starting forces but receives 2 Blips per turn as reinforcements (unless directed otherwise by the Special Rules on securing areas).

The lettered Blips represent the following Hybrids:

- A Level 3 psyker with bolt pistol
- B Level 3 psyker with power sword
- C Level 3 psyker with lasgun
- D Level 4 psyker with plasma gun
- E Level 4 psyker with bolter and chainsword
- F Level 4 psyker with heavy bolter
- G Non-psyker with heavy plasma gun
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

The Space Marines start in the marked room.

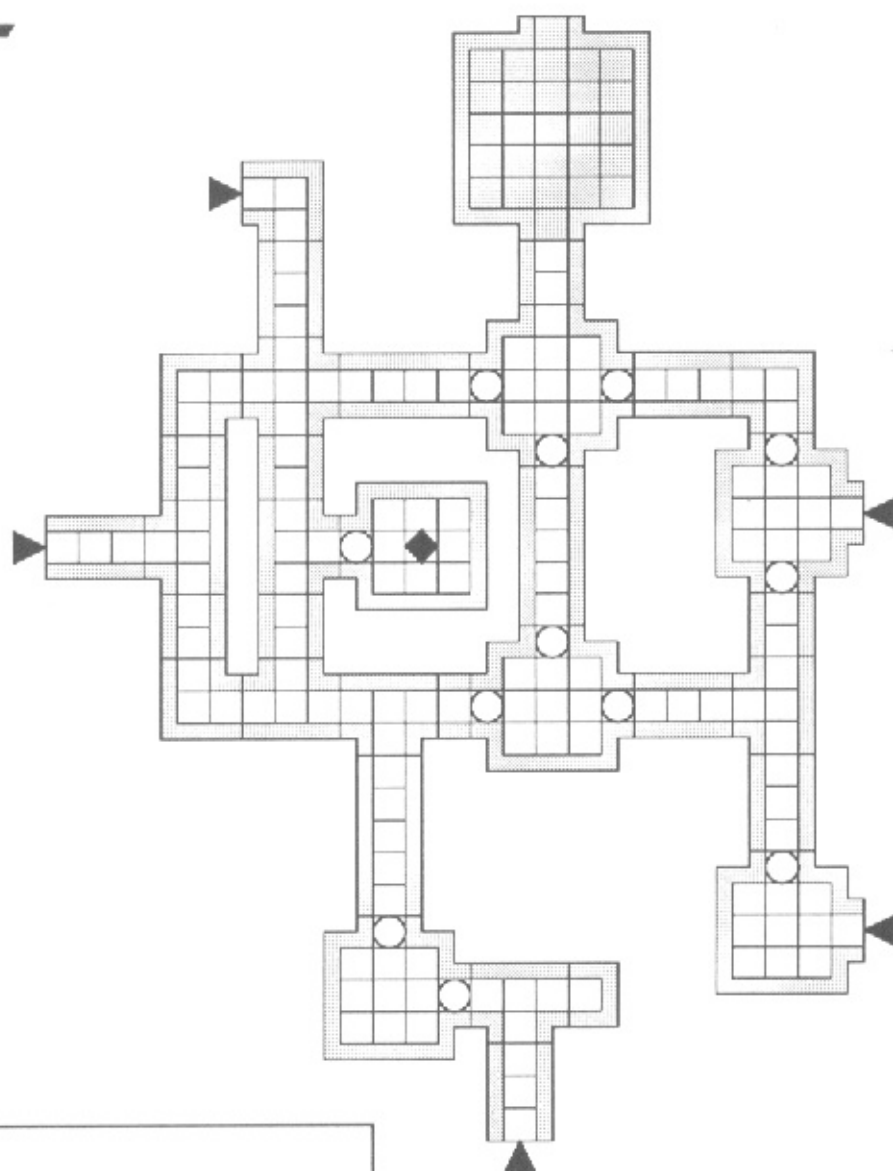
The Space Marines move first.

Genestealers

One Blip per turn must arrive at the special entry area (see Special Rules) but the other Blip can arrive at any of the other entry areas.

SPECIAL RULES

Both players use psychic cards.



- Door
- ▲ Genestealer Entry Area
- ◆ Special Genestealer Entry Area
- Space Marine Deployment Area

Securing Areas

The Space Marine player is attempting to secure all the Genestealer entry areas as per the Deathwing rules. The special entry area is a ladder coming up from a service tunnel running under the room.

If the special entry area is secured, the Genestealer player is reduced to 1 reinforcement Blip per turn.

VICTORY

The game ends at the end phase of turn 15. If all the entry areas have been secured, the Space Marine player wins.

If all the Space Marines are dead and at least one entry area is still open, the Genestealer player wins.

Any other result is a draw.



ADRIAN ANDERSON

6: THE FINAL CONFLICT

As squads secured their areas and reported them clear, the Patriarch's location was narrowed down to one small part of the hulk. The nearest Space Marines were dispatched to destroy the Patriarch before it had fully recovered from hibernation. There was no time to assemble a full attack force – the Space Marines at hand would have to act fast and decisively to remove the threat.

With the Patriarch destroyed, the remaining Genestealers would be disorientated and without guidance – it would be a long, hard fight to kill them all, but in the end the outcome was certain. If the Patriarch survived, the Space Marines in the hulk were almost certainly doomed – those outside would have to stand off and destroy the hulk by bombardment, losing any valuable information about its origin that might have been recovered from the data banks inside.

While the other Space Marines were ordered to break out of their positions to cause a diversion, a three-pronged attack was launched, led by Captain Raphael with the support of two Chief Librarians to overcome the ever-strengthening psychic defences of the Genestealers. The success of this whole operation now depended upon the actions of these few Space Marines fighting for their own and their brothers' lives.

OBJECTIVES

The Space Marine player is trying to kill the Patriarch before it awakes and the Genestealer player is trying to wipe out the attackers before they reach the Patriarch's room.

FORCES

Space Marines

The Space Marine player splits the following force into three units of three. The Chief Librarians must be in different units.

- 1 Captain with storm bolter, power sword and power glove with grenade launcher.
- 2 Chief Librarians (level 4) with storm bolters, force axes.
- 1 Space Marine with assault cannon (1 reload) and power glove.
- 1 Space Marine with heavy flamer and power glove.
- 1 Space Marine with lightning claws.
- 1 Space Marine with thunder hammer and storm shield.
- 1 Space Marine with storm bolter and chain fist.
- 1 Space Marine with storm bolter and power glove.

Campaign Forces

If the Space Marines lost the last game, they don't have the Space Marine with thunder hammer and storm shield. In addition, one of the Chief Librarians is replaced by an Epistolary (level 3 psyker).

Genestealers

The Genestealer player starts with 3 Blips. Reinforcements are 1 Blip per turn for the first two turns and 2 Blips per turn from then on. These are taken from the expanded Blip deck and ambush counters may be used as detailed in the Special Rules. The lettered Blips represent the following Hybrids:

- A Level 3 psyker with autocannon
- B Level 3 psyker with missile launcher
- C Level 3 psyker with conversion beamer
- D Level 4 psyker with heavy bolter
- E Level 4 psyker with plasma pistol and power sword
- F Level 4 psyker with heavy bolter
- G Level 4 psyker with heavy plasma gun
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

One unit starts in each of the three marked deployment areas.

The Space Marines move first.

Genestealer

The 3 starting Blips are placed in the room marked Guards. One reinforcement Blip must come on at a primary entry area. When 2 Blips are allowed, the second one must come on at a secondary entry area. A Patriarch model is placed in the marked room in either of the rear corners.

SPECIAL RULES

Psychic Cards

Both players use psychic cards. For the first two turns, the Genestealer player has a hand of 4 cards. For turns 3 to 9, the Genestealer player has 5 cards as the Patriarch begins to wake. From turn 10 onwards, the Genestealer player has 6 cards as the Patriarch is fully awake.

Guards

The 3 Blips in the room marked Guards must stay in that room. They are the last line of defence. They may be converted at any time and may fire or make psychic attacks out of the room, but cannot leave the room. They are placed by the Genestealer player with any facing required and in overwatch if possible and if desired.

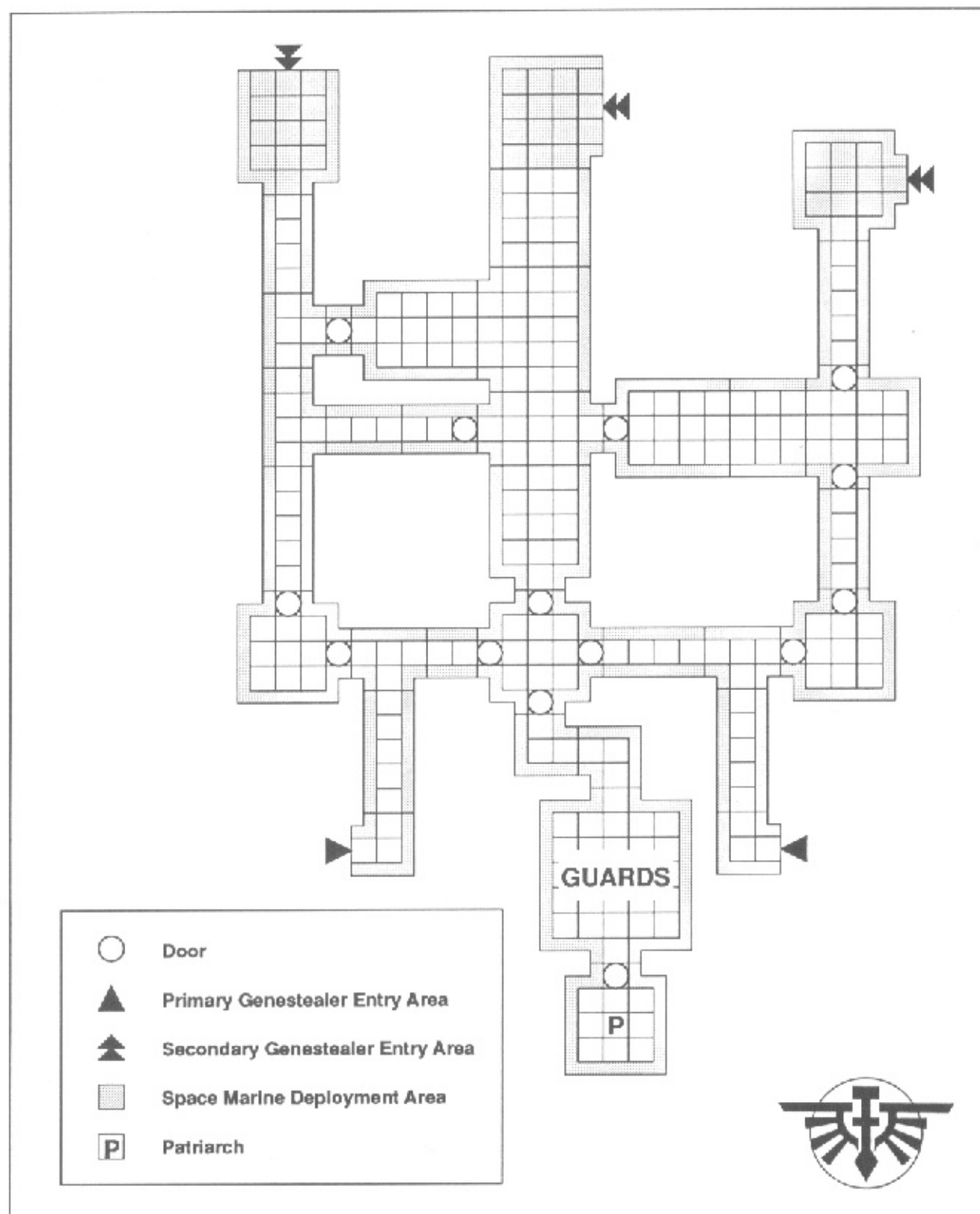
Ambush Counters

If the Genestealer player uses an ambush counter and it is revealed as a Genestealer, the Genestealer is not a Purestrain as normal but an unarmed level 4 Hybrid psyker which has teleported into the area. Obviously, the Genestealer player has to choose whether to draw ambush counters in an attempt to get a psyker or keep drawing normal Blips.

The Patriarch

The room marked P on the map contains the Patriarch. Until turn 10 the Patriarch is partially dormant and cannot fight or make psychic attacks. After that the Patriarch is fully awake.

Once awake, the Patriarch has 6 APs like other Purestrain Genestealers but rolls 4 dice in close assault, each with a +3 bonus. Whether it's partially dormant or fully awake, the roll to kill the Patriarch is the same as that for a Purestrain Genestealer.



Crates and Rubble

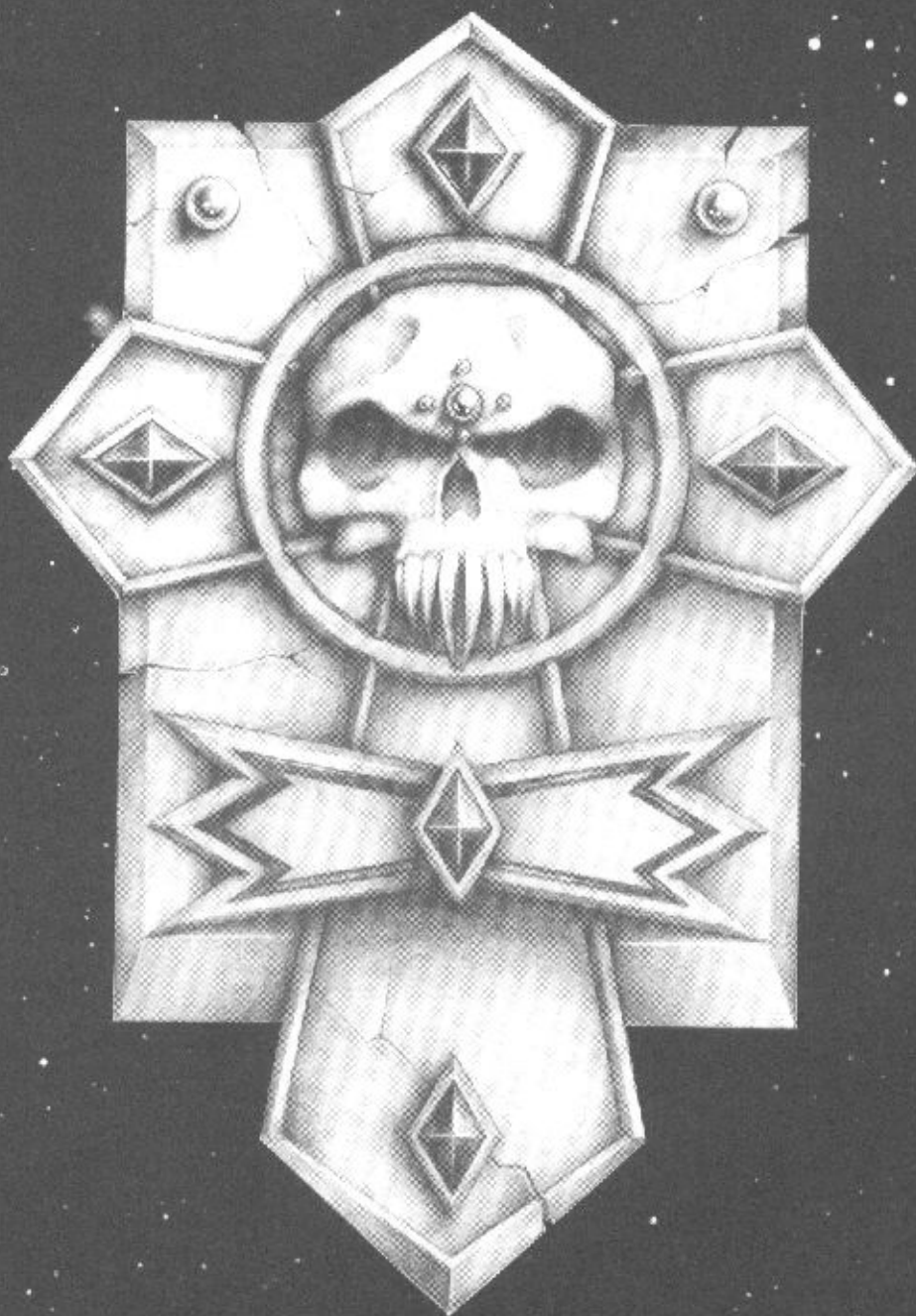
The players take it in turns (Space Marine player first) to place all the crate and rubble counters in the 3-wide corridor sections.

These cannot be placed where they would block movement totally by filling the whole width of a corridor – there must always be a clear route through.

VICTORY

The game ends when either the Patriarch has been killed or all of the Space Marines have been killed. If the Patriarch is killed before it is fully awake (ie before turn 10), the Space Marine player wins. If the Space Marines fail to even enter the Patriarch's room, the Genestealer player wins. Anything else is a draw.

NECROMUNDA



NECROMUNDA

Necromunda is a world of mines, factories, refineries and processing plants. The planet is a vast powerhouse of industry, making thousands upon thousands of different items for use throughout nearby planetary systems. Nothing which can contribute to the planet's output has been left untouched. Mountains have been reduced to rubble for the ore they contain. Oceans have been turned into little more than chemical sludge ponds. The once fertile plains have disappeared under huge urban developments of great housing and factory blocks, forming new ranges of man-made mountains every bit as tall as the long-since flattened natural land features. These huge towering urban complexes are known as city hives, or simply hives, and their individual peaks or towers are called city spires or spires.

As generation after generation adds to the building and rebuilding of the hives, new layers of habitation are created and the hives continue to grow upwards. These towering hives dominate the wasteland around them like clusters of impossibly gigantic termite hills. Beneath the hives and extending around them under the wasteland itself lies a honeycomb of ancient disused factories and a labyrinth formed from the sewers and service tunnels of an earlier age.

The spires and their undercities seethe with humanity, from the noble families who live at the top of the spires above the perpetual smog layers, to the fugitives, outlaws and mutants who scrape a mean existence far beneath the planet's surface. Among the countless billions who populate Necromunda are those who have been fortunate enough to break free of the planet, at least temporarily, and work as crew on the great starships that trade between the local systems and carry Necromunda's tithe to the Imperium.

It may have been one of these spacefarers who first brought the infection to the planet. Returning dazed as the sole survivor on a salvaged ship or picked up from a floating wreck, such an individual would soon disappear into the vast sea of humanity that fills the hives. And no-one would notice that anything was wrong until his child was born.

Even then, mutants are common enough, hunted by the forces of the Governor, Lord Helmawr, and hidden by terrified parents who fear that the taint of heresy and mutation might bring their own execution. The man and his family would find refuge amongst the mutant gangs and vermin of the undercity. And there the infection would spread, unchecked and unrecognised until it was too late.

When bloody revolution broke out in the Nautilus, one of the small spires of the Acropolis Hive, troops from the planetary defence force were swiftly dispatched to suppress the rebels. Rumours that mutants and psykers were involved brought the witch-hunting Venators onto the scene.

Even these hardened warriors, accustomed to fighting the obscene mutants of the undercities, were not prepared for what met them. Many of the rebels had three or four arms and strange elongated heads, their skin tinted a bruised blue-purple colour. And alongside these mutants fought terrifying four-armed beasts that tore men in two and knew no fear. The Necromundan forces quickly withdrew having already suffered fearsome losses.

Lord Helmawr asked for assistance from the Space Marine contingent that maintained a permanent base on the planet. From their fortress monastery high on the side of the Palatine Spire, a task force of Imperial Fist Terminators launched their assault. If the Genestealer infection was to break out of the rebellious spire, it could mean the necessary extermination of thousands, even millions of Necromundans.

CAMPAIGN RULES

The campaign is split into two sections. Commander Darik of the Imperial Fists rearranges his troops into specialist squads for each of the tasks ahead. The first four missions involve the first wave of troops, sent in to stop the spread of the Genestealer invasion. If the infestation can be limited to just part of the Nautilus spire and the Genestealer base found, the spire can be saved. Otherwise the only answer is destruction of the spire – possibly even the whole hive! The Space Marine player picks four forces from one body of troops and then plays the four missions with the units assembled.

At the end of the four missions, the Space Marine player divides the second wave into two forces. One to stop reinforcements, the other to wipe out the Stealer Patriarch.

First Wave

Before starting the first mission, the Space Marine player divides the following force into 7 squads of 5 Space Marines each. He can split the force any way he wants as long as each squad has either a Sergeant or the Captain in command.

- 1 Captain with storm bolter, power sword and power glove with grenade launcher.
- 4 Sergeants with storm bolters and power gloves.
- 2 Sergeants with storm bolters and power swords.
- 4 Space Marines with assault cannon (1 reload each) and power gloves.
- 3 Space Marines with heavy flammers and power gloves.
- 3 Space Marines with lightning claws.
- 2 Space Marines with thunder hammers and storm shields.
- 2 Space Marines with storm bolters and chain fists.
- 7 Space Marines with storm bolters and power gloves.
- 1 Chief Librarian (level 4) with storm bolter and force axe.
- 3 Epistolaries (level 3) with storm bolters and force axes.
- 2 Codiciers (level 2) with storm bolters and force axes.
- 1 Lexicanian (level 1) with storm bolter and force axe.

The first four missions are played using the squads from this wave. At the end of each mission, record whether it was a victory, partial victory or defeat.

Second Wave

At the end of the fourth mission, Interrogation, the first wave of Space Marines should have the Genestealers bottled up in one area and should have discovered the location of the Genestealers' main base. This allows the second wave to deal with the remaining Genestealers in an attack on their base.

However, if the Space Marines failed in one or more of the previous missions or only had a partial victory in three or four, the campaign has already been lost. Genestealers have broken

out of the spire and have infected other areas of the Acropolis Hive. You can still play the remaining missions, of course, but the Space Marine player can't win a total overall victory.

Before starting the fifth mission, Divide & Conquer, the Space Marine player splits the following force into four squads. Again each squad is of five models and must contain either a Sergeant or the Captain – other than that, it can contain any mix of models.

- 1 Captain with storm bolter, power sword and power glove with grenade launcher.
- 1 Sergeant with storm bolter and power glove.
- 2 Sergeants with storm bolters and power swords.
- 2 Space Marines with assault cannon (1 reload each) and power gloves.
- 2 Space Marines with heavy flammers and power gloves.
- 2 Space Marines with lightning claws.
- 2 Space Marines with thunder hammers and storm shields.
- 2 Space Marines with storm bolters and chain fists.
- 2 Space Marines with storm bolters and power gloves.
- 2 Chief Librarians (level 4) with storm bolters and force axes.
- 2 Epistolaries (level 3) with storm bolters and force axes.

CAMPAIGN VICTORY

There are five results for overall victory in the campaign.

Total Space Marine Victory

The Space Marine player wins all six missions. This means the Space Marines have isolated the Genestealers in the Nautlius spire and killed the Patriarch.

Partial Space Marine Victory

The Space Marine player wins at least two of First Blood, No Way Out, Killing Ground and Divide & Conquer and gains a partial victory in the other two, plus wins Poison! This means that the Space Marines have allowed some Genestealers to escape, but few enough to stand a good chance of locating and eliminating them, especially as they've killed the Patriarch and Magi.

Partial Genestealer Victory

The Genestealers win at least two of First Blood, No Way Out, Killing Ground and Divide & Conquer. Enough Genestealers have escaped to avoid the searching Space Marine and Necromundan forces – there's a good chance they can establish a new base elsewhere in the Acropolis.

Total Genestealer Victory

The Genestealers win at least three of First Blood, No Way Out, Killing Ground and Divide & Conquer, plus win Poison! Not only have the Genestealers broken out in considerable numbers, their Patriarch and Magi have survived – the brood will be able to move on to a new hidden location and begin plotting rebellion once more.

Draw

Any other result is a draw.

(Note that the outcome of Interrogation isn't covered in most of the above victory conditions – this is because the result of this mission directly affects the players' chances in Divide & Conquer and Poison!)

PLAYING AS SEPARATE MISSIONS

Although these missions are designed to be played as a campaign, you can easily adapt them to be played individually. The forces, deployment and special rules remain as given in each mission briefing. The only thing you'll need to work out is the composition of the Space Marine squads. There are several ways to do this.

You can use the bidding system from Deathwing to decide who's going to play which side – then the Space Marine player simply buys the squads from the points he bid.

Or you can use the points listed for each mission in the Force Points Table found elsewhere in this book (see the Traitor Force List) and buy the squads using the total given.

For either of these two methods, decide how many squads you have based on the models you choose. If you play with more than a couple of squads you may have to adapt the deployment rules for certain missions – agree on this with your opponent.

The third way to work out what Space Marines you have is to roll on the table below. You get the number of squads given in the mission briefing (ie 1 squad for First Blood and 2 squads for the other five missions) – just use the table to work out what Space Marines are in each squad. Roll once under each column to give you a total of 5 Space Marines in each squad – note that there's a different 4th column for the 2nd wave.

For example, you might roll 1, 3, 2 and 6. This would give you a squad containing a Captain, a Space Marine with an assault cannon, a Space Marine with lightning claws, a Lexicanian (level 1 psyker) and the standard Space Marine with storm bolter and power glove that's included in every squad.

D6 Roll	1st model	2nd model	3rd model	4th model (1st wave) *	4th model (2nd wave) *
1	Captain with storm bolter power sword and power glove with grenade launcher	Space Marine with assault cannon (1 reload)	Space Marine with lightning claws	Chief Librarian (4th level) with storm bolter and force axe	Chief Librarian (4th level) with storm bolter and force axe
2	Sergeant with storm bolter and power sword	Space Marine with assault cannon (1 reload)	Space Marine with lightning claws	Epistolary (3rd level) with storm bolter and force axe	Chief Librarian (4th level) with storm bolter and force axe
3	Sergeant with storm bolter and power sword	Space Marine with assault cannon (no reload)	Space Marine with thunder hammer and storm shield	Epistolary (3rd level) with storm bolter and force axe	Chief Librarian (4th level) with storm bolter and force axe
4	Sergeant with storm bolter and power glove	Space Marine with heavy flamer	Space Marine with thunder hammer and storm shield	Codicier (2nd level) with storm bolter and force axe	Epistolary (3rd level) with storm bolter and force axe
5	Sergeant with storm bolter and power glove	Space Marine with heavy flamer	Space Marine with storm bolter and chainfist	Codicier (2nd level) with storm bolter and force axe	Epistolary (3rd level) with storm bolter and force axe
6	Sergeant with storm bolter and power glove	Space Marine with heavy flamer	Space Marine with storm bolter and chainfist	Lexicanian (1st level) with storm bolter and force axe	Epistolary (3rd level) with storm bolter and force axe

5th model: in addition to the above, each squad contains 1 Space Marine with storm bolter and power glove to make a complete squad of 5 models.

* Roll on the 1st wave column for First Blood, No Way Out, Killing Ground, Interrogation and the 2nd wave column for Divide & Conquer and Poison!

I: FIRST BLOOD

The first objective of the Space Marines is to isolate the Nautilus spire and ensure that the Genestealers can't escape out into the main part of the Acropolis Hive. From the reports of the Necromundan forces, the Space Marines worked out that most of the Purestrain and psychic Hybrid Genestealers were confined to a small area in the upper part of the Nautilus spire, presumably defending their Patriarch.

Squads of Space Marines in power armour, supported by Necromundan troops, were ordered to move through the lower parts of the spire and eradicate the rebels there. These were mostly Human brood brothers, fanatical supporters of the Genestealer rebellion but not themselves polluted by the mutating infection.

In the upper parts of the spire, a smaller force of Terminator squads was concentrated. Their task was to exterminate the Purestrain and Hybrid Genestealers and kill the Patriarch – without a leader, the revolution would soon die out. The first task was to seal off the upper levels to prevent the Genestealers breaking out into the Acropolis and to stop any potential reinforcements.

One squad was detailed to destroy the lifts that formed a vital link with the main body of the spire.

OBJECTIVES

The Space Marine player is trying to kill all the Genestealers guarding the lifts and destroy the lifts. The Genestealer player is trying to keep this possible escape route open.



PAUL CORNIN

FORCES

Space Marines

The Space Marine player may choose any one squad from his first wave.

Genestealers

The Genestealer player has 10 Blips in play at the start of the game but doesn't get any reinforcements (see Special Rules).

The Genestealer player uses the expanded Blip set. The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with lasgun
- C 4th level psyker with chainsword
- D 4th level psyker with autocannon
- E Non-psyker with bolter
- F Non-psyker with bolt pistol
- G Non-psyker with laspistol
- H Non-psyker with plasma pistol
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

The Space Marine player brings each model in at a different entry area. The entry areas are set by the Space Marine player at the start of the mission as explained in the Special Rules.

The Space Marines move first.

Genestealers

All 10 Blips are placed on the board before the game begins (ie before the Space Marine player picks his entry areas).

SPECIAL RULES

Both players use psychic cards.

Space Marine Entry Areas

During the first turn, after the Genestealer player has placed his Blips, each Space Marine blasts his way into this level of the spire with high explosives.

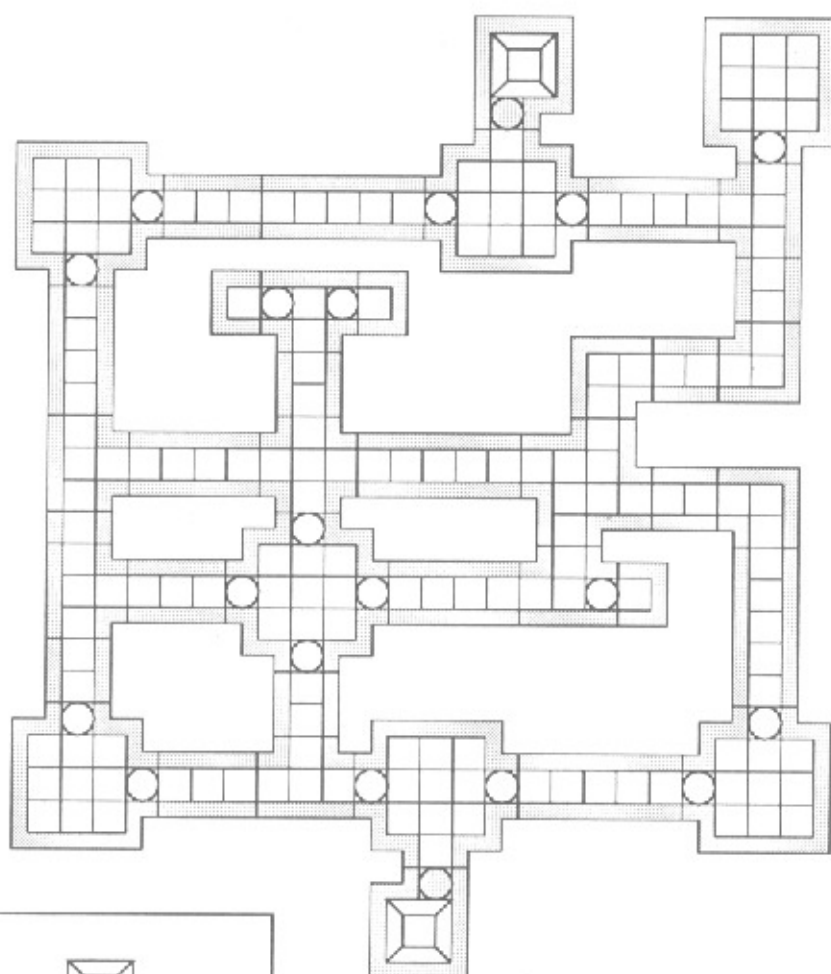
It takes 1 AP to blow a hole in the roof, which is then entered the same as a pitfall. The position of the entrance point is marked using a pitfall shadow counter.

If a Blip is in line of sight from the pitfall, it is converted before the Space Marine jumps down. The Space Marines do not have to enter the complex immediately – if there's a target in line of sight, they may fire on it instead.

The Genestealers are there to guard the lifts so they cannot climb out of the holes.

Lifts

The lifts are new board sections – you'll find the floorplans in the card section at the back of this book. Once the door to a lift has been opened or destroyed, the lift can be destroyed by a Space Marine on the same roll as needed to destroy a door.



If an area effect weapon is used against a Genestealer in a lift, also roll to see if the lift is destroyed, using the same roll as needed to destroy a door. If the door to a lift is destroyed, the lift still works until the lift itself is destroyed.

If a Jinx is used against the lift, the lift stops working but does not count as being destroyed. If a Blast is used against a lift door, the lift is automatically destroyed. A Vortex destroys the lift and is then removed from the board.

Lift Doors

Whenever a lift door is opened (rather than destroyed), the door stays open until the endphase of that player's turn – it then closes automatically.

Genestealer Reinforcements

If either of the lifts is still working by the tenth Genestealer turn, the Genestealer player gets one reinforcement Blip per turn per working lift.

The Blip starts in the lift and is converted immediately it's placed on the board. It cannot lurk under any circumstances.

A lift holds four Genestealers – if the Blip is for any more than four, the extra Genestealers are lost.

Reinforcements have 2 APs less than usual in their first turn to represent the time coming up in the lift. The first Genestealer out of the lift must also use 1 AP to open the door if it hasn't been destroyed – remember the door will always be closed at the start of the turn.

If any Genestealers remain in the lift at the start of a Genestealer turn the Genestealer player doesn't get a reinforcement Blip for that lift in that turn. The Blip is lost and can't be saved up for a later turn.

VICTORY

If the Space Marine player destroys both lifts and all the Genestealers, the mission is a Space Marine victory. If the lifts are destroyed but no Space Marines survive the mission, it is a partial Space Marine victory.

If either lift is left intact, the mission is a Genestealer victory.

2: NO WAY OUT

Simultaneous with the first assault, a pair of squads were sent along an wide access corridor that led into the Acropolis Hive proper. This corridor formed a key part of the rail link that was originally used to supply the Nautilus spire. It fell into disuse long ago when the spire was largely abandoned and the rails, mechanisms and carriages have long since been scavenged and turned to more productive uses by the spire's clans.

As the Terminator squads advanced, the Genestealers were breaking through from above in an attempt to gain control of the old railhead. If they could occupy the access tunnel and keep a route open to the Acropolis, they could flee if the battle went against them.

Once in the vast Acropolis Hive, hunting them would be impossible.

OBJECTIVES

The Space Marine player is trying to hold off the Genestealers for 15 turns. The Genestealer player is trying to kill all the Space Marines within the same time limit.

FORCES

Space Marines

The Space Marine player chooses any 2 remaining squads from the first wave.

Genestealers

For the first 12 turns, the Genestealer player gets one Blip per turn for each entry area open (see Special Rules).

The Genestealer player uses the expanded Blip set. The lettered Blips represent the following Hybrids

- A Unarmed 4th level psyker
- B 4th level psyker with bolt pistol and chainsword
- C 4th level psyker with lasgun and power sword
- D 4th level psyker with missile launcher
- E 4th level psyker with autocannon
- F Non-psyker with bolter
- G Non-psyker with plasma gun
- H Non-psyker with lascannon
- I Non-psyker with conversion beamer
- J Non-psyker with lasgun and power sword

DEPLOYMENT

Space Marines

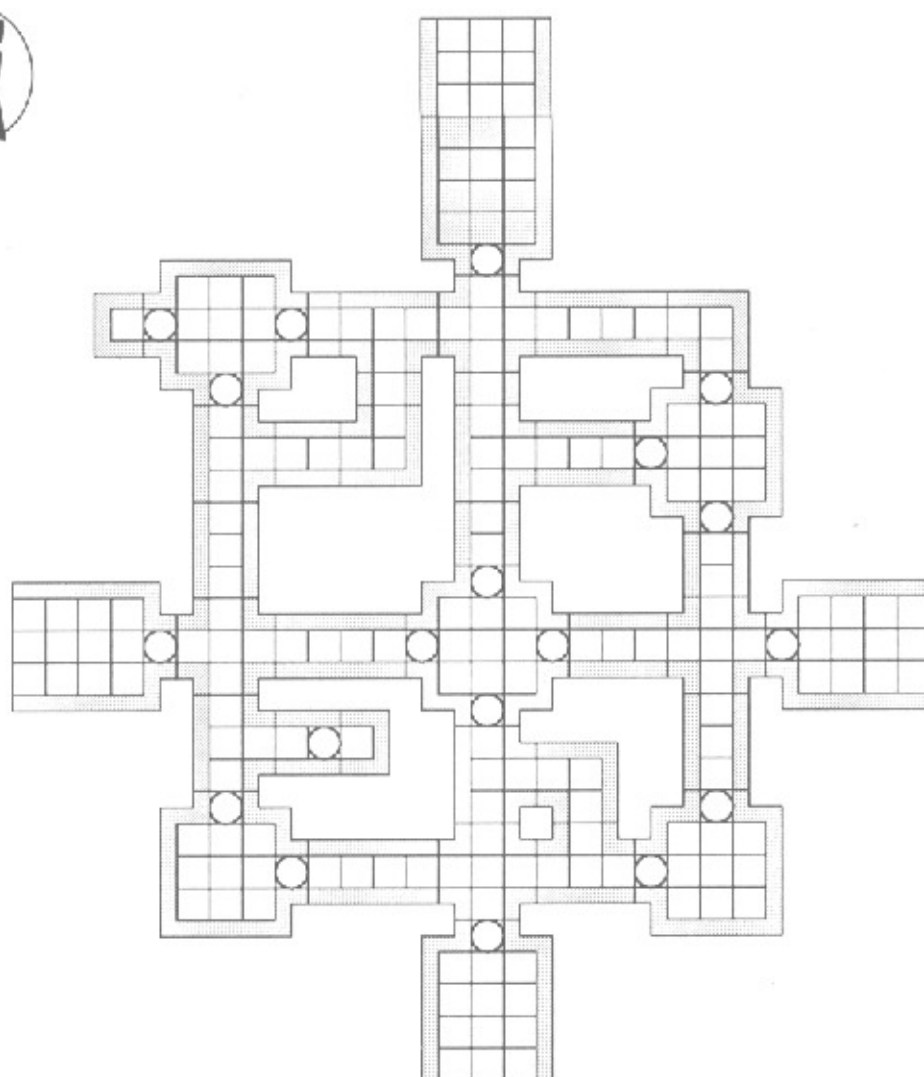
The Space Marines start in the marked corridor.

The Space Marines move first.

Genestealers

One Blip enters at each of the entry areas created – see the Special Rules.





Door



Space Marine Deployment Area

SPECIAL RULES

Both players use psychic cards.

Genestealer Entry Points

At the start of the first Genestealer turn, 2 pitfall shadow counters are placed by the Genestealer player to show pitfalls from the roof – these are the first two Genestealer entry areas.

At the start of the fourth Genestealer turn, a third pitfall shadow counter is placed, then a fourth counter at the start of the eighth Genestealer turn.

These counters can be placed anywhere in the complex, except in the wide corridor sections.

Genestealers do not need to lurk for one turn unless a Space Marine is standing on a square adjacent to the shadow counter.

Securing Entry Areas

The Space Marine player can secure entry areas but the Space Marine model must be standing on the square containing the pitfall shadow counter.

VICTORY

The mission ends after turn 15.

If all the Genestealers have been killed and 4 or more Space Marines are alive, it is a Space Marine victory.

If any Genestealers remain alive but 4 or more Space Marines are alive, the mission is a partial Space Marine victory.

If less than 4 Space Marines survive, the mission is a Genestealer victory.

3: KILLING GROUND

With the earlier reconnaissance and the reports from the first two assault groups, it became clear that the main body of the Genestealer forces had been contained and isolated. There was now only one place they could break out – through a main access corridor that led to a vast array of sub-corridors and service tunnels.

If the Space Marines could push the Genestealers back beyond this corridor, the first part of their task would be complete and they could concentrate on exterminating the surviving Genestealers.

Two squads were sent to move rapidly through the lightly-defended areas of the spire and strike at the key corridor. Their mission was to kill the Genestealers massing at this point and secure the corridor from further incursions. Facing them was a strong Genestealer force, already in position to thwart their attack.

OBJECTIVES

The Space Marine player is trying to eliminate all the Genestealers while stopping any Genestealers getting past. The Genestealer player is trying to get Genestealers off the far side of the board or kill all the Space Marines. The mission ends after 12 turns.



JOHN BLANCHE

FORCES

Space Marines

Use two of the last four remaining squads from the first wave.

Genestealers

The Genestealer player takes the expanded Blip set and discards 12 of the Blips without looking at them.

Five of the remaining Blips (chosen at random) are the Genestealer starting force. The other Blips come on as reinforcements at 2 Blips per turn.

These are all the Blips the Genestealer player gets. As each Blip is converted, it is discarded. After 10 turns, the Genestealer player will run out of reinforcements – don't shuffle the Blips and work through them again.

The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with bolt pistol
- C 4th level psyker with laspistol
- D 4th level psyker with plasma gun
- E 4th level psyker with conversion beamer
- F Non-psyker with bolter
- G Non-psyker with heavy bolter
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with power sword

DEPLOYMENT

Space Marines

One Space Marine squad starts on each of the marked corridor sections.

The Space Marines move first.

Genestealers

The Genestealer starting force is placed as 1 Blip in each of the five rooms. Reinforcements come on at the marked entry areas.

SPECIAL RULES

Both players use psychic cards.

Lurking

The Genestealers must get past the Space Marines and into the rest of the complex. Therefore, the Genestealers are charging forwards almost heedless of the enemy. They only lurk if a Space Marine is within 2 squares of an entry area.

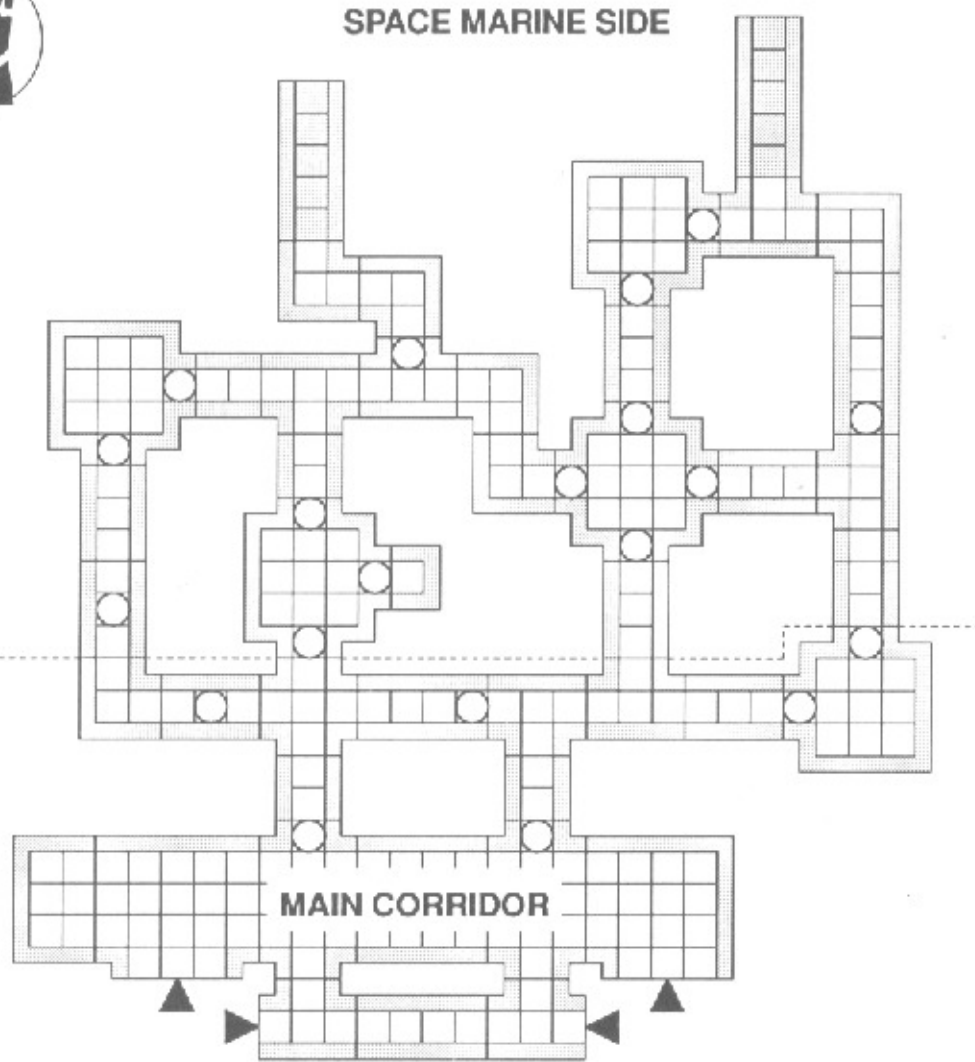
Escaping Genestealers

If a Genestealer gets off the board at one of the Space Marine entry areas, it is safe.

It can't later return to the game.



SPACE MARINE SIDE



MAIN CORRIDOR

GENESTEALER SIDE

○ Door

▲ Genestealer Entry Area

■ Space Marine Deployment Area

VICTORY

The mission ends after Genestealer turn 12. If there are no Genestealers left alive, the mission is a Space Marine victory.

If there are Genestealers in the main corridor but not on the Space Marine side of the complex (above the dotted line), the mission is a partial Space Marine victory.

If there are Genestealers on the Space Marine side of the complex (above the dotted line), or if there are no Space Marines left alive, the mission is a Genestealer victory.

If two or more Genestealers get off the board before the 12 turns are over, the Space Marine player immediately loses – the game is a Genestealer victory.

4: INTERROGATION

The final assault force of the Space Marine first wave was ordered to discover where the Patriarch and the main Genestealer defences were located within the Nautilus spire. Once their location was found, the Space Marines' final strike could begin – they didn't want to waste valuable time or lives searching through the winding tunnels of the spire, prey to ambush by Genestealers.

To pinpoint the Genestealers, the Space Marines had to interrogate the computers that ran the few remaining automatic services in this part of the spire. They were convinced that the Genestealers had been resident long enough for their location to show through the use of access tunnels, energy points and so forth. If they were wrong, it could mean sending the Space Marines on a wild goose chase – or worse, into a trap.

Reaching the computers was going to be difficult. Extracting the information while holding off the Genestealers in this area would be near impossible. But it was the only way to finish the rebellion swiftly and save the rest of the Acropolis from infection and certain death.

OBJECTIVES

The Space Marine player is trying to secure information from the computers. The Genestealer player is trying to stop this by killing the Space Marines or destroying the control panel.

FORCES

Space Marines

Use the last two squads from the first wave.

Genestealers

The Genestealer player starts with 2 Blips and gets 2 Blips reinforcements per turn. When the Space Marines reach the control panel, the reinforcements increase to 3 Blips per turn.

The Genestealer player uses the expanded Blip set. The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with lasgun
- C 4th level psyker with plasma gun
- D 4th level psyker with missile launcher
- E 4th level psyker with autocannon
- F Non-psyker with bolter
- G Non-psyker with laspistol
- H Non-psyker with heavy bolter
- I Non-psyker with heavy plasma gun
- J Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

The Space Marine force starts in the marked corridor section.

The Space Marines move first.

Genestealers

The Genestealers may enter at any of the marked entry areas.

SPECIAL RULES

Both players use psychic cards.

The Space Marine player may secure entry areas.

Reaching the Control Panel

When the first Space Marine reaches the control panel, 1 AP may be spent switching on the autofire weaponry.

It then takes a total of 25 APs to get all the information needed from the computer.

Make a note of each AP spent by a Space Marine to gather information. Although the APs can be spent by different Space Marines in different turns, only one Space Marine can gather data in any given turn.

If the room is affected by Warp Time, each AP spent counts as half an AP.

Destroying the Control Panel

As soon as the first AP is spent on gathering information, the Genestealers become aware of the Space Marines' intentions and start trying to destroy the control panel – from this point, the Genestealers' reinforcements go up to 3 Blips per turn.

The control panel can be destroyed on the same roll as to destroy a door.

If a Jinx is cast onto the section containing the control panel, all previous APs spent on gathering information are lost and the process must begin again once the Jinx has been cleared – no APs can be spent on gathering information while the room is affected by a Jinx.

Autofire Weapons

At the beginning of the game, the Space Marine player places the four autofire counters on the board in any corridor sections (not rooms, junctions or turns). These counters represent automatic lasguns fixed into the ceiling which fire on any lifeform passing directly below them.

At the start of the mission, the autofire weapons are not yet activated – they can be turned on at the control panel for 1 AP.

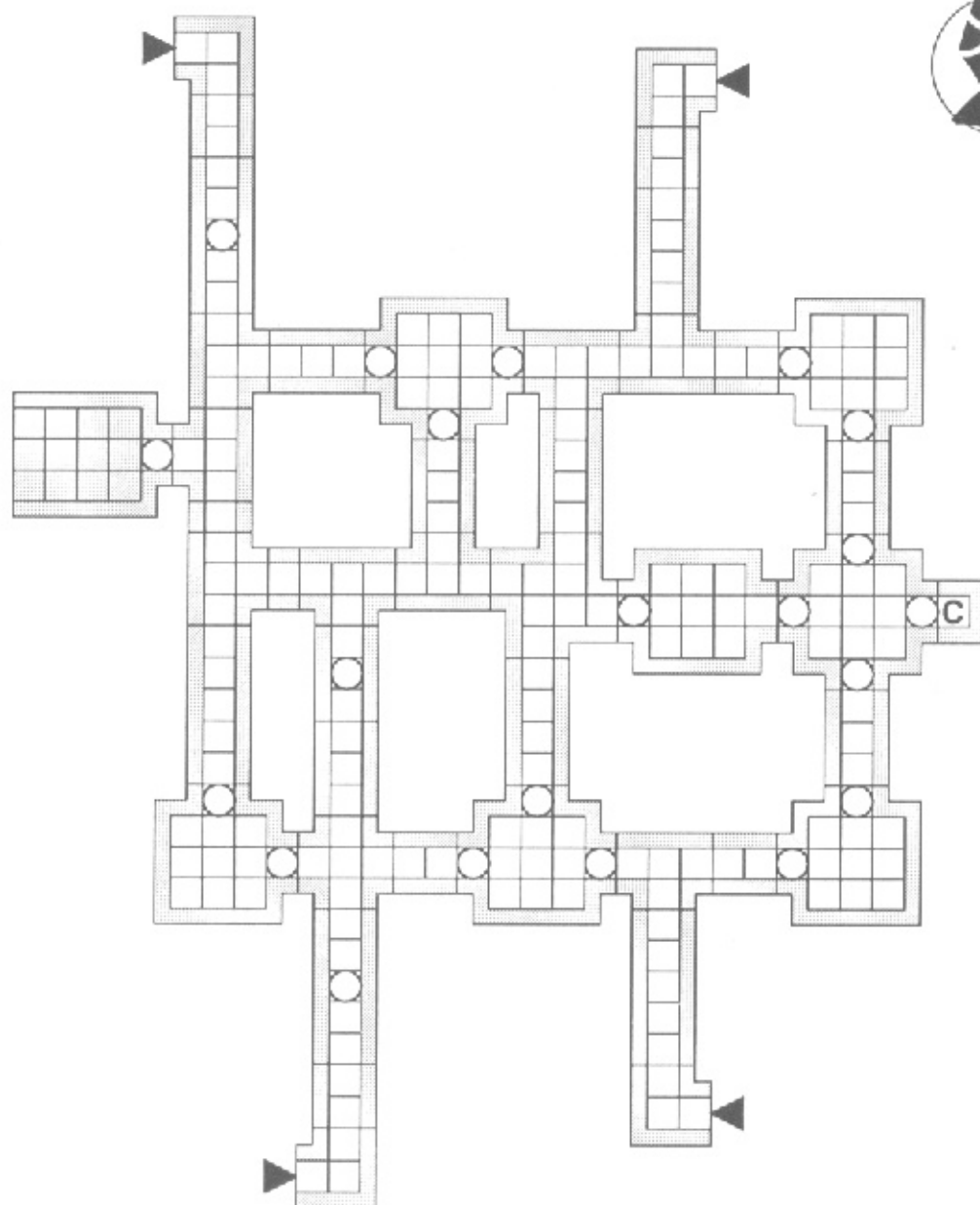
Once activated, any model passing over the counter is fired on by the laser. Roll a single dice. A Genestealer or Space Marine is killed on a 6 – a Genestealer Hybrid is killed on a 4.

If the control panel is destroyed, all the lasers stop firing and the counters are removed.

An unconverted Blip cannot be moved over an autofire counter – it must stop its move or convert before moving. A Blip cannot be converted so that a model is placed on the counter.

Autofire weapons are set into the ceiling and cannot be destroyed – not even by a Vortex.

A Jinx in the section temporarily stops them working (they still operate normally if the control panel is Jinxed) – they work again once the Jinx is gone.



	Door		Genestealer Entry Area
	Control Panel		Space Marine Deployment Area

VICTORY

If the Space Marine player spends 25 APs on gathering information, the mission is a Space Marine victory.

If at least 15 APs are spent on gathering information, the mission is a partial Space Marine victory.

If less than 15 APs are spent on gathering information before all the Space Marines are killed or the control panel is destroyed, the mission is a Genestealer victory.

Make sure you record this result as it affects the forces available for Divide & Conquer and Poison!

5: DIVIDE & CONQUER

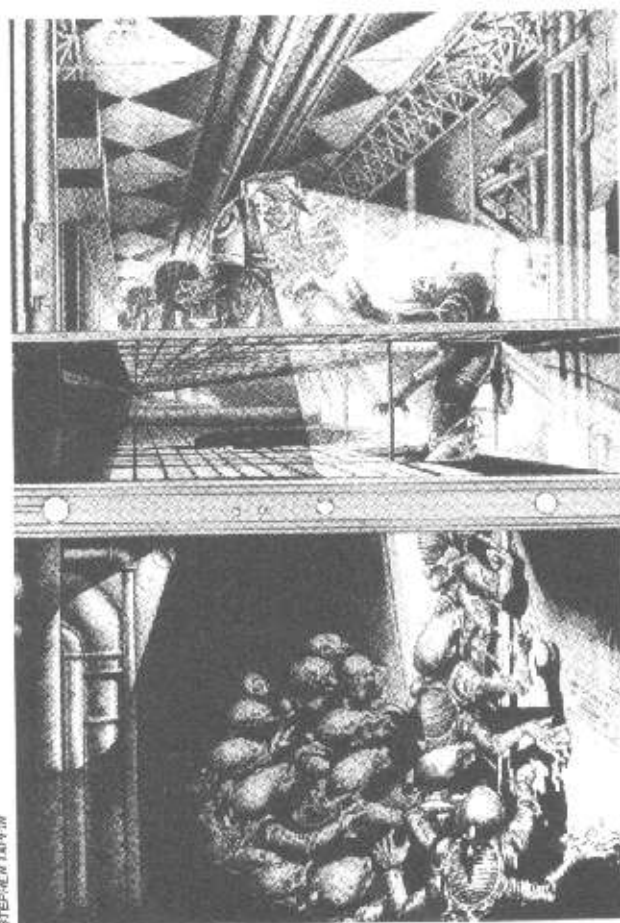
The interrogation of the computers was successful. Combined with reconnaissance reports and bio-scanning of the spire, the Space Marines had discovered there were only two main concentrations of Genestealers left. One was gathered to defend their Patriarch. The other group had been sent into the lower levels in an attempt to break through to the Acropolis.

Thanks to the earlier isolation manoeuvres, this second group of Genestealers had failed in their task. They were now returning to the Patriarch. Within the narrow confines of the spire's tunnels, the Space Marines knew that they couldn't face such a large force and win. The only hope was to catch the two groups separately before they joined.

Two fresh squads from the second wave were detailed to guard the access corridors from the lower levels and stop the Genestealers breaking through to regroup. Ten Imperial Fists formed a line that no Genestealer would cross.

OBJECTIVES

The Space Marine player is trying to hold off the Genestealer reinforcements while the Genestealer player is trying to break through the cordon and get some Genestealers off the marked corridor section. The game lasts for 15 turns.



STEPHEN TAYLOR

FORCES

Space Marines

Use two of the squads from the second wave.

If the Genestealers won the fourth mission, Interrogation, the Space Marines didn't get the vital computer information they needed and they have to split their forces to scout more of the spire. Each squad loses a Space Marine – the Space Marine player chooses which 2 models aren't available to him for this game.

Genestealers

The Genestealer player starts with 2 Blips and gets 2 Blips per turn as reinforcements.

If the Genestealers won Interrogation, or it was only a partial Space Marine victory, the Genestealer player starts with 4 Blips to represent the extra time the Genestealers have to prepare themselves while the Space Marines search the Nautilus spire.

The Genestealer player uses the expanded Blip set.

The lettered Blips represent the following Hybrids:

- A 3rd level psyker with bolter
- B 3rd level psyker with lascannon
- C 3rd level psyker with plasma gun
- D 3rd level psyker with missile launcher
- E 3rd level psyker with conversion beamer
- F Non-psyker with bolter and chainsword
- G Non-psyker with lasgun
- H Non-psyker with autocannon
- I Non-psyker with heavy plasma gun
- J Non-psyker with heavy bolter

DEPLOYMENT

Space Marines

The Space Marine player places his models anywhere on the board on any facing and set on overwatch if he wants.

Genestealers

The Genestealer forces can come on at any of the marked entry areas.

The Genestealers move first.

SPECIAL RULES

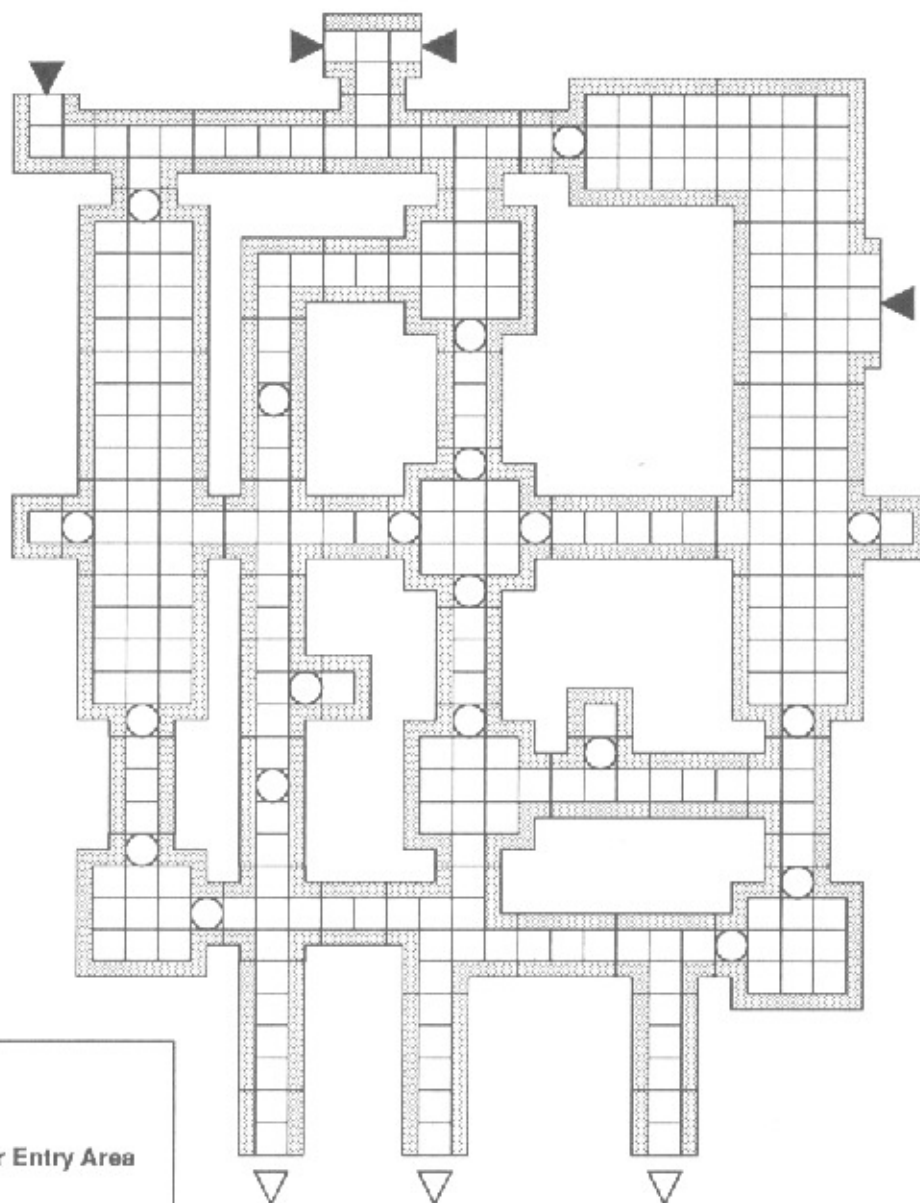
Both players use psychic cards.

Crates and Rubble

Before the game begins, the Space Marine player can place all the crate and rubble counters anywhere on the board.

Doors

Before the game begins, the Space Marine player may decide to open (but not destroy) up to 6 doors.



- Door
- ▲ Genestealer Entry Area
- △ Genestealer Exit Area

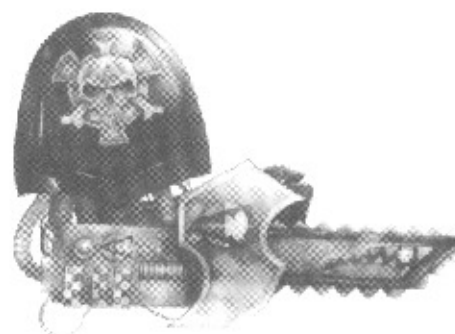
VICTORY

The mission ends after turn 15.

If no Genestealers get off the board at their marked exit areas, the mission is a Space Marine victory.

If between 1 and 5 Genestealers get off the board, the mission is a partial Space Marine victory.

If 6 or more Genestealers get off the board, the mission is a Genestealer victory.





TONY ROUGH

6: POISON

With many of the Genestealers now cut off from their Patriarch, the Space Marines had only one objective – the death of the brood's leader. But the Patriarch and a number of Magi had sealed themselves into a high-impenetrable fortified position at the top of the spire – they had obviously been prepared for such an eventuality. The Space Marines knew they would win but the losses could be terrible.

The answer was in the spire plans that had been retrieved from the computer banks. A heating and air duct ran the whole height of the spire and could be accessed from many levels. Too narrow for the Genestealers or Space Marines to enter, it could still be used to deliver a deadly poison to the Genestealers' sealed fortress.

The earlier missions to trap the Genestealers had paid off! The Space Marines had two canisters of a deadly nerve agent that had been specially developed by Imperial xenobiologists – it was known to affect even the hardy metabolisms of Genestealers. If just one canister of this nerve agent could be introduced into the heating duct, it would rise up and flood the Genestealers' fortified position. The Space Marines could kill the Patriarch and his remaining forces without having to take losses. Only the Genestealers between them and the air duct stood in the way of total victory.

OBJECTIVES

The Space Marine player is trying to get at least one of the canisters to the air shaft. The Genestealer player is trying to stop the Space Marines.

FORCES

Space Marines

Use the remaining two squads from the second wave, plus two Space Marines armed with storm bolters and power gloves to carry the canisters (see Special Rules).

If the Genestealers won Interrogation, the Space Marines didn't get the vital computer information and they have to split their forces to scout more of the spire. Each squad loses 1 Space Marine – the Space Marine player chooses which 2 models aren't available to him for this game.

Genestealers

The Genestealer player starts with 2 Blips and gets 2 Blips per turn as reinforcements.

If the Genestealers won Interrogation, or it was only a partial Space Marine victory, the Genestealer player starts with 4 Blips to represent the extra time the Genestealers have to prepare themselves while the Space Marines search the spire.

If Divide & Conquer was a Genestealer victory, the Genestealer player gets 3 reinforcement Blips from turn 5.

The Genestealer player uses the expanded Blip set and ambush counters (see Special Rules). The lettered Blips represent the following Hybrids:

- A 4th level psyker with chainsword
- B 4th level psyker with power sword
- C 4th level psyker with laspistol
- D 4th level psyker with lasgun

- E 4th level psyker with bolt pistol
- F 4th level psyker with bolter
- G Non-psyker with plasma pistol
- H Non-psyker with plasma gun
- I Non-psyker with autocannon
- J Non-psyker with missile launcher

DEPLOYMENT

Space Marines

The Space Marines start on the marked corridor sections.

If Interrogation was a Space Marine victory, the Space Marines move first.

Genestealers

The Genestealers can enter at any of the marked entry areas.

If Interrogation was a Genestealer victory, the Genestealers move first.

SPECIAL RULES

Both players use psychic cards. The Space Marine player may secure entry areas.

Ambush Blips

If an ambush is used and turns out to be a Genestealer, it represents a Genestealer Magus (unarmed 4th level Hybrid psyker)! The Genestealer player's psychic card hand goes up to 5 cards – it returns to 4 if the Magus is killed.

The Genestealer player can't use any more ambush Blips while a Magus is in play. The Genestealer player is limited to a maximum of 2 Magi for the whole game (though not at the same time, of course).

Carrying a Canister

The canisters of microbiological agent are very heavy so the Space Marines carrying them cannot move more than 4 squares per turn – CPs can't be used to move them further. A Space Marine carrying a canister cannot use his weapons, but the canister can be put down for 1 AP in order to fire. Picking up a canister costs 2 APs.

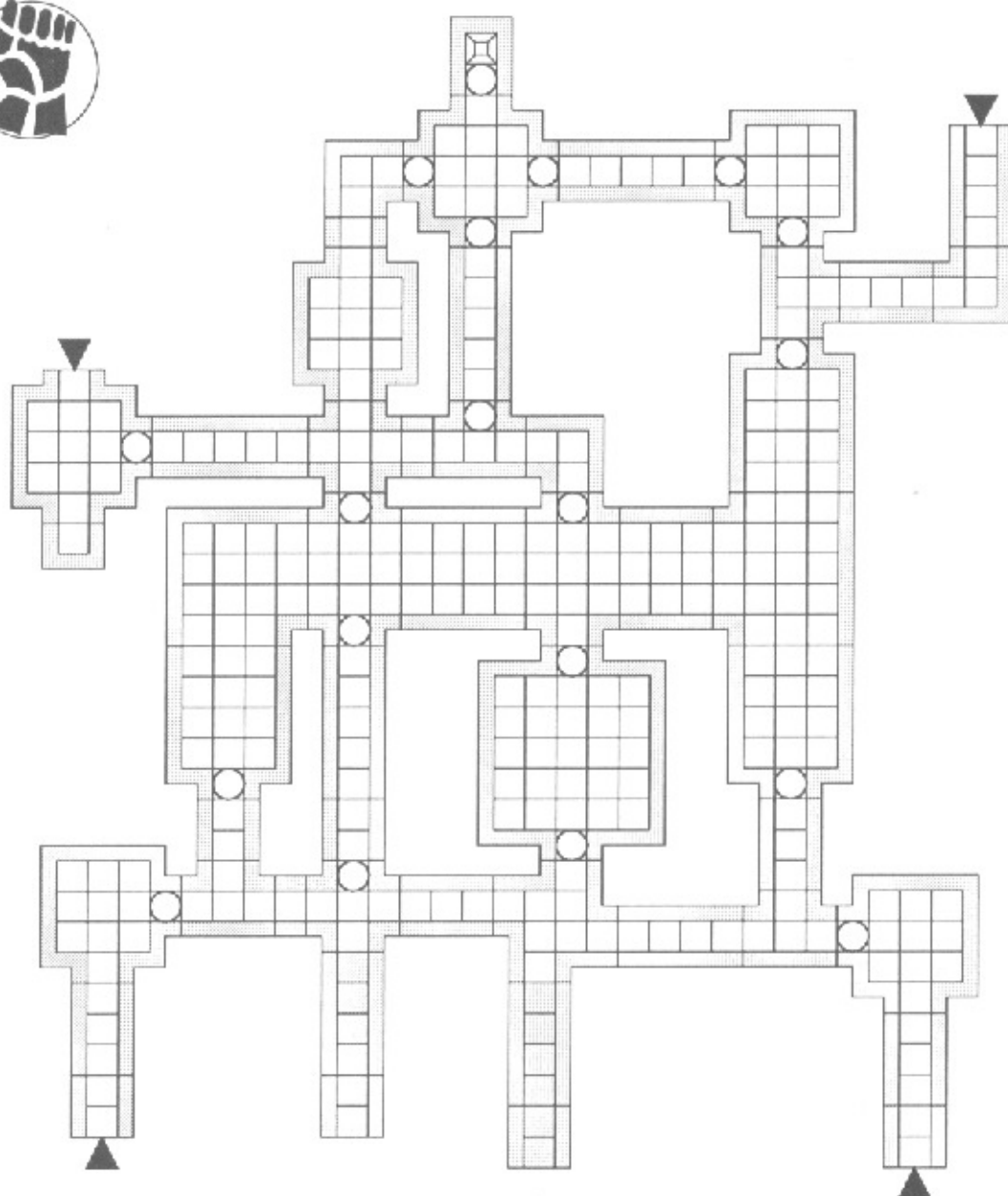
If a Space Marine carrying a canister is attacked in close combat, he can't defend himself and is automatically killed. If a Space Marine carrying a canister is killed, or if he puts it down and moves off, another Space Marine can pick up the canister – this costs 2 APs. A Space Marine armed with lightning claws cannot pick up a canister. The canisters cannot be destroyed except by a Vortex.





Mark the Space Marine carrying a canister, or the position of a dropped canister, with one of the canister counters.

Once a Space Marine carrying a canister reaches the air shaft, it takes 1 AP to arm the canister and 1 AP to drop it in the shaft.

Genestealers and Canisters

If a Space Marine puts down or is forced to drop a canister, a Genestealer may be able to pick it up. Purestrain Genestealers ignore the canisters, but a Hybrid Genestealer may pick up a canister – because of their Genestealer parentage, Hybrids are much stronger than normal Humans.



 Door	 Space Marine Deployment Area
 Genestealer Entry Area	 Air Shaft

It costs 2 APs for a Hybrid to pick up a canister and 1 AP to put it down. As with Space Marines, a Hybrid carrying a canister cannot fire, nor can a psychic Hybrid concentrate enough to use its psychic powers.

Hybrids cannot take the canisters off board, though they may move them as far away from the Space Marines as they want.

VICTORY

If an armed canister is placed in the air shaft the mission is a Space Marine victory – the poison will spread throughout the upper parts of the spire and kill the Genestealers.

Any other result is a Genestealer victory.

SENTINEL V



SENTINEL V

The Devlan system lies towards the south-eastern arm of the galaxy. The system contains six inhabited planets, all rich in valuable ores that feed huge industrial complexes. Exports from Devlan are sent out across the galaxy on great star freighters – in return, riches pour in to swell the coffers of the noble magnates.

Devlan's rich commerce attracts many raiders and warbands hoping to profit from piracy and plunder. At the edge of the system there are a series of space stations to warn of invaders. Each of these Sentinel space stations is powerfully armed and together they form a web of death surrounding and protecting the system.

Without warning, Sentinel V went silent, only one garbled fearful message revealing it was under attack before communication was lost. Fear gripped the system. The noble families had heard of the great darkness descending on the galaxy – the vast, murderous Tyranid Hive Fleet Kraken that was overwhelming whole star systems, their populations murdered, consumed or imprisoned by the Tyranids. Was this the first strike by the Hive Fleet against the Devlan system, harbinger of worse to come?

The noble families gathered in the Great Forum on Devlan III. Among them, as an Imperial representative, was Captain Jacobus of the Space Wolves, commander of the Space Marine contingent stationed in the system.

There was great uproar verging on panic as voices were raised in fear and anger. Many spoke of the certain death that awaited them if this was a Tyranid attack. Others counselled calm: they should investigate before leaping to conclusions – perhaps it was only Eldar pirates or marauding Orks passing through the system.

Eventually a decision was reached: Captain Jacobus would lead an assault on Sentinel V – if this was a forerunner of the Tyranid fleet, the Administratum must know as soon as possible. At the same time, the nobles would prepare to flee the system, taking their wealth aboard the huge star freighters ready to head towards the safety of the galactic core. The dangers of a deep space journey paled into insignificance when set against the threat of the Hive Fleet.

Captain Jacobus had only a small contingent: six squads of Space Wolves Terminators would be boarding the Sentinel V space station to assess the situation and capture or eliminate the invaders.

The approach to the station was fraught with tension – if the invaders were able to control the Sentinel's defence systems, the Space Marine craft could be destroyed before it reached its target. As the craft approached the docking bay, there was no sign of response: no weapons swivelled toward the Space Marines, no telltale power surges showed defence lasers being readied for firing. Either the invaders were unable to control the weapon systems, or they wanted to allow the Space Marines to dock.

The first Terminator squads were sent in on shuttles to establish a bridgehead – now they'd learn what enemy they faced.

CAMPAIGN RULES

Unlike the other campaigns in the book, this is a completely linked series of games with the results of each mission directly affecting the next. In one mission, for example, even the models' starting positions are carried over from the previous mission. The missions are not written to be played separately although we've included some notes at the end on how you can do this if you want.

The Space Marine force comprises just 6 squads for the entire campaign.

Squad Amadeus

- 1 Sergeant with storm bolter and power sword.
- 1 Codicier (level 2) with storm bolter and force axe.
- 1 Space Marine with assault cannon (3 reloads) and power glove.
- 1 Space Marine with storm bolter and chain fist.
- 1 Space Marine with storm bolter and power glove.

Squad Hadrian

- 1 Sergeant with storm bolter and power glove.
- 1 Epistolary (level 3) with storm bolter and power axe.
- 1 Space Marine with heavy flamer (1 reload) and power glove.
- 1 Space Marine with lightning claws.
- 1 Space Marine with storm bolter and power glove.

Squad Jacobus

Captain Jacobus with storm bolter, power sword and power glove with grenade launcher

- 1 Chief Librarian (level 4) with storm bolter and force axe.
- 1 Space Marine with heavy flamer (1 reload) and power glove.
- 1 Space Marine with assault cannon (3 reloads) and power glove.
- 1 Space Marine with storm bolter and power glove.

Squad Fabius

- 1 Sergeant with storm bolter and power glove.
- 1 Codicier (level 2) with storm bolter and force axe.
- 1 Space Marine with assault cannon (3 reloads) and power glove.
- 1 Space Marine with lightning claws.
- 1 Space Marine with thunder hammer and storm shield.

Squad Erasmus

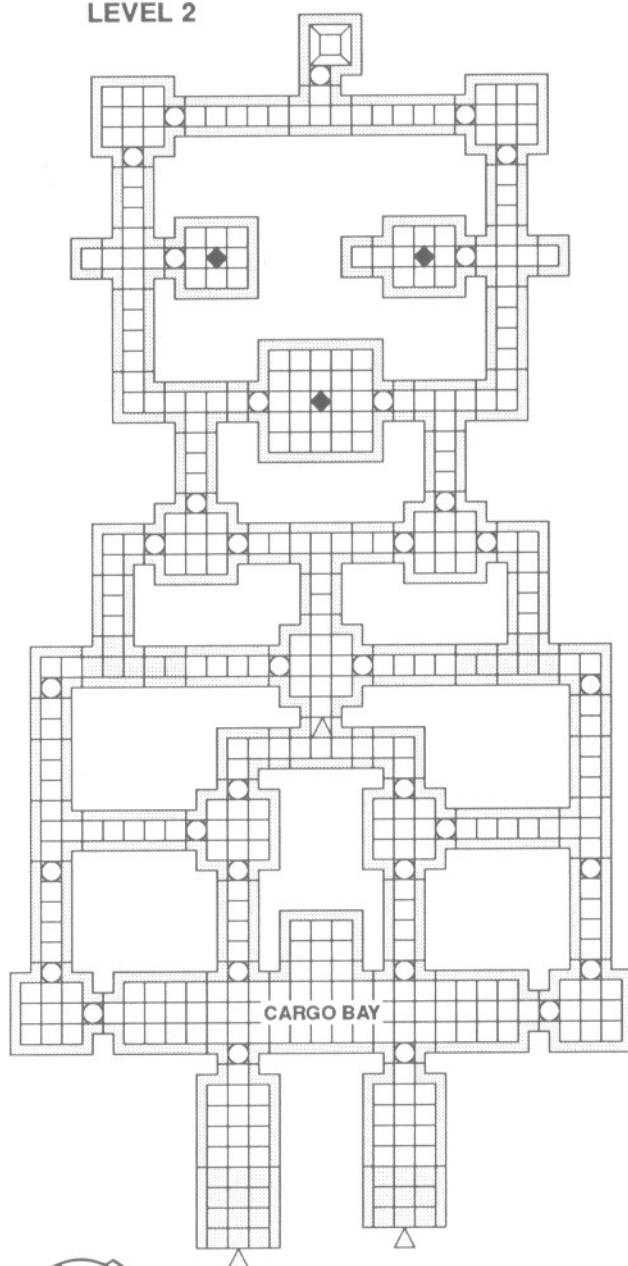
- 1 Sergeant with storm bolter and power glove.
- 1 Epistolary (level 3) with storm bolter and force axe.
- 1 Space Marine with heavy flamer (1 reload) and power glove.
- 1 Space Marine with storm bolter and chain fist.
- 1 Space Marine with storm bolter and power glove.

Squad Sebastien

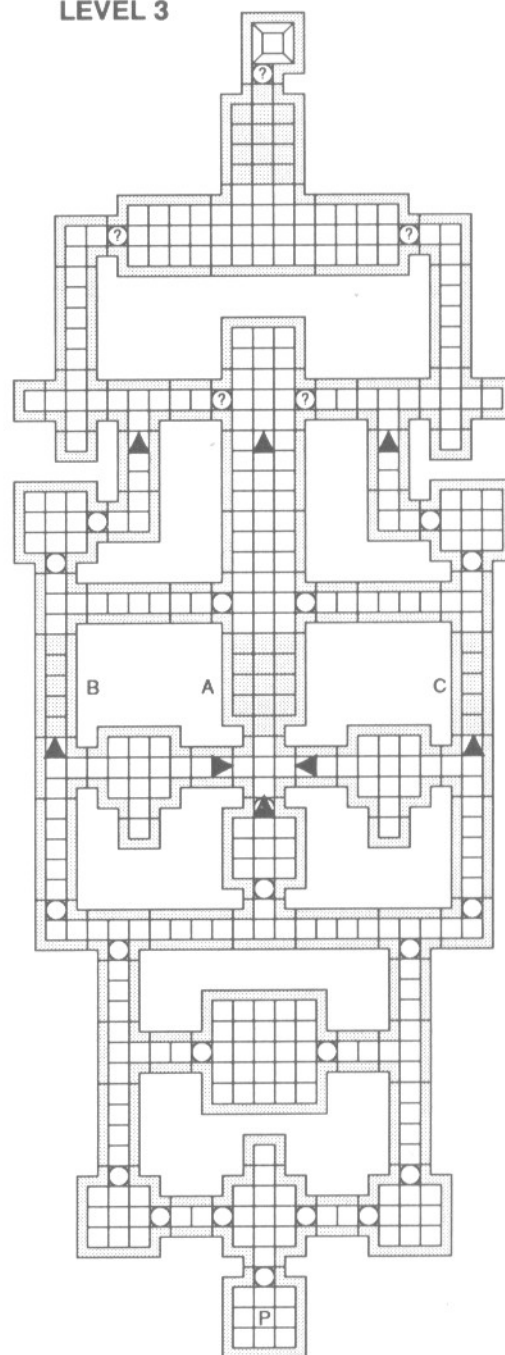
- 1 Sergeant with storm bolter and power sword.
- 1 Chief Librarian (level 4) with storm bolter and force axe.
- 1 Space Marine with assault cannon (3 reloads) and power glove.
- 1 Space Marine with thunder hammer and storm shield.
- 1 Space Marine with storm bolter and power glove.

SENTINEL V – FULL CAMPAIGN MAP

LEVEL 2



LEVEL 3



SETTING UP THE WHOLE CAMPAIGN

If you and your friends have got enough Space Hulk board sections between you, you can try setting up the whole campaign as a single huge game. We won't give proper rules for this but here's a few ideas.

Try playing with each Space Marine squad commanded by a different player. Stagger their entry, so you start with a couple

of squads at the docking bay and then bring the others on one at a time as the game progresses.

Begin with Genestealers entering on Level Two, adding the Level Three entry areas when the Space Marines reach the lift. The only entry areas the Space Marines can secure are the three pitfalls on Level Two. You could limit the Genestealer to a maximum number of Blips for the whole games and let the player decide when they come on (maximum 2 per turn).

I: DOCKING BAY

Two squads entered the Sentinel's docking bay, situated on Level Two of the space station. Their orders were to clear the way for the rest of the force and set up a bridgehead. Once they had gained a foothold, Captain Jacobus himself would bring in the third squad. If this mission was not a success, the whole operation was doomed.

As the landing shuttles approached the docking bay there was no sign of resistance. The lights were all dimmed, running on emergency power only, casting a blood red glow over the area. Warning beacons pulsed at the edges of the bays and shadows of the torn machinery leapt and shuddered in their intermittent light. Long seared lines of laser fire scarred the deck but there was no sign of bodies, either of the invaders or the Sentinel's crew.

The two squads disembarked and moved into position. As they approached the entry corridors to the station, their scanners started to come to life: telltale blips showed the enemy ahead. Sergeant Amadeus reported to Captain Jacobus – it was safe to bring in the second landing shuttle but there were enemy forces just beyond the docking bay. The Space Marines readied their weapons and advanced.



KEVIN WALKER

OBJECTIVES

The Space Marine player must completely clear the area of Genestealers. The Genestealer player must try to stop the Space Marines.

FORCES

Space Marines

The Space Marine player starts with Squad Amadeus and Squad Hadrian and receives Squad Jacobus as reinforcements on turn 5.

Genestealers

The Genestealer player starts with 10 Blips in play. From turns 4 to 9 he gets 1 Blip per turn as reinforcements.

The Genestealer player uses the expanded Blip set. The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with laspistol
- C 4th level psyker with chainsword
- D 4th level psyker with bolter
- E 4th level psyker with autocannon
- F Non-psyker with lasgun
- G Non-psyker with plasma pistol
- H Non-psyker with missile launcher
- I Non-psyker with conversion beamer
- J Non-psyker with heavy bolter

DEPLOYMENT

Space Marines

Squads Amadeus and Hadrian start on the marked entry corridors with one squad on each corridor.

On turn 5, Squad Jacobus may enter at either of the marked entry corridors.

The Space Marines move first.

Genestealers

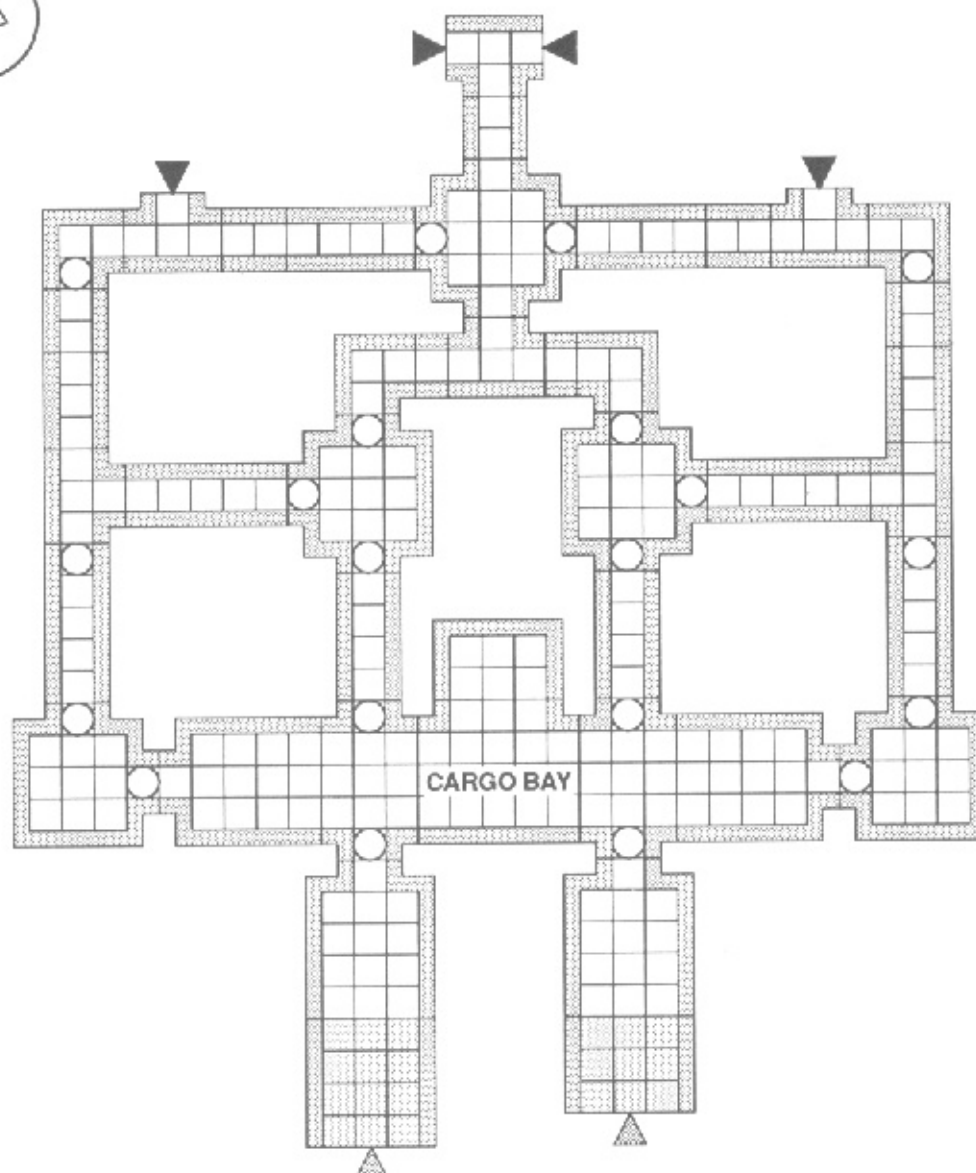
The starting force is placed as 2 Blips in each of the five rooms. The reinforcements may come on at any of the marked entry points.

SPECIAL RULES

Both players use psychic cards. The Space Marines cannot actually play any cards until the Chief Librarian arrives in the fifth turn.

Crates

Before the game, the Genestealer player may place all the crate counters in the 3-square wide corridor that forms the Cargo Bay. Crates can't be placed in a square next to a door and they can't be set up to block the corridor completely.



○ Door

▲ Genestealer Entry Area

□ Space Marine Deployment Area

△ Space Marine Entry Area

ENDING THE MISSION

The mission ends when all the Genestealers are dead.

The Space Marine player then records all the surviving Space Marines from each squad. Survivors of Squad Jacobus are used in Strike Force – survivors of Squads Amadeus and Hadrian reappear in The Patriarch.

If less than five Space Marines survive, it is unlikely that the campaign will be concluded successfully by the Space Marines. If no Space Marines survive, the campaign has already been lost.

In either case, the Space Marine player should start this mission again – or swap sides and see if your opponent can do any better!

2: STRIKE FORCE

The docking bay was cleared in a ferocious firefight as the three squads pushed their way further into the Sentinel space station. Now the Space Marines knew what enemy they were up against: Genestealers including a strong force of Hybrid psykers. The information was relayed back by Captain Jacobus to his command vessel for transmission to the Administratum. It was as the men of Devlan feared – these Genestealers were almost certainly the forerunners of the Tyranid Hive Fleet.

This added urgency to the annihilation of the Genestealers. No psychic signals had been picked up by the Astropaths in the Devlan system – it was probable no message had been sent to the Hive Fleet from the captured space station. The ever-advancing Tyranid Fleet would still be a terrible threat but perhaps the Space Marines could buy the system's population some more time.

Led by Captain Jacobus and the survivors of his squads, two fresh squads advanced further into the space station. Their aim was to clear Level Two of the Genestealers breaking in from the observation platform on Level One, and to set up an advance force on Level Three. It was from Level Three that the strongest psychic activity was emanating and here Captain Jacobus expected to find the main body of the Genestealer force.

The squads advanced warily – they knew the Genestealers were above them and feared a breakthrough to the rear. Their scanners showed the enemy moving all around them: in front, above and below. Once false move, one bad decision, and the whole Space Marine force could be surrounded and destroyed.



PAUL DUNN

OBJECTIVES

The Space Marine player must secure all three entry areas and then get all remaining models down in the lift to Level Three.

The Genestealer player must try to stop the Space Marines.

FORCES

Space Marines

The Space Marine player starts with the survivors of Squad Jacobus and all of Squad Fabius.

Squad Erasmus arrives as reinforcements at the start of turn 4.

Genestealers

The Genestealer player gets no starting forces and gets 2 Blips per turn as reinforcements.

As the Space Marines secure the pitfalls, the Genestealers reinforcements are reduced – see Special Rules.

The Genestealer player uses the expanded Blip set. The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with bolt pistol
- C 4th level psyker with power sword
- D 4th level psyker with lasgun
- E 4th level psyker with missile launcher
- F Non-psyker with bolter
- G Non-psyker with plasma gun
- H Non-psyker with autocannon
- I Non-psyker with conversion beamer
- J Non-psyker with lascannon

DEPLOYMENT

Space Marines

One squad starts on each of the marked entry corridors.

At the start of turn 4, Squad Erasmus comes on at the marked entry area.

The Space Marines move first.

Genestealers

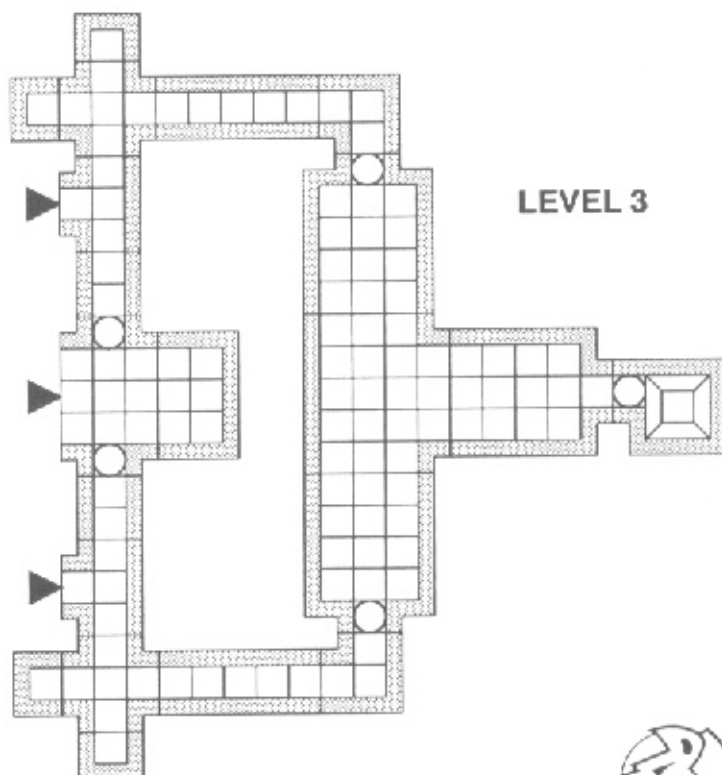
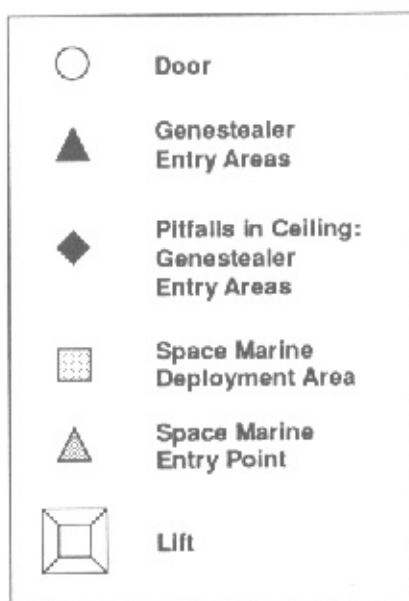
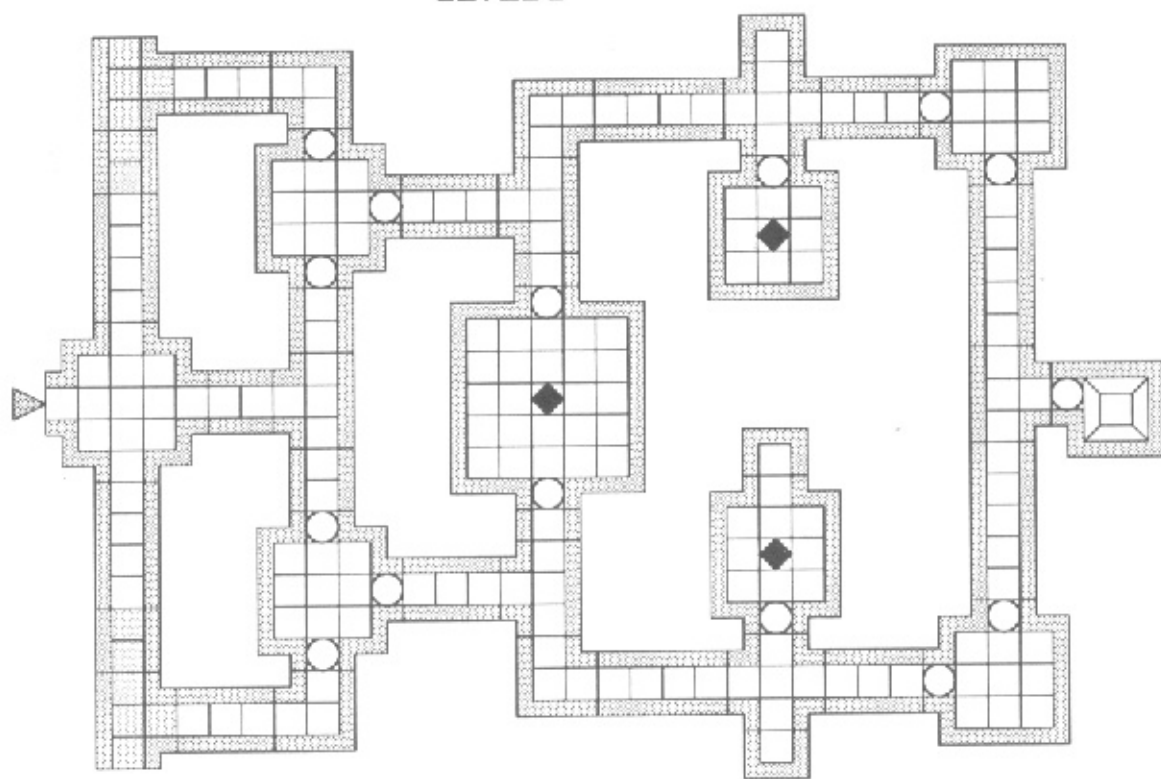
On level 2, the Genestealers enter through the pitfalls marked as entry areas – see Special Rules.

On level 3, the Genestealers come on at the marked entry area.

SPECIAL RULES

Both players use psychic cards. If the Chief Librarian survived in Squad Jacobus, the Space Marine player can play psychic cards from the start of the game, otherwise he has to wait for the arrival of Squad Erasmus's Epistolary in turn 4.

LEVEL 2



LEVEL 3



Pitfalls

On Level Two, the Genestealers are entering through pitfalls from Level One. Mark the position of these entry areas with pitfall shadows. While the Genestealers are receiving 2 Blips per turn, the 2 Blips must enter through different holes.

When two of the pitfalls have been secured, the Genestealer reinforcements go down to 1 Blip per turn through the remaining pitfall.

Genestealers are never forced to lurk when entering through the pitfalls, even if a Space Marine is standing within six squares.

The Space Marines cannot go up through the pitfalls.

Securing the Pitfalls

A Space Marine model must be standing adjacent to a pitfall square to secure the pitfall.

Once all three pitfalls have been secured, the reinforcements on Level Two stop. There are no Genestealer reinforcements on their next turn. On the following turn (ie the second turn after the last pitfall was secured), the Genestealer player receives 1 Blip reinforcement on Level Three.

For the rest of the mission, the Genestealer player gets 1 Blip every other turn on Level Three.

Lifts

Both sides want to keep the lift working, so neither side is allowed to attack a lift, its occupants or the lift door. In addition, neither side will use area effect weapons or area effect psychic attacks on the lift or on the section next to it.

At the start of each Space Marine turn, the Space Marine player can state which floor the lift is on. The lift can be on a different floor each turn or can be kept on the same floor for several turns.

If the lift door has been opened, it automatically closes during the endphase of turn. A model cannot end its turn on the door square (if it does, it's crushed to death as the door closes!).

The Genestealers never enter or move the lifts.

Space Marines in the Lift

The lift holds up to 4 Space Marines. When the lift moves, the Space Marines are simply placed on the lift section of the other level in the same position with the same facing and still on overwatch if it had already been set.

ENDING THE MISSION

The mission ends when the last surviving Space Marine reaches Level Three. The Space Marine player ends that turn and the game stops. The Level Two map can then be broken up to expand Level Three. Counter-Attack follows on immediately from the end of Strike Force.

Of course, if you don't want to go straight on to the next mission, you can make a note of the current position and facing of all the surviving Space Marines, Genestealers, Blips and any area effects so that you start again later.

If all the Space Marines die during this mission, the campaign has been lost! Either replay this mission or try again from the start by replaying Docking Bay.

3: COUNTER-ATTACK

After a hard fight, the Space Marines gained access to Level Three. The breakthroughs from Level One had been sealed and the Genestealers left in the observation platforms isolated from the main force. Captain Jacobus was sure he could maintain the defences on the second level and mop up any survivors on Level One when the station had been recaptured.

Ahead of him, however, was still the main Genestealer force and it was now counter-attacking in strength. There was also an ever-increasing level of psychic activity. The Space Marines knew they had to move fast if they were to succeed in their mission, but at the same time it was vital to hold the ground they'd already taken.

Captain Jacobus decided to commit the last fresh squad to the battle. They had to break through and overwhelm the enemy's counter-attack while the Genestealers were still in some disarray from the rapid Space Marine advance. Hesitation now would be fatal.

Without waiting to regroup, the Space Marines continued their advance through the battle-scarred corridors of Level Three. It was obvious that the station's crew had mounted their main defence here – blood stained the walls and abandoned weapons lay broken in corners, crushed by powerful Genestealer claws. Doors were ripped out and instruments smashed.

Amid this debris, the Space Marines pressed on, the skittering sound of Genestealer claws echoing down the tunnels as the counter-attack was launched.

OBJECTIVES

The Space Marine player must hold off the Genestealer counter-attack. The Genestealer player is trying to kill as many Space Marines as possible.

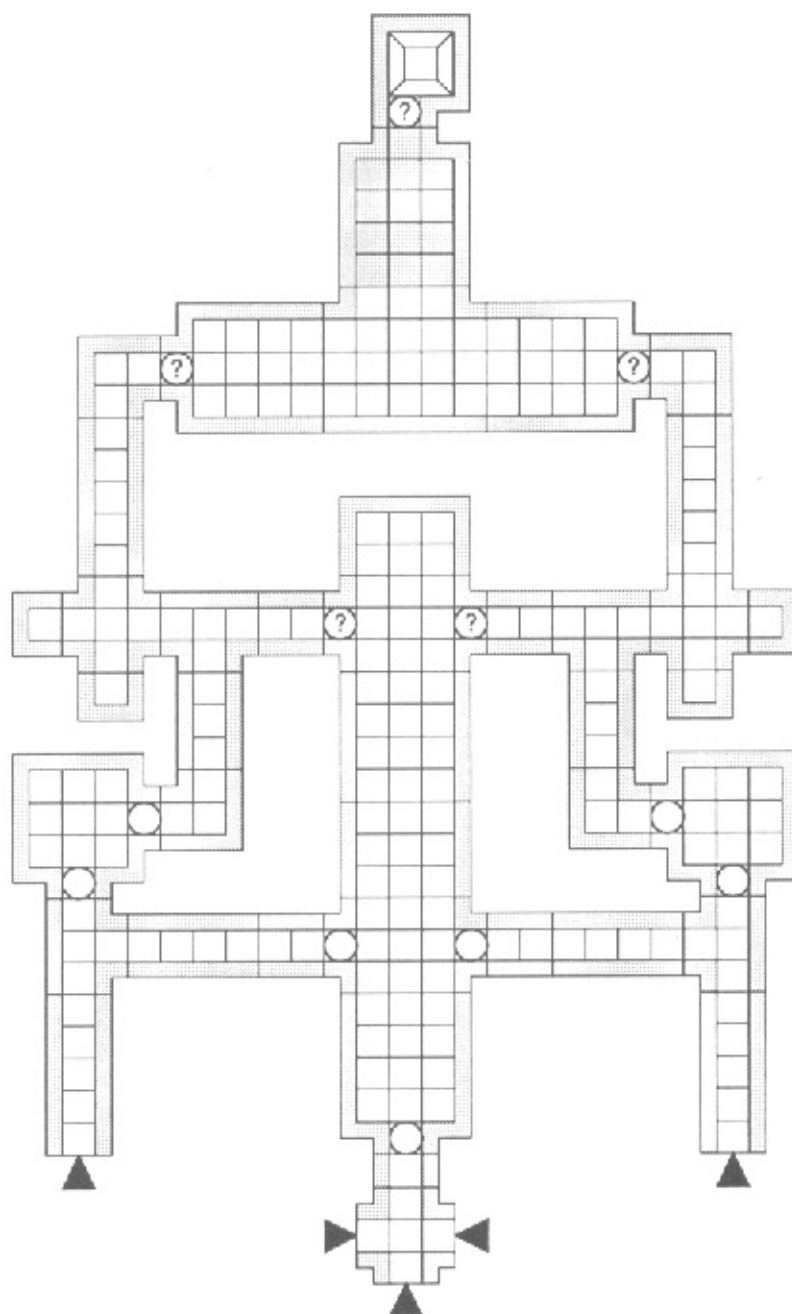
FORCES**Space Marines**

The Space Marine player starts with all the surviving Space Marines from Strike Force – ie the survivors of Squads Jacobus, Fabius and Erasmus. Squad Sebastian enters play in two groups on turns 3 and 5.

Genestealers

The Genestealer player starts with all the Blips and Genestealers left in play at the end of Strike Force. He gets 2 Blips per turn as reinforcements for turns 1 to 10.

The Genestealer player uses the expanded Blip set and ambush counters.



- | | | | |
|---|---|---|---|
|  | Door |  | Genestealer Entry Areas |
|  | Possible location for door
(depending on result of Strike Force) |  | Space Marine Deployment Area
(for non-campaign games only) |
|  | Lift | | |

The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with laspistol
- C 4th level psyker with bolter
- D 4th level psyker with plasma pistol
- E 4th level psyker with conversion beamer
- F Non-psyker with lasgun
- G Non-psyker with bolt pistol and power sword
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with heavy plasma gun

DEPLOYMENT

Space Marines

The survivors from Strike Force remain in their positions from the end of the mission – if you aren't continuing the game directly from Strike Force, refer to your notes for their starting positions.

Three models from Squad Sebastian start in the lift on turn 3. The other two models start in the lift two turns after the first group leave the lift (ie normally turn 5). Note that the lift door closes during each endphase as before so the Space Marines in the lift must spend 1 AP to open the door before leaving.

Genestealers

The starting Blips and models remain in their positions from the end of Strike Force. The reinforcements may enter at any of the marked entry areas.

The Genestealers move first.

SPECIAL RULES

Both players use psychic cards. If the Space Marine player has no surviving psykers at the start of the game, he cannot play any psychic cards until the Chief Librarian from Squad Sebastian enters play.

Doors

Some of the doors shown on the map may have been opened or destroyed during Strike Force. They should be in the same position (or removed if destroyed) as at the end of Strike Force.

Ambush Counters

If an ambush counter is revealed to be a Genestealer, it is an unarmed Magus (4th level psyker). At the start of the next turn, the Genestealer player's psychic card hand increases to 5 cards. If the Magus is killed, the Genestealer player's hand is reduced to 4 psychic cards at the start of the next turn. There can only be one Magus in play at once – if another one is revealed, it is replaced by a normal unarmed 4th level psyker.

ENDING THE MISSION

The mission ends with the death of all the Genestealers. Record which Space Marines survive as they are used in The Patriarch.

If all the Space Marines were killed in this mission, the campaign is lost!

4: THE PATRIARCH

The counter-attack had been repulsed. The Genestealers had pulled back, waiting for the final assault. The Space Marine Librarians had detected a powerful psychic force – they now knew for certain they faced a Genestealer Patriarch.

Captain Jacobus gathered all his Space Marines together. He couldn't afford to leave anyone to guard the upper level – they'd just have to take their chances and hope they weren't caught from behind by Genestealers lurking on Level One. This was the final challenge – a final push to annihilate the surviving Genestealers and their Patriarch.

As they advanced, their scanners were ablaze with signs of the enemy ahead. The psychic power and sheer magnetism of the ancient and powerful Patriarch was almost tangible. The Space Marine Librarians could see the immense psychic forces held in readiness as sparks and streams of pure colour, leaping from the walls and running through the space station's corridors. Their own power reached forward, fists of energy ready to crush the enemy.

There was a brief, tense moment of calm as each side gauged the measure of its opponents. Then the thunder of bolter fire filled the corridors and searing blasts of lightning ripped through doors and bodies. The end had begun.

OBJECTIVES

The Space Marine player must totally wipe out all the remaining Genestealers, particularly attempting to kill the Genestealer Patriarch.

The Genestealer player must defeat the Space Marines and save the Patriarch.

FORCES

Space Marines

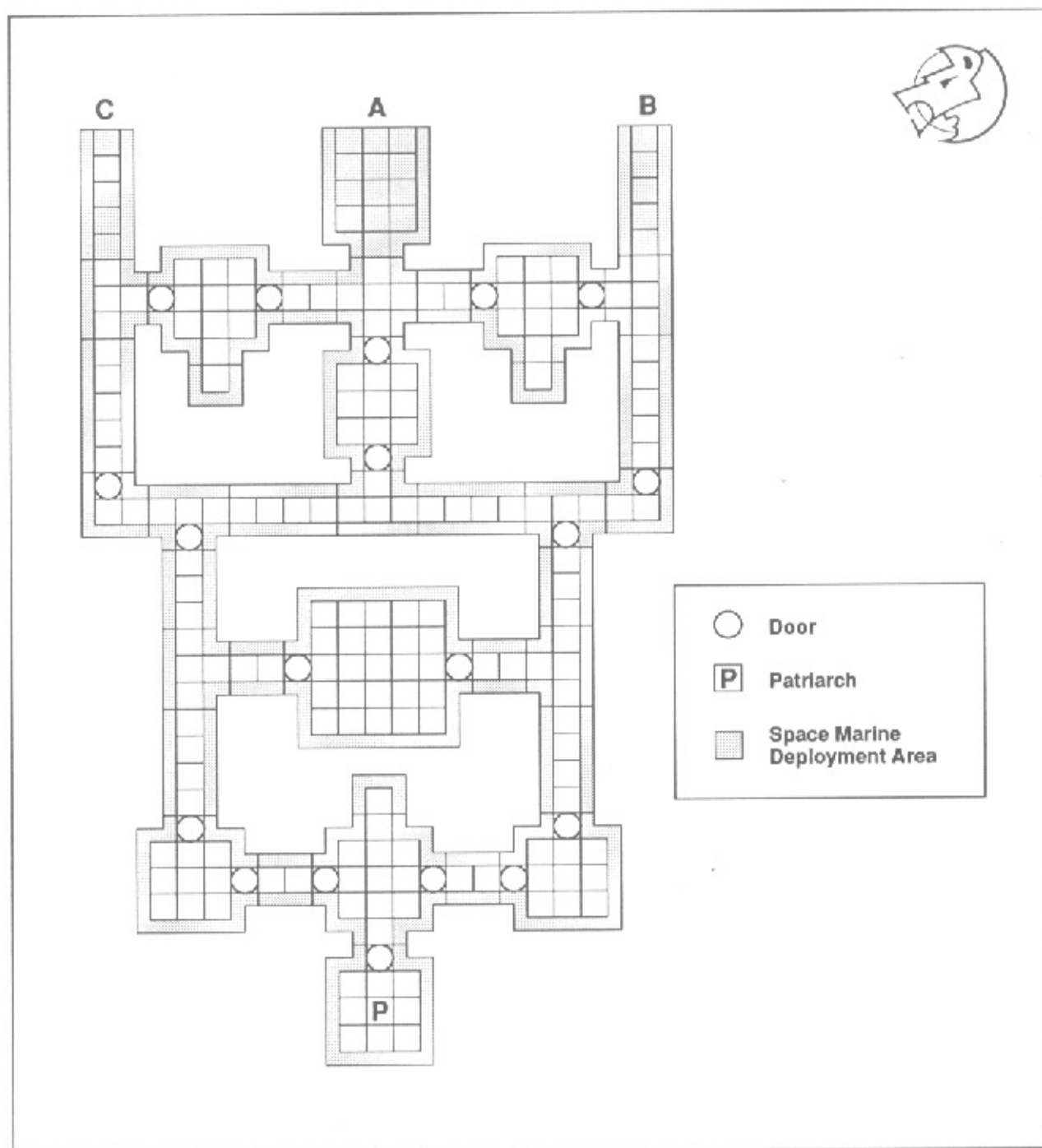
The Space Marine player uses all the surviving Space Marines – ie those from Counter-Attack, plus the survivors of Squads Amadeus and Hadrian from Docking Bay.

Genestealers

The Genestealer player has a total force of 24 Blips, plus ambush Blips and a Patriarch. The ambush Blips and Patriarch are covered in the Special Rules.

There are no Genestealer reinforcements – all of the Genestealer forces start the game in play.

The Genestealers player uses the expanded Blip set.



The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with lasgun
- C 4th level psyker with bolt pistol and chainsword
- D 4th level psyker with plasma gun
- E 4th level psyker with heavy bolter
- F Non-psyker with laspistol and power sword
- G Non-psyker with lascannon
- H Non-psyker with missile launcher
- I Non-psyker with conversion beamer
- J Non-psyker with autocannon

DEPLOYMENT

Space Marines

The survivors from Counter-Attack (ie the survivors of Squads Jacobus, Fabius, Erasmus and Sebastien) start on entry area A. Survivors from Squad Amadeus start on entry area B. Survivors from Squad Hadrian start on entry area C.

The Space Marines move first.

Genestealers

The Patriarch starts in the marked room on any facing the Genestealer player wants.

The Blips and ambush Blips can be placed anywhere on the board except within line of sight of a Space Marine.



STEVEN TAPSCOTT

SPECIAL RULES

Both players use psychic cards. The Genestealer player starts with a hand of 6 psychic cards because of the presence of the Patriarch. If the Space Marine player has no surviving Librarians he can't use his psychic cards.

The Patriarch

The Patriarch is a 4th level psyker. It has 6 APs like other Purestrain Genestealers but rolls 4 dice in close assault, each with a +3 bonus. Treat it as a Purestrain for all rolls to kill it.

If the Patriarch is killed, all Genestealer psykers except Magi are reduced to 2nd level due to the psychic shock – this means psychic cards now cost them 3 APs, or 2 APs if playing a trump card. Magi are more powerful and resilient – they remain as 4th level psykers even if their Patriarch is killed.

The Genestealer player's hand is reduced to 4 psychic cards at the start of next turn (or 5 cards if there is a Magus in play).

Ambush Blips

When a Genestealer is revealed by an ambush Blip, it is an unarmed Magus (4th level psyker).

ENDING THE CAMPAIGN

This final mission, and therefore the whole campaign, ends when either all the Genestealers or all the Space Marines are dead. There are four possible conclusions:

Space Marine Victory

If all the Genestealers are killed, the Space Marine player has won the campaign. The Space Marines have prevented the Genestealers invading Devlan and sending any message of conquest to the Tyranid Hive Fleet Kraken. They've bought some time for the people of Devlan before darkness descends.

Total Genestealer Victory

If all the Space Marines are dead and the Patriarch is still alive, the Genestealer player has won the campaign. The Genestealers retain their bridgehead on the edge of the Devlan system and can begin to infiltrate and impregnate the populace. With the Patriarch still alive, they'll have the psychic power to send a signal to the Hive Fleet when their infection has spread and the time is right for invasion.

Partial Genestealer Victory

If all the Space Marines and the Genestealer Patriarch are dead but at least one Genestealer psyker remains alive, the Genestealer player wins a partial victory. The Genestealer spearhead into the Devlan system has been substantially weakened, but there's still a great danger.

Draw

If all the Space Marines are dead and the Patriarch and all the Genestealer psykers have been killed, the campaign is a draw. Even if some Purestrain Genestealers survive, they offer little threat to the Devlan system as they can't pilot the shuttles back to any of the planets to begin their infection. Of course, if other Humans are sent to Sentinel V to investigate...

RUNNING SEPARATE MISSIONS

If you want to use any of the missions from this campaign as a stand-alone game, consult the following guidelines. Unless otherwise noted, forces and deployment remain the same as given in the standard mission briefings

DOCKING BAY

Genestealer Forces

Increase the Genestealer reinforcements to 2 Blips per turn.

Victory

The Space Marine player wins if there are more than 5 Space Marines still alive at the end of the game. The Genestealer player wins if all the Space Marines are killed. Anything else is a draw.

STRIKE FORCE

Space Marine Forces

Use the whole of Squad Jacobus plus all of Squad Fabius.

Victory

The Space Marine player wins by having more than 6 Space Marines on Level Three at the end of the mission. The Genestealer player wins if less than 3 Space Marines are alive at the end of the mission. Anything else is a draw.

COUNTER-ATTACK

Space Marine Forces and Deployment

The Space Marine player starts with Squad Erasmus instead of the survivors of Strike Force. The squad starts on the marked entry area. Squad Sebastian enters on turns 3 and 5 as usual.

Genestealer Forces

The Genestealer player starts with 3 Blips.

Victory

The Space Marine player wins if 5 or more Space Marines survive the mission. The Genestealer player wins if there are 2 or less Space Marines alive at the end of the game. Anything else is a draw.

THE PATRIARCH

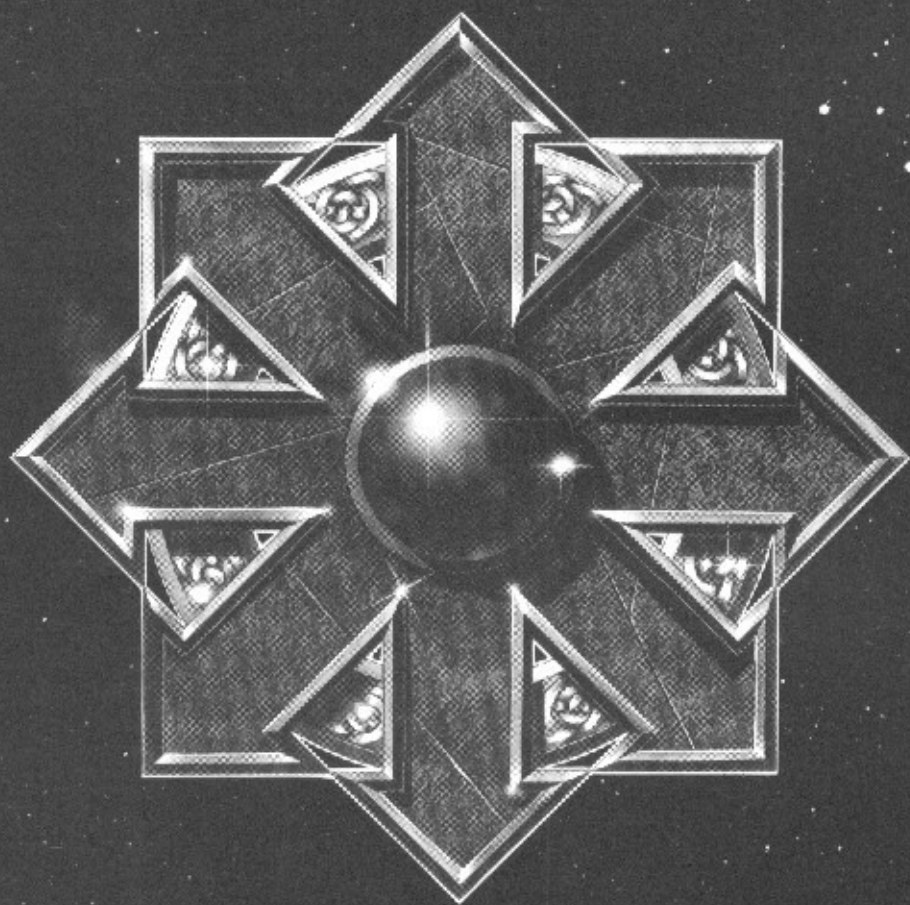
Space Marine Forces and Deployment

The Space Marine player starts with Squad Sebastian on entry area A and Squad Hadrian plus an extra Codicier (level 2 psyker) split equally between entry areas B and C.

Victory

The Space Marine player wins if all the Genestealers are killed. The Genestealer player wins if the Patriarch survives and all the Space Marines are killed. Anything else is a draw.

TRAITOR SPACE MARINES



TRAITOR SPACE MARINES

These rules allow you to play games of Space Hulk with Space Marines on both sides. On one side are Space Marines loyal to the Emperor, on the other the Traitor Marines who turned to Chaos under the leadership of Warmaster Horus during the Imperium's darkest hour: the Horus Heresy.

At the end of the Heresy, the Traitor Legions were banished to the Eye of Terror, an area of the galaxy saturated with warp energy. The worlds at the core of the Eye of Terror are ruled over by Daemon Princes and Greater Daemons on behalf of the Chaos Powers and are called the Daemon Worlds.

Many of the Space Marines of the Legions that turned from the Emperor to Horus have survived the ten thousand years since the Heresy, mutated terribly by their long contact with Chaos.

Some, like Tzeentch's Thousand Sons and the Plague Marines of Nurgle's Death Guard, have settled on planets. The Thousand Sons established themselves on a world now known as the Planet of the Sorcerers, under the rule of their Primarch Magnus the Red, where many of them study magic and become mighty Wizard-Champions of Tzeentch. The Death Guard rule a Plague Planet under their Primarch Mortarion. From here the Plague Fleets carry followers of Nurgle to inhabited planets where their destructive raids are invariably followed by an outbreak of a no less destructive contagion.

Some of the Traitor chapters never settled on a planet, wandering from one battle to the next. The Space Marines of the former Word Bearers, Night Lords and Alpha Legion travel through the warp in this way and are scattered throughout the Eye of Terror and beyond. The warp tides carry their spacecraft from one world to another, sometimes bringing them together in one place, more often dividing and scattering them. They owe no specific allegiance to any Chaos Power and may sometimes find themselves fighting old allies or even each other.



MARCO GIBSON

Many of the Traitor Marines join up with warbands led by Chaos Renegades. Raiding bands of Chaos Renegades are one of the most serious threats to the Imperium. The random and seemingly purposeless nature of their destructive raids makes it very hard to defend against such ruthless warriors.

This section contains rules on playing with Space Marines in Terminator armour or power armour on both sides. There's also a Traitor Space Marine force list to use with the bidding system and notes on adapting the Mission Generator scenarios from Deathwing to use Traitor Space Marines instead of Genestealers. Plus a new mission and a new set of Mission Generator scenarios specifically for Traitor Space Marines that can either be run separately or as a campaign.

THE TIMER

Both Imperial and Traitor players have time limits on their turns. The time limits in games that feature Space Marines on both sides are longer than in traditional Space Hulk games because Human opponents are slightly slower than Genestealers, giving commanders extra seconds of reaction time.

A player's time limit is based on how many models he has remaining on the board at the end of his enemy's turn, and how many Captains and Sergeants are leading them. Use the table below to calculate the time limit. The 30 second penalty for a squad that has lost its Sergeant applies regardless of how many Space Marines are left in that squad – it obviously doesn't apply to squads that didn't have a Sergeant in the first place (eg those led by a Captain).

SPACE MARINE VS SPACE MARINE TIMER TABLE

Space Marines in Play	Time Allowed
5 or less	2.00
6-10	3.00
11-15	4.00
16 or more	5.00
Each Captain present	+0.30
Each Sergeant killed	-0.30

The minimum time allowed is 1.30 regardless of the number of Space Marines and Sergeants.

Interrupting Play

The enemy player can interrupt a player's turn whenever he wants to fire from overwatch, spend command points, dispute line of sight and so forth. This is explained in greater detail in the sections below. The important thing is that when a player's turn is interrupted, he has the option of immediately taking the clock from his opponent and stopping the timer. The moment the interruption is over, he restarts the clock and quickly hands it back.

Stopwatch

To play games with Space Marines on both sides, we've found it best to use a stopwatch of some sort. You need to be able to set a variable time limit and stop and restart the clock during play. Most digital timers can do this, as can many clocks and wristwatches.

COMBAT

Overwatch

The rules for overwatch remain virtually unchanged, although both sides can now place their models into this firing mode. Remember, a model can only take an overwatch shot immediately after the target model has taken an action in the firing model's line of sight and fire arc.

Strictly speaking, you should stop the clock whenever an enemy model fires from overwatch. However, if the players are willing to co-operate and take their dice rolls quickly, there's no need to do this.

Models can never fire from overwatch in their own turn. If, during your turn, you spend CPs for a shot from a Space Marine you've already placed in overwatch, the overwatch is lost and the marker should be removed.

An important clarification to the Space Hulk overwatch rules is that overwatch does not actually take effect until the beginning of the enemy player's turn.

For example, the Imperial player places one of his models into overwatch. The Traitor player then uses some of his CPs to move one of his Space Marines into the Imperial model's line of sight and fire arc. The Imperial model does not get an overwatch shot at the Traitor because it's still his turn. He has the option of spending his own CPs to fire at the enemy model, but if he does so he loses his overwatch.

Move and Fire

Some weapons are allowed move and fire actions, as indicated on the Weapon Summary Table. Move and fire actions allow a Space Marine to move from behind a corner and fire at an enemy in overwatch before the enemy gets to fire back. If the enemy model is killed by the move and fire shot, it doesn't get to shoot – it's dead before it can make an overwatch response.

COMMAND POINTS

Both players are given 1-6 command points, and the presence of a Captain adds +2 to the score, as usual. This will, of course, require an extra set of command chits. If you don't have another set, you can achieve the same effect by rolling a dice. An up-ended cup or cardboard screen can be used to conceal the command point score from the other player.

All the rules for using command points against Genestealers in Space Hulk apply to battles between Imperial and Traitor Space Marines as well. The only difference is that a player who interrupts his opponent's turn to spend CPs must stop the clock the moment he does so.

This means that a player dithering about how to spend his command points will essentially be giving his opponent more time to plan his actions for the rest of the turn. Quick decisions in this situation are vital if you are to maintain the pressure upon your opponent. With both sides being armed, you'll find that command points are often most useful being spent on blocking line of sight or moving out of the way of enemy fire.

SPACE MARINE ENTRY AREAS

Space Marine entry areas are similar to Genestealer entry areas – places where Space Marines can move into play.

Space Marines using a particular entry area should be lined up off the board next to that entry area, in the order they are going to move into play. The Space Marine player can break up and rearrange his squads in whichever way he sees fit.



MARK GIBBONS

Moving onto the board costs 1 AP. Space Marines don't have to move into play if they don't want to. They can lurk off-board for as long as they wish, just like Genestealers. Space Marines, however, are never forced to lurk.

Enemy models aren't allowed to stand on a square next to an entry area. When off-board Space Marines move into play, they are allowed a move and fire action.

TURN SEQUENCE

The game proceeds in alternate turns, just like in a standard Space Hulk game. Now, however, the two turns are identical. Flip a coin to see which player begins the game. The turn sequence is:

- 1 **Command Phase**
See Space Hulk.
- 2 **Space Marine Action Phase**
As in Space Hulk. Once you've finished with your move or time has run out, start the endphase.

From this point on, you are giving your opponent time to plan his move, so try to complete the next two phases as quickly as you can.
- 3 **Endphase**
Remove any enemy section effect markers. These will have been placed in the enemy's last turn.
- 4 **Timing Phase**
Quickly calculate the time limit for your opponent's turn. Set and start the timer.

TRAITOR FORCE LIST

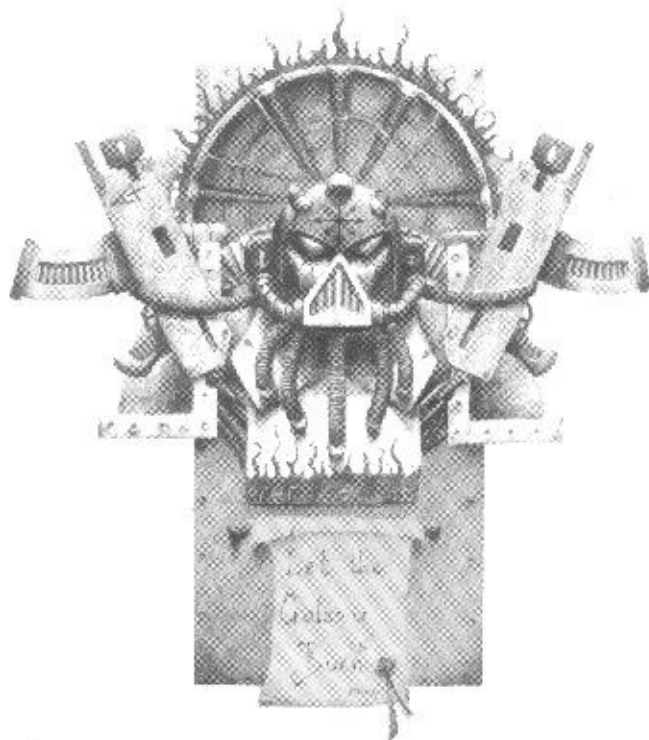
The Traitor Terminator Force List allows you to play almost all of the previously published Space Hulk Terminator vs Genestealer missions as Imperial vs Traitor games instead. The exception to this is the solo mission, Cloud Runner's Last Stand.

PLAYING PUBLISHED MISSIONS

Before determining who controls the Imperial Space Marines and who controls the Traitors, decide which mission will be played. Then flip a coin. The player who wins the toss chooses which side he plays.

The Imperial player uses the force listed for the mission. The Traitor player purchases a force of equal points value to the Imperial player's. The new force is used instead of the Genestealer force listed in the mission, not in addition to it!

The strength of the listed Imperial force is determined by calculating how many points it would cost to design the force. For example, the standard squad from the Suicide Mission in Space Hulk is composed of 3 Space Marines with storm bolter and power glove (1 point each), 1 Space Marine with heavy flamer (5 points) and 1 Sergeant with storm bolter and power glove (2 points), for a total of 10 points. For convenience, we've summarised the points values for all the published missions in the Force Points Table.



FORCE POINTS TABLE

Mission	Points Value
From Space Hulk	
Suicide Mission	10
Exterminate	10
Rescue	20
Cleanse and Burn	20
Decoy	20
Defend	20
From Deathwing	
Alarm Call	17
The Ship's Log	20
Seek and Retrieve	23
Regroup	27
CAT Hunt	24
The Unknown Life Form	18
From This Book	
Pitfall	10
Delaying Action	18
Denzark's Hammer	18
Contract Revoked *	58
The Last Stand	
Break-In	10
The Generator	16
The Chapel	24
The Last Stand	33
Genestealer Invasion	
Ambush!	28
Regroup	50
Hammer and Anvil	67
Search and Destroy	39
Hold and Secure	68
The Final Conflict	78
Necromunda **	
Missions 1-4 - 7 squads to a total of:	224
First Blood	32
No Way Out	64
Killing Ground	64
Interrogation	64
Missions 5-6 - 4 squads to a total of:	150
Divide & Conquer	75
Poison!	75
Sentinel V	
Docking Bay	113
Strike Force	112
Counter-Attack	75
The Patriarch	93

* Contract Revoked is, of course, strictly designed as an Imperial vs Traitor mission but we've included its points value in case you want to try playing it with different forces.

** The individual mission figures are an average of the total amount to be spread between the missions - if you're playing this as a campaign, ignore the individual figures and calculate your squad list to the total value listed as indicated in the introduction.



PLAYING DEATHWING MISSION GENERATOR SCENARIOS

These rules outline how to use the Deathwing Mission Generator to design your own Imperial vs Traitor games. Roll on the Scenario Table to determine which scenario from Deathwing you'll play.

SCENARIO TABLE

D6	Mission
1	Recon
2	Establishing a Perimeter
3	Perimeter Defence
4	Breakout
5	Search and Destroy
6	Roll Again

Flip a coin to decide who will play which side. Then roll on the Force Table. Each player designs a force from his own force list costing the number of points rolled.

FORCE TABLE

D6	Total Points	Traitor Reinforcements
1-2	20	2
3-4	25	2
5-6	30	3

If playing the campaign, each player should design a complete force costing up to 125 points and then play through the scenarios one at a time, skipping Raid and Breakout.

Deployment

Imperial Space Marines are deployed normally. Traitors enter play at any of the Genestealer entry areas in the same way as Genestealers – except they come on the board as models rather than Blips.

The number of Traitor models that enter each turn is shown on the Force Table under Traitor Reinforcements.

If the special rules for a scenario specify a different rate of reinforcement, follow the special rules.

Special Rules

All special rules apply with the following exceptions:

Space Marines can lurk off-board, just like Genestealers, but are never forced to do so.

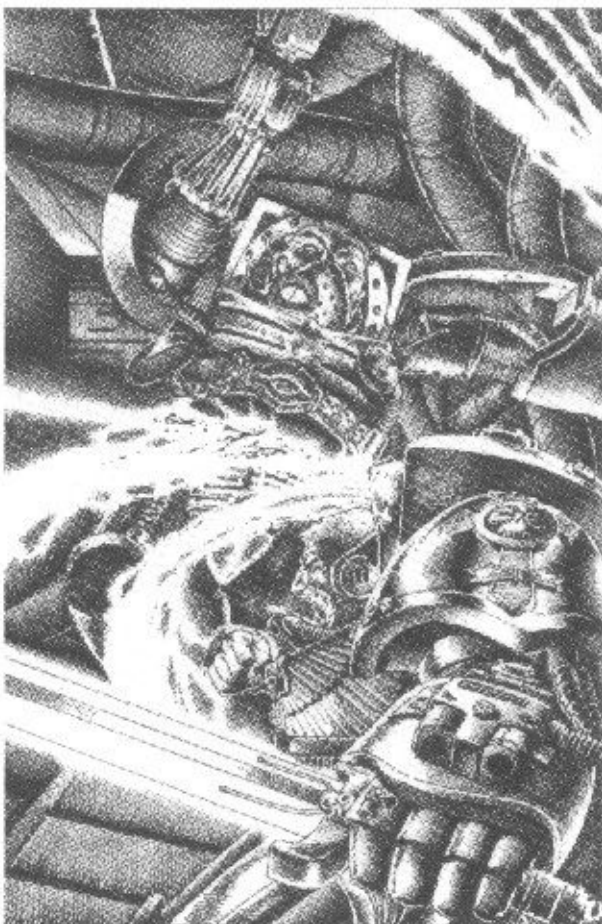
The Traitor player can only use an ambush counter if he has not yet deployed all his Space Marines. When doing so, he must place one of his models to one side. It cannot be deployed until after the counter has been converted.

When the ambush result counter is drawn, if it is a Genestealer, the reserved model is deployed instead. If not, the model is now free to be deployed as usual at an entry area in a subsequent turn.

Objectives and Victory Conditions

In any mission in which the Imperial player is trying to destroy a number of Genestealers, he gains victory by wiping out the Traitor force.

Otherwise, objective and victory conditions apply as stated in the mission briefings.



KEVIN WALKER

USING THE TRAITOR FORCE LIST

1. Roll on the Traitor Legion Table to determine which Traitor Space Marine chapter the Traitor force is part of. This will determine the number of Space Marines in each squad.

TRAITOR LEGION TABLE

D10	Traitor Legion	Chaos Power	Number in Squad
1	Alpha Legion	none	5
2	Black Legion	none	5
3	Death Guard	Nurgle	7
4	Emperor's Children	Slaanesh	6
5	Iron Warriors	none	5
6	Night Lords	Khorne	8
7	Thousand Sons	Tzeentch	9
8	Wordbearers	Khorne	8
9	World Eaters	Khorne	8
10	Roll again	-	-

Note that if you've already got one or more squads of Traitor Space Marines painted for a specific chapter, feel free to simply choose that chapter rather than roll on the table.

2. Select your Space Marines from those listed. Equip each Space Marine with any weapon upgrades or reloads from the Options section of the appropriate box. Rules for the new weapons (autocannon, conversion beamer, missile launcher and grenades) are given elsewhere in this book – their rolls to kill/destroy are given on the Weapons Summary Table.

3. Group your Space Marines into squads consisting of a number of models corresponding to their Legion's associated number, as given on the Traitor Legion Table. For example, if a player's force is part of a Khorne Legion, the Traitor player must group his Space Marines into squads of 8, placing the remainder into a single squad of their own. If he had 14 Space Marines, for instance, he would form a squad of 8 and a squad of 6.
4. The following restrictions apply to designing your squads:
 - a) one Sergeant or Captain must be included in each squad.
 - b) a force may only have one Captain
 - c) a squad may only have one Librarian.
 - d) a squad cannot contain more than half the Space Marines with assault cannon or heavy flamers in the force (unless there's only one, of course).
5. Check that the total value of the points you've spent doesn't exceed the maximum allowed. If it does, redesign your force until you can afford to pay for it.

The Timer

In Imperial vs Traitor games, use the Space Marine vs Space Marine Timer Table to determine how much time each player has to complete his move. Neither player can pay points to increase the length of his turn as he could if he were battling Genestealers in a traditional Space Hulk game.

SPACE MARINE VS SPACE MARINE TIMER TABLE

Space Marines in Play	Time Allowed
5 or less	2.00
6-10	3.00
11-15	4.00
16 or more	5.00
Each Captain present	+0.30
Each Sergeant killed	-0.30

The minimum time allowed is 1.30 regardless of the number of Space Marines and Sergeants.

TRAITORS VS GENESTEALERS

It's straightforward to fight Traitor Space Marines vs Genestealer using the standard Space Hulk missions. Simply replace the Imperial force with an equivalent Traitor force – consult the Force Points Table for the value of the force. When fighting Genestealers, add +4 points to the total you've got to spend as you've got to buy the time you get for each turn.

You can spend up to 4 points on the timer. The amount of time you receive depends on how many points you spend and how many Captains or Sergeants you've got in your force.

SPACE MARINE VS GENESTEALER TIMER TABLE

Number of Captains and Sergeants	Points Spent				
	0	1	2	3	4
1	0.30	1.00	1.30	2.00	2.30
2	1.00	1.30	2.00	2.30	3.00
3	1.30	2.00	2.30	3.00	3.30
4	2.00	2.30	3.00	3.30	4.00

As usual, the time allowed for the turn is reduced by 30 seconds for each Sergeant or Captain that is killed during the game, to a minimum of 30 seconds.

TRAITOR CAPTAIN – 5 POINTS

1 TRAITOR CAPTAIN WITH STORM BOLTER, POWER SWORD, AND POWER GLOVE WITH GRENADE LAUNCHER



TRAITOR SPACE MARINE – 1 POINT

1 TRAITOR SPACE MARINE WITH STORM BOLTER AND POWER GLOVE



TRAITOR LIBRARIAN – 14 POINTS

1 TRAITOR LIBRARIAN (MASTERY LEVEL 1) WITH STORM BOLTER AND FORCE AXE



OPTIONS

COST

INCREASE LIBRARIAN'S LEVEL OF PSYCHIC MASTERY (MAX 4TH LEVEL) 5 PER LEVEL

(NB if using the Deathwing rules for Librarians rather than the full Genestealer psychic rules, a Traitor Librarian costs 4 points at 1st level of psychic mastery, +3 points per level up to a maximum of 4th level.)

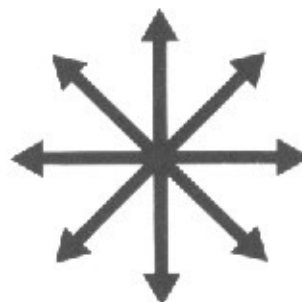
OPTIONS

COST

REPLACE STORM BOLTER WITH:	
AUTOCANNON	1
ASSAULT CANNON (1 RELOAD)	4
CONVERSION BEAMER	2
HEAVY FLAMER	4
MISSILE LAUNCHER	2
REPLACE POWER GLOVE WITH CHAIN FIST	1
REPLACE ENTIRE ARMAMENT WITH:	
LIGHTNING CLAWS	FREE
THUNDER HAMMER AND STORM SHIELD	FREE
1 HEAVY FLAMER RELOAD	2
1 OR 2 ASSAULT CANNON RELOADS	1 EACH
EQUIP TERMINATOR WITH GRENADE HARNESS AND UNLIMITED BLIND GRENADES	1

SERGEANTS

REPLACE SPACE MARINE WITH SERGEANT ARMED WITH STORM BOLTER AND POWER GLOVE	1
EQUIP SERGEANT WITH POWER SWORD	1
EQUIP SERGEANT WITH GRENADE HARNESS AND UNLIMITED BLIND GRENADES	1



MISSION GENERATOR SCENARIOS

Since the aftermath of the Horus Heresy, the vanquished forces of Chaos known as the Traitor Legions have managed to survive the wrath of the Emperor by taking refuge deep within the Eye of Terror. Upon occasion, these formidable foes of the Imperium leave the relative safety of the Eye, making deep stabs into Imperial territory, foraging for the means to satisfy their thirst for conquest and revenge.

The Adeptus Astartes is aware of the threat the Traitor Legions pose and several Imperial ships diligently patrol the reaches of space surrounding the refuge of these most deadly of enemies. Nothing inspires more righteous anger in the Imperial Space Marines than the Traitors who long ago sided with Horus.

After an initial ship-to-ship fight, if the enemy craft is still intact, the victors often send their Terminators to board it. This involves a fair amount of risk, however, as the invaders are usually met by their opposite numbers and the attackers may soon become the defenders.

STARTING PLAY

The following scenarios are designed to be used with the Deathwing Mission Generator to simulate the situation described above. To play any one of them, follow the step-by-step procedure described below. If you want to play all the scenarios as a campaign, also see the rules in the following section of the book.

1. Flip a coin. The winner chooses which side he controls. The loser chooses whether he's the attacker or defender.
2. Generate the board layout and set up the board as outlined in Deathwing.
3. Roll on the Scenario Table to determine which scenario to play. (If you've already played some of the scenarios, feel free to restrict your choice to new ones.)
4. Each player designs a force costing 20 points.
5. Each player chooses up to two entry areas – similar to Genestealer entry areas – via which his models can enter play. The defender chooses first.
6. Play the game using the guidelines for special rules, objectives and victory conditions given in the Traitor Terminator Force List section.

THE SCENARIOS

In each of the scenarios listed below, the doors are equipped with security locks and can only be opened by the defenders. The attackers can attack and destroy the doors as usual.

SCENARIO TABLE

D6	Mission
1	Boarding Action
2	Destroy the Engines
3	Take the Bridge
4	Capture the Arsenal
5	Self-Destruction
6	Abandon Ship

BOARDING ACTION

After the defender's ship has been sufficiently damaged, the attacker launches boarding torpedos into the crippled vessel. In order to successfully eradicate his opponent's forces and capture their craft, the attacking player must first establish an indisputable foothold upon the enemy ship.

It is during the boarding action, however, that the attacker is most vulnerable. If his advance force is destroyed, the defender may be able to launch a counter-offensive.

Although it would often be more prudent to simply blast a defeated enemy ship to atoms, the potential rewards of capturing an opponent's craft are usually worth the considerable risks – there may be weapons that can be salvaged or ancient technology to be recovered.

Objective

The attacker must secure the defender's entry areas, thus establishing a foothold on the enemy ship. If the defending Space Marines are wiped out to a man, the game is over – the attacker is easily able to secure the defender's entry areas once he is unopposed.

Special Rules

Both players can secure entry areas. The defender can use ambush counters.

Victory

The attacker wins by securing the defender's entry areas. The defender wins by destroying the attacker's forces before they accomplish their task.

DESTROY THE ENGINES

After boarding, the Terminator force's next objective is to make sure the enemy ship can't get away. To this end, the attackers often attempt to disable the ship's engines so that it cannot hope to proceed under its own power. After the craft has been cleansed of the enemy presence, it will be towed back to the attacker's fortress.

Objective

The attacker must disable the ship's engines. The easiest way is to destroy one of the vital control panels – represented by the cryogenic tanks on geotile 10.

Special Rules

Both players can secure entry areas. The defender can use ambush counters.

The defender must set up geotile 10 if it has not already been placed.

The ship's engine control panel can be destroyed beyond repair in the same way as a door. If this happens, flip the cryogenic tanks counter over. A destroyed control panel does not become rubble. It still blocks movement and LOS.

Victory

The attacker must destroy the ship's engine control panel to win. The defender wins by eradicating the attackers before they achieve their objective.

TAKE THE BRIDGE

The bridge is the spacecraft's brain, the centre from which the defender co-ordinates his ship's defence. Attacking squads are often dispatched to capture or disable it, thus hampering the defender's efforts to motivate his forces effectively.

Objective

The attacker is trying to take the bridge and establish control over the command centre – represented by the cryogenic tanks on geotile 10.

Special Rules

Both players can secure entry areas. The defender can use ambush counters.

The defender must set up geotile 10 if it has not been placed.

If he wants, the defender may deploy up to 7 Space Marines in the empty squares on geotile 10. The remainder of his forces come onto the board normally.

Victory

The attacker must destroy the defender's forces and occupy geotile 10. The defender wins by eradicating the attackers.

CAPTURE THE ARSENAL

Another method of hamstringing an enemy force is to destroy or capture their arsenal. If an attacker does this, the defender is limited to the ammunition his Space Marines are carrying. Soon assault cannon and heavy flamer reloads become spent and the defence crumbles under the relentless onslaught.

Objective

The attacker is attempting to capture the arsenal – represented by geotile 7. To do this he must kill all of his opponents.

Special Rules

Both players can secure entry areas. The defender can use ambush counters.

The defender must set up geotile 7 if it has not been placed.

If he wants, the defender can deploy any of his Space Marines in the empty squares on geotile 7. The remainder of his forces come onto the board normally.

Any target effect shot that does not hit a Space Marine in geotile 7 or any sector effect shot besides a blind grenade fired in or into geotile 7 sets off the ammo on a roll of 2 or more. The resulting explosion automatically destroys everything on geotile 7. Within 12 squares of the geotile, doors are removed automatically and Terminators are killed on a 3 or more – all models within 12 squares have to be rolled for.

Victory

The attacker gains a complete victory by eradicating the defender's forces. He gains a partial victory if the arsenal is destroyed but his force is defeated. The defender wins if all of the attackers die without the arsenal being destroyed.

SELF-DESTRUCTION

When things look hopeless for the defenders, they have one option left: to activate the ship's self-destruct mechanism. Though they will likely be killed in the resultant blast, their foes will die with them.

Objective

The defender is trying to activate the self-destruct mechanism on geotile 10 and escape with the ship's log.

Special Rules.

Both players can secure entry areas. The defender can use ambush counters.

The defender must set up geotile 10 if it has not been placed.

The cryogenic tanks counter on geotile 10 is not used in this mission. Instead, place the ship's log counter on the centre square of the dead-end room. All rules for the log from The Ship's Log in Deathwing apply.

The self-destruct mechanism is located within the lectern upon which the ship's log rests. The book must first be removed before the device can be activated. This is so that, if the ship is to be destroyed, the log can easily be rescued. It costs 2 APs to remove the ship's log and a further 4 APs to activate the self-destruct mechanism.

After the device is triggered, the countdown to self-destruction does not become irreversible for 10 turns. Up until that point, the device may be shut off at a cost of 4 APs.

Victory

The defender wins if he manages to irreversibly set off the ship's self-destruct mechanisms. The attacker wins if he manages to prevent this from happening either by killing all the defenders before the mechanism is set or by turning it off within 10 turns of it being set.

ABANDON SHIP

Immediately the self-destruct mechanism is triggered, the attacker's ship disengages itself from the defender's ship in an effort to put enough space between them before the explosion occurs. More than likely, it will do this. Any Space Marines left on board the doomed ship, however, are on their own.

At each of the two entry areas farthest away from the self-destruct mechanism are a bank of lifeboats. Any Space Marine who manages to exit the board at either of these two points within 20 turns will be able to board a boat and jettison it from the ship in time to survive the explosion.

Any Space Marine still on board after 20 turns dies in the ship's fiery blast.

Objective

Both players are trying to get more Space Marines off the ship than their opponent.

Special Rules

Both players can secure entry areas. The defender can use ambush counters.

The defender must set up geotile 10 if it has not already been placed. The exit areas to the lifeboats are the two entry areas farthest away from the arrow on geotile 10. If two or more entry areas are equally distant from the arrow, randomly determine which ones to use.

The attacker's entry areas are the two nearest the arrow on geotile 10. If two or more entry areas are equally far away, the defender chooses which areas the corridors will be attached to.

If he wants, the defender can deploy up to 12 models in the empty spaces on geotile 10. Any other of his forces may only be brought onto the board via the two entry areas closest to the arrow on the geotile the attacker has not already chosen as his own. If two eligible entry areas are equally close to the arrow, the attacker decides which ones can be used by the defender.

Victory

After 20 turns, add up the points value of the Space Marines who escaped for each side. The player who managed to get the greatest points total of Space Marines off the board wins.

MISSION GENERATOR CAMPAIGN

This campaign links together all of the preceding scenarios to simulate a complete boarding action from the initial invasion of the defender's ship to the final resolution.

THE FORCES

Each player designs a master force roster costing up to 150 points in total. A player's roster represents the forces at his disposal for the campaign.

Before a scenario, each player selects a number of his squads to take part in the mission. The value of the fielded force cannot exceed 40 points. A squad may not be selected if any of its members took part in the last scenario played. The exception to this rule is Abandon Ship (see below).

After each scenario, each player updates his master force roster, noting any casualties his forces have suffered. Unless otherwise stated, ammunition is automatically replenished at the end of each scenario (if you're using the Deathwing Librarian rules, psi points are also automatically replenished).

Between scenarios, the player is allowed to break up and reallocate his squads as he likes. No Traitor squad can have more Space Marines in it than its Power's associated number (ie 8 for Khorne, 6 for Slaanesh, 7 for Nurgle and 9 for Tzeentch). Similarly, no Imperial squad can have more than 5 Space Marines in it. A squad can never be composed of more than half heavy weapons (ie autocannon, assault cannon, conversion beamers, heavy flamers and missile launchers).

Breaking the Enemy Force

Because a squad can't take part in two missions in a row, it's possible to defeat the enemy without killing all his Space Marines.

A force is broken if the player has no models allowed to play either because they've all been killed or because they all took part in the last scenario. Once one or other side is broken, the campaign ends.



THE SCENARIOS

The campaign always begins with Boarding Action as described below. After one player has successfully boarded the other's ship, the attacker decides which scenario is to be played next throughout the campaign (exceptions to this are outlined below). He must choose from Destroy the Engines, Take the Bridge, Capture the Arsenal or Search and Destroy (from Deathwing).

If at any time the engines, bridge or arsenal are all either destroyed or under the control of the attacker, the attacker may only choose to play Search and Destroy until either one side of the other is broken, thus ending the game.

Replaying Missions

If the attacker wins Destroy the Engines, Take the Bridge or Capture the Arsenal without the target being destroyed, the defender can later replay any of these missions in an attempt to regain control.

At any point between games, the defender can override the attacker's choice of the next scenario and choose to replay any eligible scenario (ie one the defender lost in which the target remains undestroyed).

He can also choose at any time to play Self-Destruction instead of the attacker's selected scenario. If Self-Destruction is successfully completed by the defender, play moves directly Abandon Ship, after which the campaign is over.

If the attacker loses Destroy the Engines, Take the Bridge or Capture the Arsenal, he can also choose replay it provided the target wasn't destroyed. If the target is destroyed, the scenario cannot be replayed.

Board Layout for Replays

Any time a scenario is replayed, the same board layout is used. Scenarios do not have to be replayed immediately – other games can be played in the interim. However, it is up to the loser of the mission to record the board layout before it's broken up so that it can be reconstructed later if he wishes to attempt the scenario again. This is easily done by mapping the placement and orientation of the geotiles originally used to generate the board.

If the defender chooses to replay a scenario, each side deploys where the other normally would. This is because the attacker is now in control of the area and the defender is the one trying to capture it. Otherwise the scenario is played as written.

If the attacker chooses to replay a scenario, deployment is the same as usual – the attacker is still trying to capture the target.

SPECIAL RULES

The following additional rules apply to each scenario when played as part of the campaign.

Boarding Action

This scenario must be played until the attacker manages to win. Between repeated games of this scenario, any secured entry areas become unsecured by the defender's forces.



KEVIN WALKER

The attacker can choose to replay the scenario with the same board layout or can choose to launch his assault on a different of the enemy ship. If he decides to attack a different area, design a new board using the geotiles as usual. If the attacker loses more than once, he can choose any of the previous layouts (provided he has recorded them) or design a new layout for each game.

After the attacker successfully completes the scenario he may then choose the next scenario as described above.

Destroy the Engines

The attacker does not have to destroy the engines. Preferably he'll keep control of them until the end of the campaign.

Take the Bridge

If the command centre (represented by the cryogenic tanks counter) is destroyed or captured by the attacker, the defender gets a -1 CP penalty for the remainder of the campaign. However, if the centre remains intact, the defender may remove the penalty by retaking the bridge. The command centre can be attacked and destroyed in the same way as a door. A destroyed command centre should be flipped over – it still blocks movement and line of sight.

Capture the Arsenal

Again, the attacker will preferably be able to gain and retain control of the arsenal until the end of the campaign. However, if the arsenal is destroyed or controlled by the attacker, the defender's ammo is not replenished between scenarios. This means that weapons with a limited amount of ammo, such as assault cannon and heavy flammers, will eventually run out.

Self-Destruction and Abandon Ship

Play these scenarios consecutively, laying out the board as described in Abandon Ship. If the self-destruct mechanism

hasn't been turned off 10 turns after it's triggered (ie the countdown has become irreversible) proceed to Abandon Ship leaving the board layout intact and the models in place. Also keep track of which model has the ship's log.

At this point, both players bring the rest of their forces onto the board in an effort to get them off the ship as quickly as possible. Each player queues the remainder of his Space Marines up behind his entry areas/corridors in the order in which they enter play. Note that points are awarded for escaping with the ship's log.

WINNING THE CAMPAIGN

The campaign is over if either player's force is broken or the ship is destroyed.

After the campaign is ended, total up each player's score from the table below and determine who won. The player with the highest grand total is the victor.

CAMPAIGN SCORE TABLE

Accomplishments	Points Awarded
For each scenario won	10
Ending the game in control of an undamaged:	
bridge	10
engine room	10
arsenal	10
Breaking the opponent's force	10
Escaping with the ship's log	10
Each surviving Space Marine	equal to his initial points cost

CONTRACT REVOKED

Contract Revoked is set in a top-secret Inquisition Librarium situated in a small self-sufficient space station hidden well within an asteroid belt circling a remote unpopulated star. Its ancient library contains some of the Inquisition's most valuable and dangerous volumes on the workings of Chaos. The information they contain is so powerful that only one copy of each volume exists.

Over the millennia, the hand-written volumes have been regularly replaced by new copies meticulously drawn by the Librarium's scribes. Decades ago one such scribe, Brother Jacques, turned toward the seductive power of Chaos and began to study the ancient works for their own sake. He was soon discovered by his superiors but managed to avoid capture by hastily making a pact with a Daemon of Nurgle, the Great Unclean One, Maggotgurgle Pukeslime.

Jacques pledged the Daemon his soul in exchange for escape and subsequent power. A written copy of the contract itself was hidden away in the Librarium, encoded deep within one of the thousands of books. Jacques' plan worked. Once away, he fled into the Eye of Terror and the eager arms of his overlord, joining the ranks of the Death Guard Traitor Legion of Nurgle.

The game begins with Jacques' return to the Librarium where his fall from honour began. Pukeslime, by way of a sinister joke, has given the ex-scribe an opportunity to win back the right to his soul. All he has to do is recover the book within which the original contract lies, destroy the Librarium's other volumes and escape the outpost alive. To aid Jacques in his mission, the Great Unclean One has provided him with two squads of Traitor Terminators.

With such a powerful force at his disposal, Jacques is expecting to encounter little or no resistance. After all, the few aged scribes that were residing there when he left could provide no match for fifteen Death Guard Terminators. But unknown to the Traitor, the Inquisition had consulted the Imperial Tarot and predicted that he would return.

A special honour guard composed of the best Terminators from each of four different Space Marine chapters has been posted at the station. Pukeslime, of course, knew this when he challenged the ex-scribe to free himself from his obligation.

Brother Jacques didn't discover the Imperial Space Marines' presence until he and his Terminators arrived at the Librarium. He now faces a desperate battle against some of the finest warriors of the Imperium. And if he fails, he forfeits all.

OBJECTIVES

The terms of Jacques' deal with Pukeslime are very specific. To revoke his contract, he must find the contract, burn the library and then escape. To locate the book containing the contract, Jacques himself must search the Librarium. Once he's found the book, the Librarium's other volumes must be thoroughly burned. Of course, this means nothing to him unless he manages to get away.

The Imperial forces are trying to stop Brother Jacques by killing him and saving the Librarium.

IMPERIAL FORCES

The honour guard consists of 4 squads of Terminators, each squad chosen from one of the four greatest and most renowned Space Marine chapters: the Blood Angels, the Ultramarines, the Dark Angels and the Space Wolves.

Only Squad Arael is in play at the start of the game. The remaining squads enter play as outlined below in Deployment.

Squad Arael of the Blood Angels

- 1 Sergeant with storm bolter and power glove.
- 4 Space Marines with storm bolters and power gloves.

Squad Benedict of the Ultramarines

- 1 Sergeant with storm bolter and power glove.
- 1 Space Marine with assault cannon and power glove.
- 3 Space Marines with storm bolters and power gloves.

Squad Hezekiah of the Dark Angel's Deathwing

- 1 Sergeant with storm bolter and power glove.
- 1 Space Marine with lightning claws.
- 1 Space Marine with thunder hammer and storm shield.
- 2 Space Marines with storm bolters and power gloves.

Squad Dante of the Space Wolves

- 1 Captain with storm bolter, power sword, and power glove with grenade launcher.
- 1 Space Marine with assault cannon and power glove.
- 1 Space Marine with heavy flamer and power glove.
- 2 Space Marines with storm bolters and power gloves.

All the Imperial Space Marines except the Captain are equipped with grenade harnesses firing blind grenades.

TRAITOR FORCES

The entire Traitor force begins the game in play.

The Traitor force comprises 15 Death Guard Terminators including Brother Jacques.

Brother Jacques

- 1 Space Marine with storm bolter and power glove

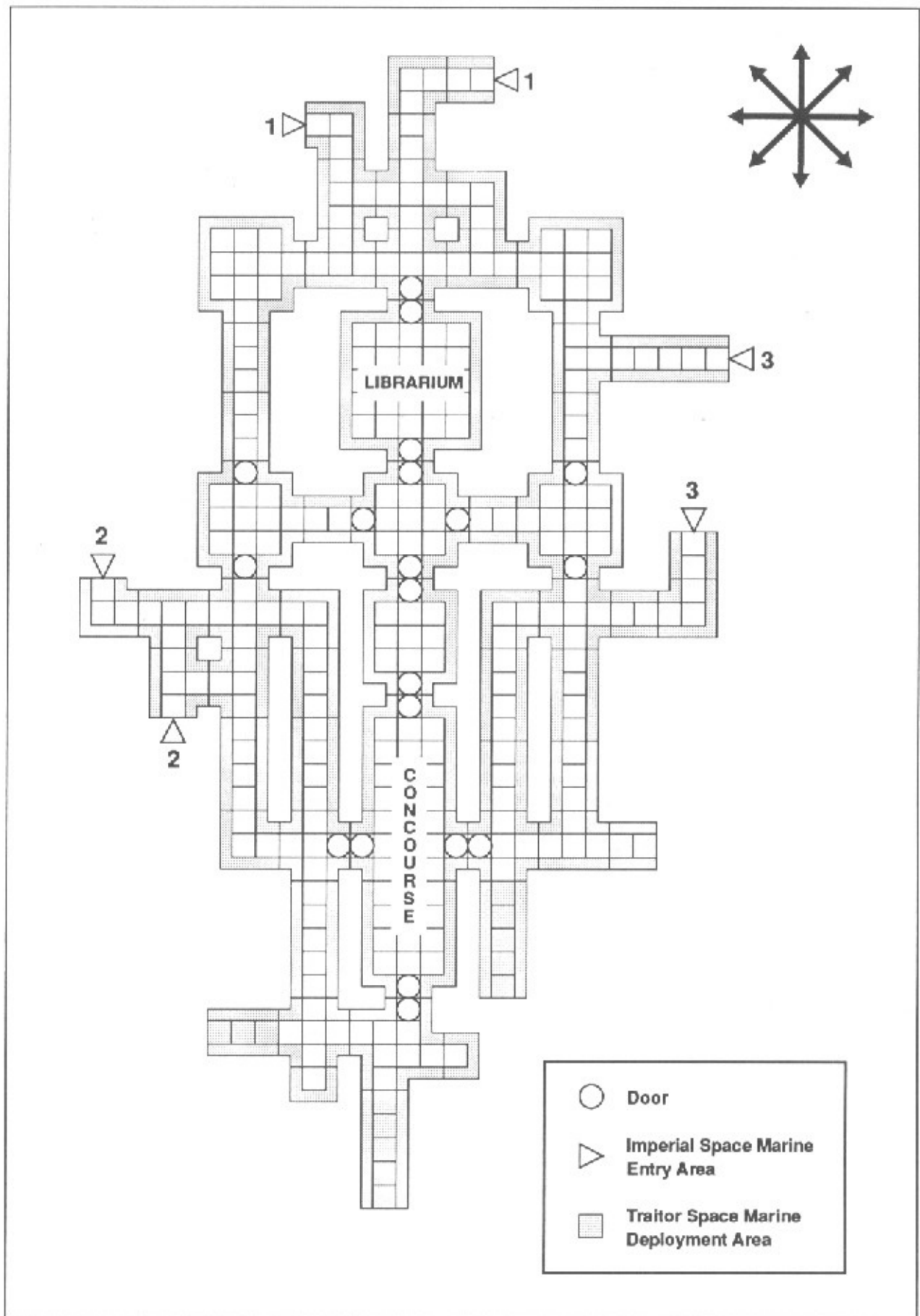
Squad Pestilato

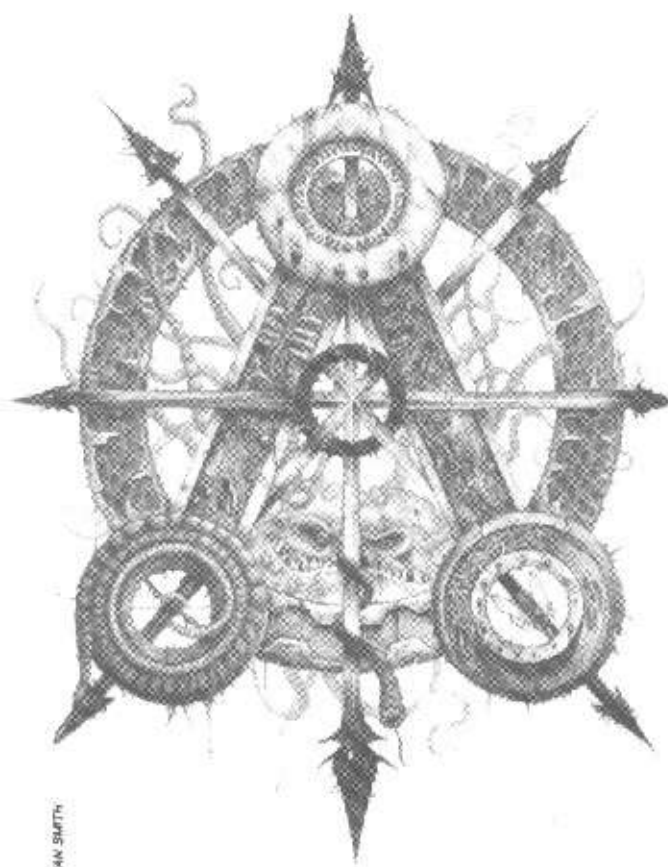
- 1 Captain with storm bolter, power sword, and power glove with grenade launcher.
- 2 Space Marines with assault cannon and power gloves.
- 1 Space Marine with heavy flamer and power glove.
- 3 Space Marines with storm bolters and power gloves.

Squad Bubonicus

- 1 Sergeant with storm bolter and power glove.
- 1 Space Marine with assault cannon and power glove.
- 1 Space Marine with heavy flamer and power glove.
- 4 Space Marines with storm bolters and power gloves.

All the Traitor Space Marines are equipped with grenade harnesses firing blind grenades.





ADRIAN SMITH

DEPLOYMENT

Imperial

Squad Anael is deployed anywhere in the Concourse with any facing the Imperial player wishes. These models may start the game on overwatch at no points cost if the player wishes.

The three remaining Imperial squads arrive later in the game via the Imperial entry areas – see the Special Rules.

Traitor

The Traitor player sets up all his forces on the four marked Traitor entry corridors. He can break up his squads and arrange them in any order he wants.

SPECIAL RULES

Imperial Reinforcements

There are a total of 6 Imperial entry areas arranged in clusters on three sides of the map, numbered 1, 2 and 3. The Imperial player assigns one squad to each cluster before the game starts. The models from that squad can enter via either of the entry areas in that cluster but can't enter via any other clusters.

Before the beginning of the game, determine when the Imperial reinforcements arrive. The Traitor player rolls a dice for each of the three squads and refers to the table below:

Score	Squad Enters Play on Imperial Turn
1-2	5
3-4	6
5-6	7

Jacques' Escape

To win, Jacques must escape the Librarium alive having recovered the contract and burnt the other books. Jacques can escape by leaving the board via any one of the four corridors through which his forces entered play.

The game ends immediately Jacques leaves the board as the fate of the other Traitor Space Marines is immaterial to Pukeslime's challenge!

Finding the Contract

To search for the volume containing the encoded contract, Jacques must be in a square next to any of the walls in the Librarium, although he need not be facing the wall. Searching costs 4 APs. Jacques may search the room as many times each turn as he likes provided the Traitor player has enough APs or CPs to pay for each attempt.

Each time Jacques searches the room, the Traitor player rolls a dice. The score required to find the book is a 6 or more. On each attempt after the first, the player adds +1 to his dice roll – this means that the sixth attempt will automatically be a success even if the Traitor player rolls a 1.

Once Jacques has found the book, he stuffs it into a durable fireproof bag slung around his shoulder. This action costs him no APs and carrying the bag – with or without the book – has no effect upon his movement, shooting or close assault. The bag cannot be dropped, damaged or taken from Jacques in any way.

The Librarium

Any heavy flamer shooting into, out of or through the Librarium section automatically ignites a fire. The same thing happens if a plasma grenade from a Captain's grenade launcher is fired into the room.

Should this happen, place a spare flamer marker in the room. This fire blazes for the rest of the game. It blocks line of sight but is nowhere near hot enough to harm the Terminators. The room can still be moved through normally after the standard effects of the igniting weapon wear off.

The Imperial player is not allowed to torch the Librarium and so cannot take a shot which would result in this happening. If he accidentally attempts to do so, the Space Marine given the order to fire refuses to shoot and the APs are wasted.

Setting fire to the Librarium is part of Jacques's victory conditions. However, if the Traitor player accidentally torches the Librarium before recovering the contract, the game ends immediately with an Imperial victory.

Once Jacques has the book, the Traitors need to set the Librarium ablaze as outlined above. If the Traitor player has no suitably armed models, or if those models have run out of ammo, he automatically loses the game.

Doors

The doors have security locks and only the Imperial Space Marines can open or close them (at the usual cost of 1 AP). Traitor Space Marines have to shoot the doors down if they want to pass through them.

VICTORY

If Jacques fulfils all three conditions of Pukeslime's challenge – recovering his hidden contract, burning the Librarium and escaping – the Traitor player wins.

Any other result is an Imperial victory.

NEW MISSIONS, WEAPONS AND RULES



PITFALL

Pitfall takes place after mission six in the basic Space Hulk game. The Space Marines have successfully deployed the toxins into the Genestealers' cryogenics system, wiping out roughly 30,000 of the monsters. All that remains is the mopping up of the 6,000 survivors.

The remnants of the Blood Angels Terminators, fourteen men in all, were carrying out a sweep of the landing areas where the rest of the Blood Angels (those who were equipped with standard power armour instead of Terminator suits) were due to arrive, when the Genestealers launched a counterattack. Pitifully weak compared to the massive assaults of the earlier actions, with only 200 Genestealers taking part, it still came near to overwhelming the battered Space Marines.

Though the attack was beaten off at heavy cost to the Genestealers and only two fatalities among the Space Marines, six men were cut off from the landing area. Forming an ad hoc squad under the command of Sergeant Martinus, they tried to fight their way back to their comrades but were repulsed, losing one Space Marine in the battle. The squad was forced to retreat into the bowels of the massive ship.

Not wishing to risk further loss of Space Marine life after the battle was won, Sergeant Martinus decided to seek an alternative safer route to his comrades. He requested assistance from the command crew.

Aboard the command vessel, Lieutenant Tarkenson studied the tactical maps of that area of the hulk, integrating the known and projected strength of the enemy. He quickly concluded that any attempt to return to the staging area was doomed to failure, even if supported by a sallying forth from the remaining Space Marines. He was reluctantly about to suggest that the cut-off Space Marines attack and sell their lives dearly when another thought occurred to him.

They were *Space Marines* after all.



PAUL CAMPBELL

OBJECTIVES

The Space Marines are near a disposal chute, designed to vent garbage into the reaches of space. If they can get to the chute and dive into it, they will be able to blast through the chute's doors and exit the hulk. Once outside, they can make their way to the assault torpedos, entering via external airlocks.

The Genestealers are attempting to destroy the Space Marines before they escape.

FORCES

Space Marines

Sergeant Martinus with storm bolter and power glove.

1 Space Marine with heavy flamer and power glove.

3 Space Marines with storm bolter and power glove.

Genestealers

The Genestealer player starts with a total of 18 Genestealers for the first 10 turns – see the Special Rules for how these are chosen. They come on as a starting force of 2 Blips plus 2 Blips reinforcements per turn for the first 10 turns.

On the eleventh and subsequent turns, the Genestealer player gets 3 Blips per turn as reinforcements.

The Genestealer player uses the basic Blip set.

DEPLOYMENT

Space Marines

The Space Marines deploy on the shaded corridor on the upper level.

The Space Marines move first.

Genestealers

During turns 1 to 10, the Genestealer's Blips may be placed on any of the entry areas on the lower level.

From turn 11 onwards, Genestealer reinforcements may be placed at any of the entry areas on the upper level – Blips may no longer enter on the lower level.

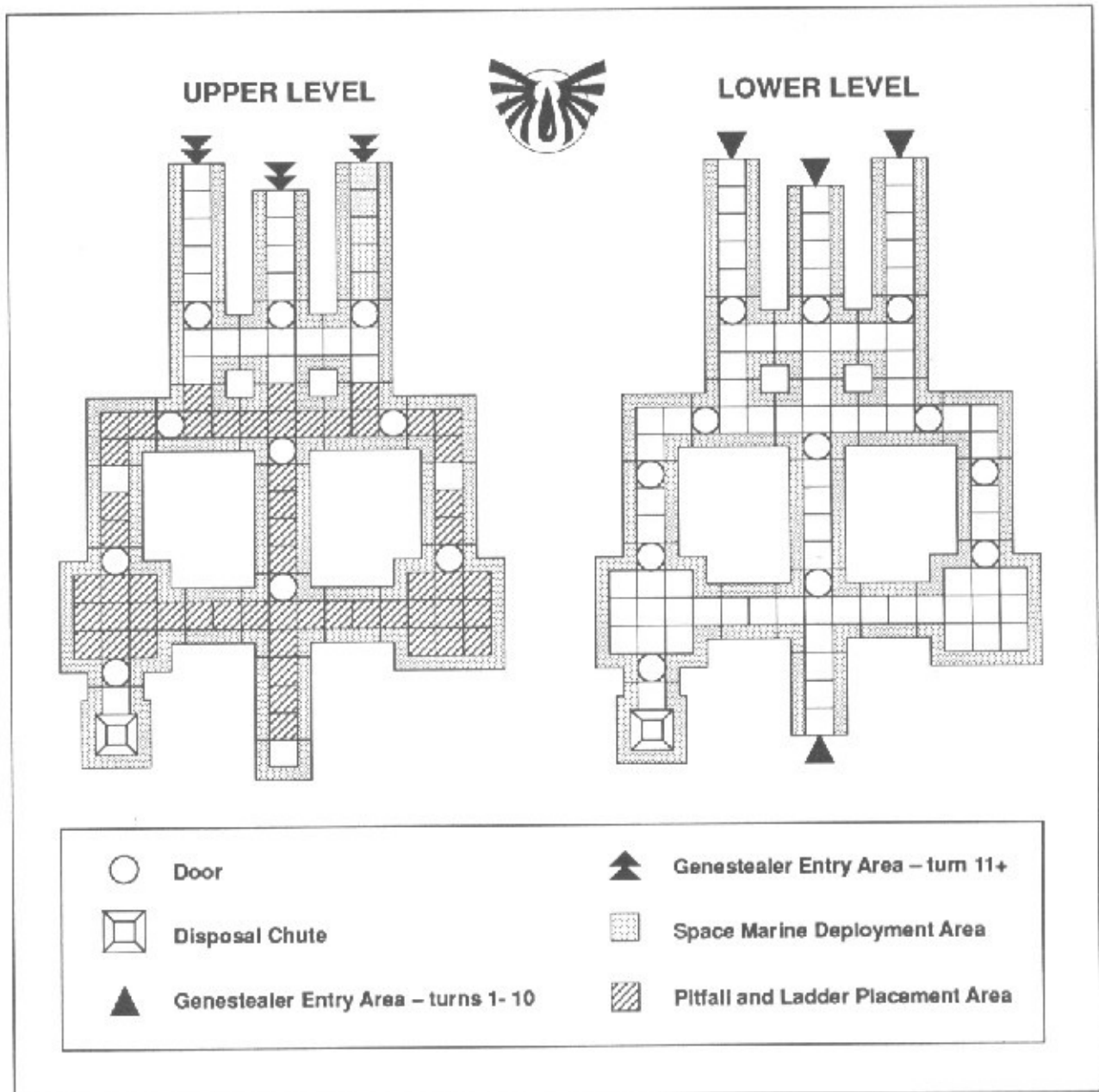
SPECIAL RULES

Pitfalls and Ladders

You'll need to use the pitfall and ladder counters from Deathwing. Sort out the pitfall and ladder counters, separating the shadow counters and placing them to one side.

Turn the pitfall and ladder counters face down and shuffle them. Each player in turn, starting with the Space Marine player, places one counter, without looking at it, anywhere in the shaded area on the upper level. No more than one counter can be placed in a single room or corridor section.

After the counters have been placed, turn them face up to see whether they are pitfalls or ladders. Then place an appropriate shadow counter on the lower level, directly beneath the pitfalls and ladders. Remember that shadow counters have no effect on play – they merely indicate the lower level squares the pitfalls and ladders open on to.



Genestealer Forces

The Genestealer player starts with 18 Genestealers between the Space Marines and the safety of space. Before the start of the game, he chooses any number of Blips totalling 18 Genestealers. For example, he could choose 6 representing 1 Genestealer and 4 representing 3 Genestealers, or perhaps 4 representing 1 Genestealer, 4 representing 2 Genestealers and 2 representing 3 Genestealers and so on. Once he's chosen the Blips, they are all mixed together and then drawn out at random as usual – the player doesn't get to choose what order the Blips come on in.

As the Genestealer player gets 2 starting Blips plus 2 Blips per turn for the first 10 turns, he won't have enough Blips for all 10 turns (even if he took 18 Blips each of 1 Genestealer). Once the Blips run out, he gets no more reinforcements until the 11th turn. If he wants, he can opt to take only one or even no Blips for one or more turns to spread the forces out over a longer period.

At the start of the 11th turn, mix together all the Blips that aren't in play, including any that have already been converted and any that haven't been played yet (if they've been kept back for some reason). From now on, the Genestealer player gets 3 Blips each turn chosen at random from this selection.

Disposal Chute

Any Space Marine that steps into the disposal chute is immediately removed from play – he has dropped into space and escaped from the ship.

VICTORY

The Space Marine player wins if he gets two or more Space Marines into the disposal chute.

The Genestealer player wins if he kills all the Space Marines.

If only one Space Marine escapes, the game is a draw.

DELAYING ACTION

After the contamination of the Genestealers' cryogenics chambers, the surviving Genestealers launched a last wave attack against the Blood Angels' perimeter. Several of the Blood Angels' command units took to the field to bolster the perimeter, beating off the attack with some difficulty.

The Blood Angels' commander feared that further Space Marine losses might force them to abandon the hulk altogether. He reluctantly decided to set up a permanent defensive perimeter – force fields, mines and the like – until reinforcements arrived and brought the Chapter's strength up to the point where they could once more go on the attack.

Techmarines began to deploy the explosives and field generators as quickly as possible, but it soon became obvious that the Genestealers were aware of the Space Marines' weakness and were massing in huge numbers to attack.

To buy some time, an Ultramarine command unit, temporarily assigned as observers to the Blood Angels task force, were ordered to launch a raid deep into Genestealer territory. The details and objectives were left up to the Ultramarines themselves – all the Blood Angels required was that they delay the Genestealers' attack.

Recognising that he didn't have the strength to mount a spoiling attack against the Genestealers, Ultramarine Captain Gregorian decided to draw off some of the massing Genestealers by the simple method of offering them an easier target – himself and a small group of Ultramarines making an attack behind enemy lines.

Gregorian realised that the Genestealers were intelligent enough to recognise what he was up to. They had been caught out before by decoy missions and had proven themselves fully capable of learning from their mistakes. Therefore it was necessary to come up with a target for the raid that the Genestealers couldn't possibly ignore.

Early scans of the vessel had located various pockets of oxygen, held in by force fields, scattered about the vessel.

Though the Genestealers could exist for quite some time without breathing – most of the hulk was in vacuum – the task force's xenobiologists insisted that no matter how efficient their bodily functions, the Genestealers had to breathe some time. But, as destroying the cryogenics was of such paramount importance, until now the oxygen chambers had been ignored, leaving the Genestealers with a source of clean air.

Most of the oxygen chambers in the hulk were clustered in the centre of the vessel, near the defunct cryogenic chambers. The area of the Space Marine perimeter was relatively lightly provided with oxygen chambers: there was only one within 2000 yards. Gregorian hoped that if he destroyed the nearby oxygen chamber, the Genestealers would have to waste time returning to the farther chambers to breathe, leaving them less time between journeys to fight – and possibly forcing them to retreat en masse nearer to the precious gas.

This was mere speculation. The Genestealers might be able to exist for days – or weeks – without oxygen and might ignore the attack altogether. Therefore Gregorian decided to employ the smallest number of Space Marines possible on the raid, leaving the bulk of his men bolstering the defensive lines.

OBJECTIVES

The Space Marines are attempting to fight their way through to the oxygen chamber on the other side of the map. The Genestealers are trying to stop them by killing all the Space Marines.

FORCES

Space Marines

Captain Gregorian with storm bolter, power sword, and power glove with grenade launcher.

- 1 Space Marine with heavy flamer and power glove.
- 1 Space Marine with assault cannon and power glove.
- 1 Space Marine with lightning claws.
- 1 Space Marine with storm bolter and chain fist.

Genestealers

One Blip starting force.

Genestealer reinforcements increase as the mission progresses and the Genestealers become aware of the Space Marine threat.

The number of Blips received as reinforcement depends on the Genestealer turn as follows:

Turn	Reinforcements
1-3	1
4-6	2
7+	3

The Genestealer player should make sure he keeps track of his turns.

The Genestealer player uses the basic Blip set. He may choose to use ambush counters.

DEPLOYMENT

Space Marines

The Space Marines set up on the marked corridor section.

The Space Marines move first.

Genestealers

Blips may be placed at any of the Genestealer entry areas marked on the map.

SPECIAL RULES

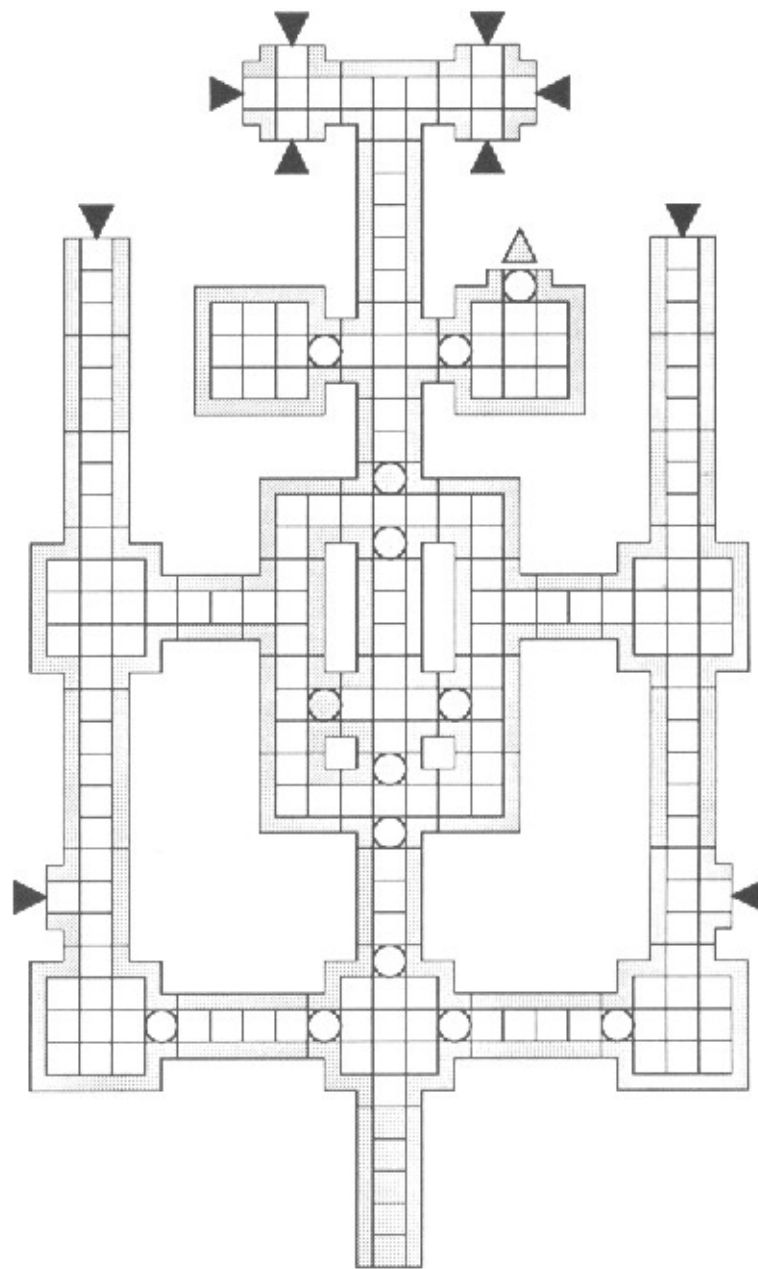
The Space Marines can secure entry areas.

VICTORY

The Space Marine player wins by getting two or more Space Marines off the board at the marked exit point.

He gains a partial victory if he only gets one Space Marine off the board.

The Genestealer player wins by killing all the Space Marines.



POWER ARMOUR

The Space Marines in most Space Hulk games wear Terminator armour. This is the natural choice when fighting in the enclosed spaces of a starship and affords a great deal of protection against the devastating Genestealer attacks.

However, in many situations, Terminator armour cannot be used. Each chapter has only a limited number of Terminator suits, each treated with the reverence due to an ancient chapter relic. Genestealers may be encountered by Space Marine forces that don't have access to any of the chapter's honour suits, or when there are only a few Terminator suits available and most of the Space Marines must face the Genestealers in their standard issue power armour.

Sometimes, power armour may even be chosen instead of Terminator armour, especially if the combat is to take place where space is severely restricted and aboard the most labyrinthine of hulks. Power armour allows a Space Marine a much greater degree of freedom of movement and, although its protection isn't as good, this added manoeuvrability may sometimes be vital.

WEAPONS

Although deadly in the extreme, storm bolters are weighty weapons that use a lot of ammunition – this makes them unsuitable for Space Marines equipped with power armour. These Space Marines are equipped as standard with single-barrelled bolters which use the same mass-reactive bolt ammunition as storm bolters but are lighter and slower-firing.

To supplement these slightly less-powerful weapons, the squads may also include Space Marines armed with flamers (not the heavy flamers used by Terminators) and missile launchers. In addition, the whole squad may be armed with a variety of grenades, including armour-piercing crack grenades, anti-personnel frag grenades and line of sight blocking blind grenades.

These weapons and grenade types are covered in the section on New Weapons elsewhere in this book.

MOVEMENT

Space Marines in power armour have 4 APs to spend on movement and shooting, like Terminators. The costs for their actions are listed in the Power Armour AP Costs Table.

As you'll notice, the main difference from the AP costs to Terminators is that Space Marines in power armour pay less for turning. If the Space Marine isn't carrying a heavy weapon, he can make a 90° turn for free.

Note, of course, that two 90° turns in a row is actually a 180° turn and costs the Space Marine 1 AP. However, if the two turns are separated by some other action, such as shooting, moving or opening a door, the turns are both free.

Space Marines armed with missile launchers have to pay 1 AP to turn 90° and 2 APs to turn 180° as missile launchers are large and cumbersome weapons, classed as heavy weapons.

The standard flamers carried by Space Marines in power armour are not heavy weapons and the usual AP costs apply.

POWER ARMOUR AP COSTS TABLE

Action	AP Cost
Move forwards 1 square	1
Move backwards 1 square	2
Turn 90°	Free*
Turn 180°	1*
Fire bolter	1
Move forwards 1 square and fire bolter	1
Move backwards 1 square and fire bolter	2
Set overwatch	2
Fire flamer	2
Fire missile launcher	2
Throw grenade	2
Close assault	1
Open or close a door	1
Set Terminus	2
Reload flamer	4

* only at this cost if the Space Marine isn't carrying a heavy weapon and the action is taken in the Space Marine turn. Otherwise a 90° turn costs 1 AP and a 180° turn costs 2 APs.

CLOSE COMBAT

Although power armour allows more freedom of movement, it doesn't give the same protection as Terminator armour, putting its wearers at a considerable disadvantage in close combat. A Space Marine in power armour also doesn't have the mechanically-assisted crushing strength of a Terminator power glove.

Space Marines in power armour roll one dice in close combat but they subtract -2 from the score.

This simulates the fact that while the Space Marine hasn't got a hope of killing the Genestealer with his fists he may just be able to get a shot in with a bolter or bolt pistol.

Sergeants are better close combat fighters than normal Space Marines and therefore only subtract -1 from their close combat rolls.

Space Marines with flamers and missile launchers, on the other hand, are hindered by their cumbersome weapons and subtract -3 from their close combat rolls.

FORCE LIST

The force list opposite allows you to field power-armoured Space Marines when using the bidding system.

If you're using power-armoured Space Marines, we've found it's easier to pick all your forces from this list rather than mix them with Terminators. It's more challenging to play with both types and you should feel free to mix them if you want.

Note that the Forces section in each mission briefing specifies if Space Marines in power armour are used – if this isn't specified, the Space Marines are wearing Terminator armour.

TACTICAL SQUAD – 8 POINTS

- 1 SERGEANT WITH BOLTER
- 1 SPACE MARINE WITH FLAMER (1 RELOAD)
- 1 SPACE MARINE WITH MISSILE LAUNCHER, PLUS CRACK AND PLASMA MISSILES
- 7 SPACE MARINES WITH BOLTERS

OPTIONS

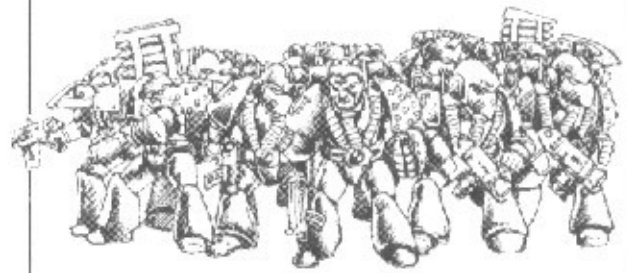
EQUIP WHOLE SQUAD WITH CRACK AND FRAG GRENADES

COST

1 POINT

EQUIP SERGEANT WITH EITHER PLASMA GRENADES OR 8 MELTA-BOMBS

1 POINT

DEVASTATOR SQUAD – 13 POINTS

- 1 SERGEANT WITH BOLTER
 - 2 SPACE MARINES WITH FLAMERS (1 RELOAD EACH)
 - 2 SPACE MARINES WITH MISSILE LAUNCHERS, PLUS CRACK AND PLASMA MISSILES
 - 5 SPACE MARINES WITH BOLTERS
- (SERGEANT AND ALL 9 NINE SPACE MARINES ARE ARMED WITH CRACK AND FRAG GRENADES)

OPTIONS

EQUIP SERGEANT WITH EITHER PLASMA GRENADES OR 8 MELTA-BOMBS

COST

1 POINT

CLOSE ASSAULT SQUAD – 5 POINTS

- 1 SERGEANT WITH BOLTER, CRACK AND FRAG GRENADES
- 2 SPACE MARINES WITH FLAMERS (1 RELOAD EACH)
- 2 SPACE MARINES WITH BOLTERS, CRACK AND FRAG GRENADES

OPTIONS

EQUIP SERGEANT WITH 8 MELTA-BOMBS

COST

1 POINT

HEAVY WEAPONS SQUAD – 4 POINTS

- 2 SPACE MARINES WITH MISSILE LAUNCHERS, PLUS CRACK AND PLASMA MISSILES
- 2 SPACE MARINES WITH BOLTERS

SUMMARY OF BIDDING FOR SPACE MARINE FORCES

1. Both players must agree that this system will be used before the game begins.
2. Both players secretly write down the number of points they would spend on the Space Marine force, up to a maximum of 40 points. The player who has made the lowest bid is the Space Marine player. If both players bid the same amount, each must make a new bid.
3. The Space Marine player uses the number of points he bid to choose his force, using it instead of the normal force for that mission.
4. The Space Marine player may select any number of squads and may include any allowed weapon upgrades or reloads.
5. The total value of the Space Marine force must not exceed the amount of the Space Marine player's bid (although it can be less than that amount if he wants!).
6. The Space Marine force is now deployed. The Genestealer player begins with the forces and deployment as listed in the mission.

DENZARK'S HAMMER

Eureka: a medium-sized planet in the Owa system containing an amazingly-rich asteroid belt. A planet that has been contaminated with a heavy Genestealer presence.

When the Genestealers took over the system, the Imperial Guardsmen garrisoned there were overcome within hours. They did however raise the alarm.

The first Imperial forces to reach the planet were twenty Legiones Astartes of the Ultramarines, summoned by the signals from the last uncontaminated base.

Space Marine Commander Denzark studied the defenders' final battle reports. By his side stood Friedrich Chanat, senior Adeptus Mechanicus and commander of the base. The holographic display showed an overview of the Owa system.

The huge gas giant at the centre glowed with a faint light, a stark contrast to the hundreds of bright red pinpricks that dotted the rest of the display. Each of the dots represented a mine or refinery in Genestealer hands. Alone among them was a single green speck – the base where they were now standing.

With so few men at his command, Denzark was at a loss as to what he could do. He looked closely at the holographic display for the dozenth time, hoping for some inspiration.

"This vessel?" Denzark pointed to the scarlet line edging its way into geostationary orbit high above Eureka's surface.

"That's the tug, sir. It isn't a ship as such. Simply a fusion engine and crew quarters attached to the ore which has been welded into one massive block. It's over 700 yards wide and 2 miles long and contains thousands of millions of tons."

"Interesting. What do you imagine it would do to that?"

For a moment Chanat was confused. Then realisation dawned – Denzark was pointing to the warm grey orb that represented the planet. He meant, what would it do to Eureka!

Commander Denzark immediately launched an audacious attack on the tug. By capturing the tug, he could redirect the massive chunk of ore to impact onto Eureka's surface with the force of a hundred thousand fusion bombs. The resulting destabilisation of the planet's orbit, the atmospheric pollution, and the rapid onset of the greenhouse effect would destroy the Genestealer population totally.

However, the tug had itself been captured by Genestealers. They had captured the main control areas of the tug and were massed in the separate module containing the crew quarters.

OBJECTIVES

The target room represents the tug's bridge. The Space Marines are trying to reach the bridge to jettison the crew quarters (not shown on the map). Once these have gone, the Space Marines simply have to hold the bridge and mop up any last Genestealers. The Genestealers are trying to defeat the Space Marines to save their forces on the planet below.

FORCES

Space Marines

Two tactical squads of Space Marines in power armour.

Squad Nathaniel

1 Sergeant with bolter and plasma grenades.

1 Space Marine with flamer (1 reload).

1 Space Marine with missile launcher: frag and crack missiles.

7 Space Marines with bolters.

Squad Thaddeus

1 Sergeant with bolter and 8 melta-bombs.

1 Space Marine with flamer (1 reload).

1 Space Marine with missile launcher: frag and crack missiles.

7 Space Marines with bolters.

Genestealers

The Genestealer player begins the game with 2 starting Blips. He gets 2 Blips reinforcements each turn. The Genestealer player uses the basic Blip set. He can use ambush counters if he chooses.

DEPLOYMENT

Space Marines

One full squad in each of the marked rooms.

The Space Marines move first.

Genestealers

Blips may come on at any of the marked entry areas.

SPECIAL RULES

Space Marine Timer

Because Commander Denzark is personally controlling the operation from the base, the Space Marine player starts with 3 minutes and 30 seconds each turn. As usual, the loss of a Sergeant reduces the time by 30 seconds.

Jettisoning the Crew Quarters

The target room represents the tug's bridge. Jettisoning the crew module is an action that can be performed by a Space Marine anywhere in the room. The action costs 4 APs.

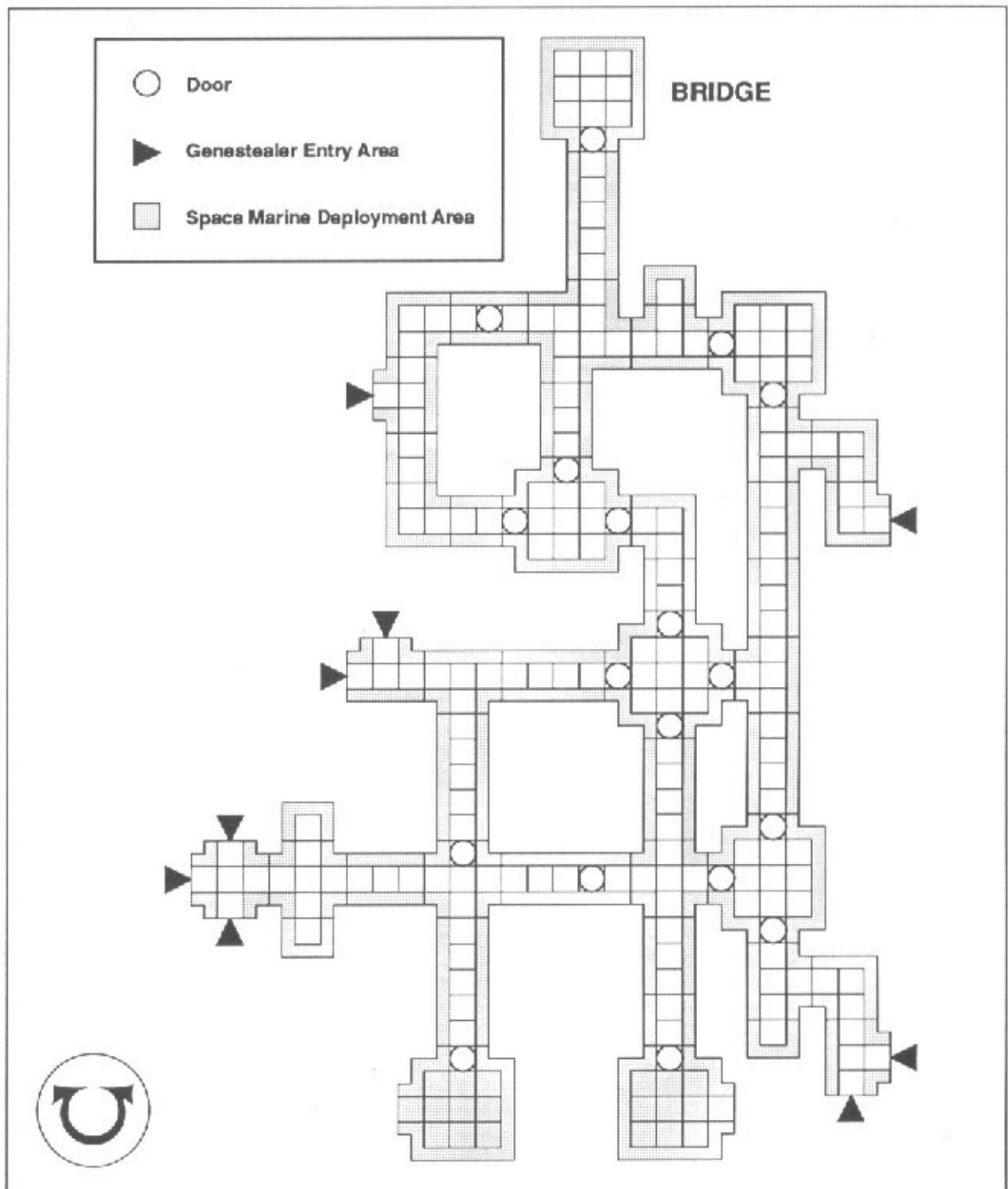
Once the quarters have been jettisoned, the Genestealers stop getting reinforcements as their remaining forces are cut off. The Genestealer player must finish the game with whatever forces are on the board. If there aren't any left at this point, the game ends with a Space Marine victory.

Damaging the Tug's Controls

After the crew module has been jettisoned, the Genestealer player can only win by causing drastic damage to the tug's controls to prevent the Space Marines from redirecting it against the planet. This can be done by reaching the bridge and attacking the wall opposite the door in close combat. The attacking Genestealer rolls as though it were attacking a door, requiring a 6 to destroy the controls and win the game.

The Genestealer player can't attack the controls until the crew quarters have been jettisoned – until this point there's still a chance of winning by defeating the Space Marines and retaining control of the tug.

The Space Marine player can't fire a flamer into the bridge room – doing so would damage the tug controls so he couldn't jettison the crew quarters or redirect the tug to impact on the planet and would automatically lose him the game.



Grenades and Missile Launchers

If this is the Space Marine player's first game using Space Marines in power armour equipped with grenades and missile launchers, he may find it difficult to adapt his tactics from those used when playing Terminators. In this case, you can agree to reduce the Genestealer's reinforcements to 1 Blip per turn to make the game a little more balanced.

Once he's got the hang of the new rules, play the mission again with 2 Blips per turn reinforcements for a real challenge.

VICTORY

The Space Marine player wins by jettisoning the crew quarters and having at least one Space Marine alive once all the Genestealers on the board are dead – he can now program the tug to crash into the planet.

The Genestealer player wins by killing all the Space Marines before they can jettison the crew quarters. The Genestealer player wins a partial victory by destroying the tug's controls after the crew quarters have been jettisoned.

NEW WEAPONS

These rules cover the weapons used by Space Marines in power armour and Traitor Terminators. Some of these weapons have already been covered in Genestealer – the rules are repeated here for convenience.

The rolls needed to kill a model or destroy a feature for all these weapons and grenade types are given on the Weapons Summary Table elsewhere in the book.

BOLTER

Bolters are the standard issue Space Marine weapon. They fire bolts or shells with explosive or armour-piercing tips. Bolters work in a similar manner to the larger storm bolters used by Terminators but only roll one dice instead of two.

They are capable of sustained fire but their maximum bonus is lower – they get +1 to hit for the first shot and +2 for all subsequent shots against the same target. For example, against Genestealers and Hybrids, the rolls needed to kill are:

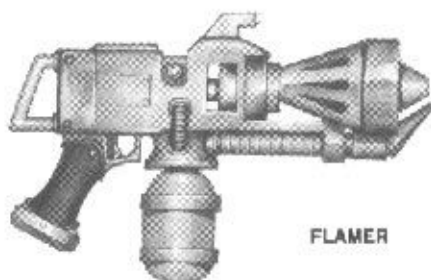
Sustained Fire	Genestealer	Hybrid
First shot	6	4
Second shot	5	3
Third and subsequent shots	4	2

Overwatch

Bolters in overwatch roll one dice per shot. They have a much lower rate of fire than storm bolters so they don't jam in overwatch. The only way the firer can lose overwatch during the enemy turn is if he is attacked in close combat, or moves or turns by spending command points.



BOLTER



FLAMER

FLAMER

The ordinary flamer carried by Space Marines in power armour is a small, light weapon. It is fired using either one or both hands and works in much the same way as the heavy flamer carried by Terminators.

Almost all the rules for heavy flamers apply: the flamer has 6 shots, a range of 12 squares, each hit affects an entire board section and blocks line of sight. Use the heavy flamer markers you've already got from Space Hulk for these weapons.

The main difference is that the basic flamer is a less powerful weapon and its rolls to kill are reduced. Flamer hits against Genestealers, for example, only kill on a roll of 4 or more rather than on a roll of 2 or more for heavy flamers.

Space Marines armed with flamers usually carry one reload for their weapons. Reloading costs 4 APs. The Space Marine gets a new stack of flamer markers taking his total back up to 6. If any markers were remaining from the previous load, they are lost – the flamer has a maximum of 6 shots per load.

Flamer Hits on Space Marines

You'll notice that on the new Weapons Summary Table, figures are given for flamers and heavy flamers killing Space Marines and Terminators. This is because in Space Marine vs Space Marine games, these weapons will inevitably be turned on the enemy Space Marines. The rules for fighting Space Marines vs Space Marines are covered elsewhere in this book.

The rules for surviving flamer hits are the same for Space Marines as for Genestealers. That is to say that a Space Marine who survives a flamer hit can move freely around that board section or leave it and move to an unaffected board section. As usual, Space Marines outside the affected section can't move into it.

Note that a Space Marine cannot fire a flamer or heavy flamer into a section that contains another model from his own side. No Space Marine would deliberately sacrifice the life of a brother Marine by flaming him. This applies to games against Genestealers as well as to games against other Space Marines.

AUTOCANNON

The autocannon is a large-calibre gun which fires high-velocity mass-reactive explosive ammunition. This gives the weapon a hefty recoil and the firer must brace himself firmly to take the shock.

Within the confines of a space hulk the autocannon has an unlimited range but is particularly effective at closer ranges where it can lay down an impenetrable hail of fire making use of its large ammunition supply.

Because of the massive recoil a model firing an autocannon must be halted. Move and fire actions are not possible. It costs 1 AP to fire an autocannon.

Sustained fire bonuses apply to autocannon. This means that it is possible to have an automatic hit. For example, against a Terminator at close range, the fourth shot will need a 1 or better to kill – this means the Terminator is hit automatically.

CONVERSION BEAMER

The conversion beam projector, also known as the beamer, works by converting matter into pure energy. The beam builds up slowly, increasing in intensity as it extends further from the projector. At the beam's focus point the matter-energy conversion becomes so powerful that it causes a violent explosion.

This makes beamers are incredibly effective against massively-armoured targets such as Terminators. They instantly eradicate large static objects like bulkheads and doors.

The firer must remain stationary otherwise the energy field becomes unfocused and the effects are negligible. Firers often wear boots adapted with special claws to provide a stable firing position.

Because of the required stability, it costs 2 APs to fire a conversion beam projector and the firer cannot perform a move and fire action. Sustained fire bonuses do not apply as it's impossible to maintain an accurate beam focus over several shots. The beamer's range and ammunition are unlimited.

MISSILE LAUNCHER

These are bulky shoulder-mounted weapons that fire small missiles armed with powerful warheads. Typically a missile launcher is loaded with a combination of armour-piercing crack missiles and area effect plasma missiles, either of which can be selected before firing. Crack missiles are armed with a double-charged hollow-case warhead designed to rupture armour. Plasma missiles detonate in a split-second burst of flesh-boiling super-heated plasma.

It costs 2 APs to fire a missile launcher. Because of the weapon's bulk, move and fire actions are impossible.

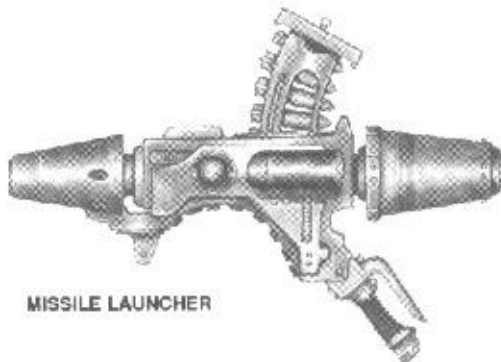
All missile launchers are equipped with an unlimited supply of crack and plasma missiles. The player whose model is firing must select the type of missile he's using before firing. Different types of missile can be fired by the same model in the same turn. As each missile is a separate shot, missile launchers receive no sustained fire bonus.

Crack Missiles

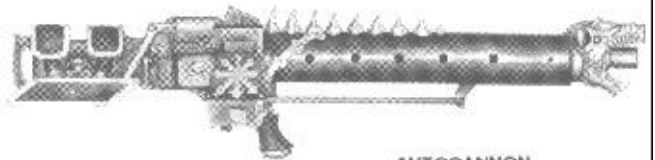
Crack missiles are used against single targets – just make the appropriate roll to kill or destroy the target.

Plasma Missiles

Plasma missiles affect all the models and features on an entire board section, much in the same way as a flamer hit – as the effects are nearly instantaneous, plasma missile explosions block neither movement nor line of sight and no marker remains on the affected board section.



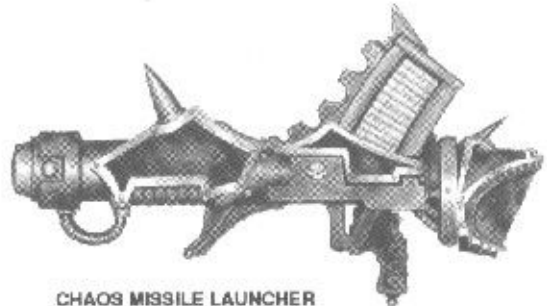
MISSILE LAUNCHER



AUTOCANNON



CONVERSION BEAMER



CHAOS MISSILE LAUNCHER

LINE OF SIGHT & AREA EFFECTS

The presence of an area effect marker on a board section – eg a flamer or grenade marker – means that line of sight in or through that section is blocked, making it impossible for models on either side of the section to shoot each other.

It's not, however, completely blocked. Line of sight can be traced to the edges of the affected section so that they can still be fired on by other area effect weapons (because they only need to be able to target one square of the section). When a second area effect weapon is fired into an affected section, the rolls needed to kill are the same as normal. For example, a flamer is fired into a section and several models survive, then a frag grenade is thrown into the section – the rolls to kill for the frag grenade are exactly the same as if the flamer marker wasn't there.

As line of sight can be traced to the edge of a section, it means that models standing at the edge can both fire out and be fired at – provided, of course, there aren't any other blocking squares between firer and target (including any other edge squares).

Within an affected section, line of sight isn't completely blocked. No matter how many section effect markers there are on a section, adjacent models can still shoot at each other and deliver close assault attacks.

Section effects last until the marker is removed at the end of the next enemy turn. Because of this, it's important to remember which markers were placed by which side so they can be removed at the correct time.

GRENADES

One of the advantages of power armour over Terminator armour is that it is less restrictive and enables the Space Marines to easily throw grenades without the need of a grenade harness.

These rules cover five types of grenade, each with a different effect: crack, frag, plasma and blind grenades and melta-bombs.

AREAS OF EFFECT

Some grenades affect only a single model or feature and are called **target effect grenades**. Others affect all the models and features on a whole board section, like a flamer, and are called **section effect grenades**.

Target Effect Grenades

Target effect grenades hit only one square. The Space Marine throwing the grenade must be able to trace a clear line of sight to the target.

Section Effect Grenades

A section effect grenade affects every model or feature in the targeted section, just like a flamer.

THROWING GRENADES

A grenade can be thrown by a stationary Space Marine in power armour for a cost of 2 APs. A Space Marine can't throw a grenade and move as part of the same action. The fire arc of a grenade is the same as for any other weapon.

Target Effect Grenades

Target effect grenades have a maximum range of 3 squares and a minimum range of 2 squares.

The Space Marine can't throw the grenade at an adjacent square because he'd be too close to the blast.

Section Effect Grenades

The range of a section effect grenade is measured by board sections, not squares. A Space Marine can throw the grenade into any adjacent board section provided he has line of sight to at least one square in the section.

The Space Marine can't throw the grenade into a board section more than one section away, nor can he drop it into the board section he's standing on.

This rule gives section effect grenades a variable range. From one end of a long corridor, the grenade could have a range of 5 squares, for example – or it could be just one square if the Space Marine is right next to the target section. If you're playing the Genestealers you have to keep an eye on this – it's easy to get caught out when you think your models are safe!

Grenades Falling Through Pitfalls

A target effect grenade that is thrown onto a pitfall square falls through on a roll of 1-2, either exploding on the level below or, if there isn't a lower level, exploding harmlessly in the ship's innards.

Section effect grenades are assumed not to fall through pitfalls, even if the only square in the section that the thrower can target is a pitfall square.

GRENADE HARNESES

Space Marines in Terminator suits are too encumbered by their armour to throw grenades. Instead they can be equipped with a grenade harness that can be used to fire a grenade in front of the Terminator. These grenade harnesses are typically armed with an unlimited supply of blind grenades.

A blind grenade thrown by a grenade harness has the same area of effect and targeting as one thrown by a Space Marine in power armour – ie it affects every model and feature in an adjacent section provided at least one square is within the firer's line of sight and fire arc.

It costs a Terminator 2 APs to fire a blind grenade from a grenade harness. This action can't be combined with moving.

If you're using the bidding system and force lists, Terminators can be equipped with grenade harnesses and an unlimited supply of blind grenades at a cost of 1 point per model.

As blind grenades are only used for blocking line of sight, there's no point in using them unless you're fighting armed opponents. In missions against Purestrain Genestealers they only hinder the Terminators shooting. They're much more useful against armed Genestealer Hybrids and other Space Marines. Even so, beware of blocking your own line of sight too much otherwise you'll never be able to shoot anything!

CRACK GRENADES

Crack is a target effect grenade. It is a sticky shaped charge that is used against armoured targets.

Against a static target like a door the grenade is so powerful that a kill is more or less assured. Against a smaller moving target there is a chance that the grenade won't hit properly making it far less effective.

Crack grenades do not block line of sight or movement – there is no need to place a marker on the board.

Space Marines with crack grenades have an unlimited supply.

FRAG GRENADES

Frag grenades are small high explosive section effect grenades. They have an anti-personnel effect and won't harm doors or other features while having a chance of killing some or all of the living creatures in the section.

Once a frag grenade has been thrown, a frag marker should be placed on the target board section to show that line of sight through that section is blocked. This is due to the smoke and debris filling the section in the aftermath of the explosion. A frag marker only blocks line of sight – it has no effect on movement.

As usual for a blocked section, line of sight can be drawn to the outside edges (provided it doesn't cross any other blocked squares) so other section effects or additional frag grenades can be thrown into the section. The frag marker is removed at the end of the next enemy turn.

Space Marines with frag grenades have an unlimited supply.

MELTA-BOMBS

Melta-bombs are target effect grenades that superheat the area and melt down anything in contact with it. Melta-bombs are devastating weapons, giving an automatic kill against targets such as Genestealers and doors.

Melta-bombs are larger than other grenades and ammunition is restricted to 8 grenades. They are generally in shorter supply than the other grenade types and are only carried by Sergeants.

When a melta-bomb is thrown, the Space Marine player selects the target square and removes anything in it. A pitfall marker is then placed face down in the square. The marker represents a mass of hot gases and molten metals and completely blocks line of sight and movement through that square.

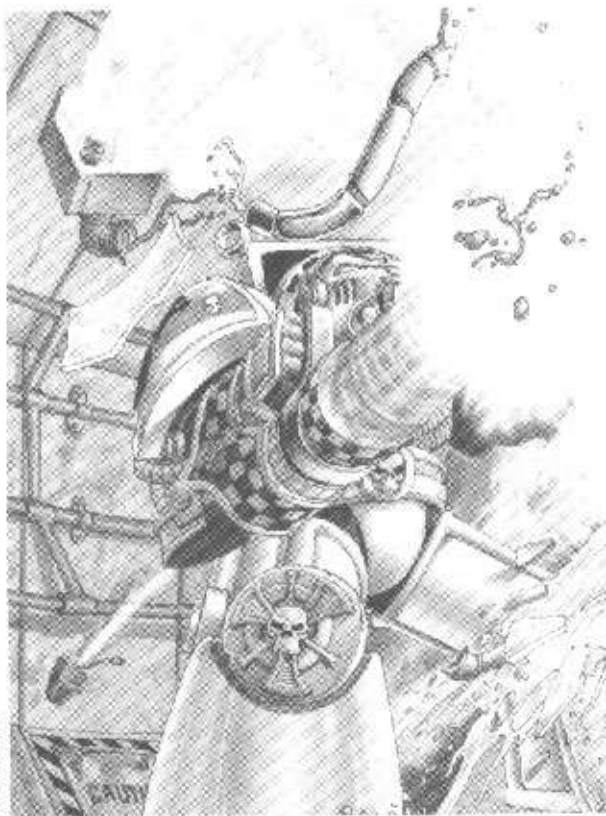
At the start of the Space Marines' next turn, the pitfall marker is turned over to represent the intense heat melting a hole through the space hulk's floor. A Space Marine moving onto a pitfall marker rolls a dice – if the dice scores a 1 the Space Marine falls through.

If this is the upper level of a multi-level game, the Space Marine falls through to the lower level as usual, otherwise he drops into an area of molten metal and live power cables and is killed.

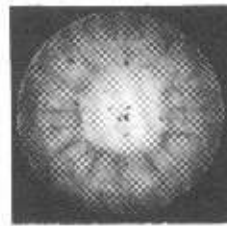
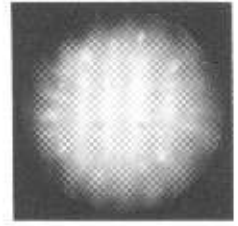
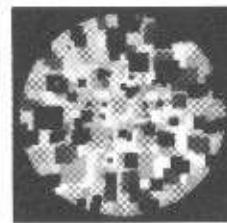
Genestealers are not in danger of falling through the pitfalls and can move across the markers without rolling.

Melta-bombs cannot be targeted into a square that already contains a pitfall.

As the Space Marine player, you have to be careful where you use melta-bombs. If you use too many in front of you, you can end up blocking your lines of advance. The bombs will only keep the Genestealers at bay for a limited amount of time!



KEVIN WALKER

MELTA BOMB
AMMUNITION COUNTERPLASMA GRENADE
AMMUNITION COUNTERBLIND GRENADE AREA
EFFECT MARKERFRAG GRENADE AREA
EFFECT MARKER

EXAMPLES OF THE AMMUNITION COUNTERS AND AREA EFFECT MARKERS FOR GRENADES

They are often more effective when used against targets to the side or rear where a blocked passage doesn't affect the progress of your Space Marines.

PLASMA GRENADES

Plasma grenades are section effect grenades that explode with a burst of super-heated plasma. The detonation is over in a flash, so plasma grenades do not block line of sight or movement.

Like melta-bombs, plasma grenades are not as common as frag and crack grenades and are usually restricted to Sergeants. Unlike melta-bombs, a Sergeant equipped with plasma grenades has an unlimited supply.

BLIND GRENADES

A blind grenade releases a burst of wide-spectrum interference that blocks vision and auto-systems. It is a section effect weapon and completely blocks line of sight through the affected section.

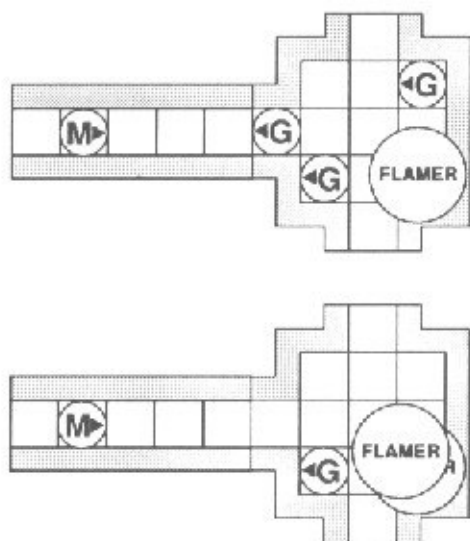
Models on the edge of the section can fire out and can be targeted from outside the section, as usual. Blind grenades don't block movement.

When a blind grenade is fired, place a blind grenade marker on the targeted section to show that line of sight is blocked. Remove the marker at the start of the Space Marine's next turn.

Blind grenades are most effective when fighting opponents that use ranged weapons. They are rarely used when fighting unarmed Purestrain Genestealers as they can only hinder the Space Marines.

LINE OF SIGHT AND GRENADE DIAGRAMS

These diagrams should help clarify the rules for line of sight and section effects, and for throwing section effect grenades.

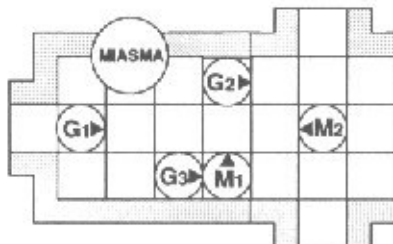


LINE OF SIGHT AND SECTION EFFECT ATTACKS

The Space Marine has a heavy flamer which he fires into the section in front of him. Rolls to kill are made for each Genestealer – the one in the bottom left corner rolls a 1 and survives.

The Space Marine player decides that he can't chance having the Genestealer move forward and attack the Space Marine so he fires a second flamer shot. Although the first flamer marker is still there indicating that line of sight through the section is blocked, the Space Marine can still draw a line of sight to the nearest edge square.

The second flamer attack has exactly the same rolls to kill as the first – this time the Genestealer doesn't roll a 1 and is killed.



LINE OF SIGHT AND SECTION EFFECT ATTACKS

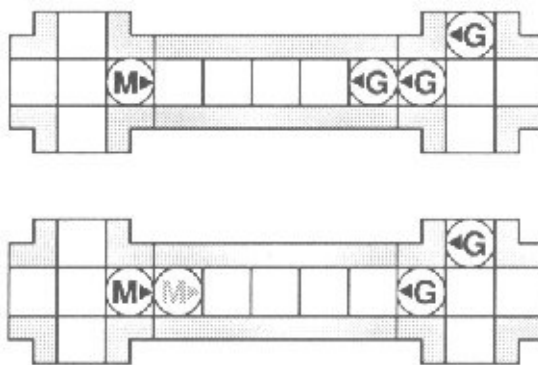
A Miasma psychic section effect has been cast onto the left section. This not only blocks all psychic activity in or through the section, it blocks line of sight through the section.

This means that Space Marine 1 can't see either Genestealer 1 or Genestealer 2. Even though both the Space Marine and Genestealer 2 are on edge squares they can't see each other – the intervening edge square blocks their line of sight.

Space Marine 1 can see Genestealer 3 because it's on an adjacent square. This means he could turn and shoot or close assault it.

Space Marine 2 can't see Genestealers 1 or 3 but can see Genestealer 2 – the Genestealer is on an edge square of the affected section so there's no blocking squares between it and the Space Marine.

Genestealer 2 can also see out of the section – if it was a Hybrid armed with a weapon it could shoot at Space Marine 2.



THROWING SECTION EFFECT GRENADES

The Space Marine is wearing power armour and is armed with frag grenades. These are section effect grenades so the Space Marine can throw them into an adjacent section.

Diagram 1: he throws the first grenade into the corridor section next to the junction section he's standing on. The grenade kills the Genestealer.

Diagram 2: although he's got clear line of sight to the Genestealer on the right-hand junction, he can't throw a grenade – the junction isn't next to his section. The Space Marine takes a step forward and then uses his final AP and 1 CP to throw a frag grenade onto the Genestealers' junction section. Although the Genestealers are only 1 square closer, the junction is now the next section and so can be targeted by the Space Marine's grenade.

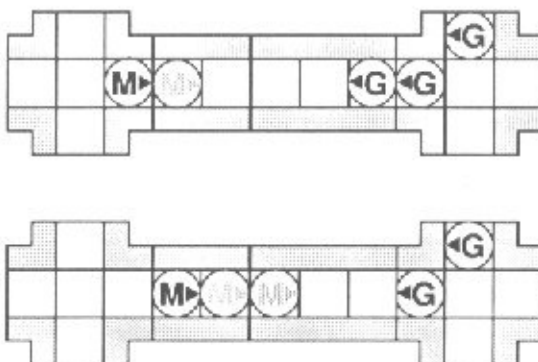


Diagram 3: If the corridor had been made up of two board sections, say a 2-square piece and a 3-square piece, the Space Marine couldn't have made these attacks because the range of the frag grenade is based on board sections not squares.

Instead he would need to step forward 1 square into the 2-square corridor section. The Genestealer's 3-square corridor section is now the next section and he can throw the first frag grenade.

Diagram 4: To attack the Genestealers on the junction he would have to step forward another 2 squares until he was on the 3-square corridor section. This means that the whole operation costs an extra 2 APs so the Space Marine would have to spend all 4 of his own APs plus 3 CPs.

Target Effect Grenades: If the Space Marine had been using target effect crack grenades rather than section effect frag grenades, he would have had to step forward 3 squares before being able to attack the first Genestealer and another square to attack the second Genestealer. This is because the maximum range of a target effect grenade is 3 squares and is unaffected by the number of board sections.

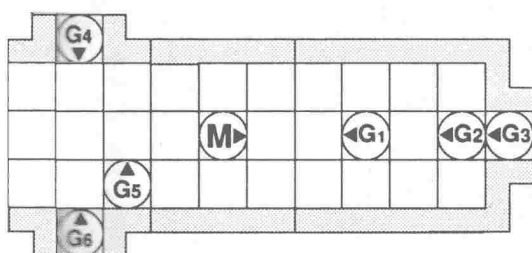
NEW RULES

LIGHTNING ARC

Since Genestealer came out we've played a lot of games using the psychic rules and we now feel that the Lightning Arc attack is slightly too powerful.

To reduce the power of the attack, we're changing the targeting rules as follows:

- 1) Each attack must be directed at a different target. These targets can be anywhere within 12 squares of the caster and the usual rules for blind targeting apply (see 2 below for an exception).
- 2) The caster doesn't have to decide in advance which six targets he's going to attack provided each target is only attacked once.
- 3) You can't target through an intervening model (although you may be able to trace a route around it) – to attack a target behind the model, the model must first be destroyed.
- 4) If a model, door or feature survives the attack, nothing beyond can be attacked unless the caster can trace a route that doesn't pass through the surviving model.
- 5) If a psyker saves himself using an Aura, the Lightning Arc is dispelled and can't make any more attacks.



LIGHTNING ARC TARGETING

A Space Marine Librarian is in this diagram. He's going to use Lightning Arc and attack the six Genestealers around him.

Under the revised Lightning Arc rules, he can only make one attack on each Genestealer although he gets to choose what order he makes the attacks in.

He chooses to attack Genestealer 1 directly in front of him. If the Genestealer survives, he can still attack his next target, Genestealer 2, even though his line of sight is blocked. This is because the Space Marine Librarian can trace another route to Genestealer 2 that goes around Genestealer 1.

If Genestealer 2 also survives, the Space Marine Librarian can't attack Genestealer 3 – there's no route to the target that doesn't pass through a wall or through an intervening surviving model. Remember that although normal blind targeting attacks can target over intervening models, Lightning Arc is an exception – the Space Marine must kill Genestealer 2 to attack Genestealer 3.

Genestealers 4, 5 and 6 can all be attacked regardless of whether or not any of them survive. Again, the Space Marine Librarian can trace an alternative route to Genestealer 6 even if Genestealer 5 survives and blocks the direct path.

ASSAIL

These changes make some minor adjustments and cover the ambiguity in the original rules about where you could and couldn't move an Assailed model.

- 1) You can't move an Assailed model through obstructions such as closed doors, bulkheads, crates or other models – ie through anything that would normally block movement. You can move the model round corners, onto section effects that don't block movement and over rubble, pitfalls, ladders etc.
- 2) The player casting the Assail can now choose to place an Assailed model prone.

A prone model has no line of sight and cannot move, shoot or close assault until it gets up. If a prone model is attacked in close combat, subtract -1 from its dice – if it wins or ties it gets up and faces its attacker.

The AP costs for a prone model to get up are as follows:

Space Marine in Terminator armour	2
Space Marine in power armour	1
Purestrain Genestealer	0
Genestealer Hybrid	0

- 3) A Space Marine that is Assailed cannot spend CPs as a response to the psychic attack – he's too disorientated and shaken to be able to respond. This means he cannot immediately spend CPs to turn or stand up.

This restriction only applies to the Assail itself – the Space Marine can spend CPs as usual if another action is later taken in his line of sight.

CRATES

Most of the new weapons introduced in this book and Genestealer can be used to destroy crates. To attack a crate, simply use the same roll needed to destroy a door.

If a crate is destroyed by any weapon other than a conversion beamer, replace the crate marker with a rubble marker or turn it over to represent rubble. If a conversion beamer is used, the crate is vaporised and no rubble is left in its place.

Psychic attacks may also destroy crates. Vortex and Blast both automatically vaporise crates and leave no rubble. Lightning Arc destroys a crate on a 4 and Hellfire destroys a crate on a 3 – in both cases, the crate is replaced with rubble.

RUBBLE

The rubble deflection rules apply to the new weapons just like they do to storm bolters (ie a roll of 5 or 6 saves).

If a conversion beamer is being used, a save indicates that the shot misses its intended target and vaporises the rubble instead, removing the rubble marker. Blast and Vortex psychic attacks also automatically remove rubble markers.

WEAPON REFERENCE TABLE

Weapon	Range	Area of Effect	Dice (D6)	ROLL TO KILL OR DESTROY						Over-watch	Ammo	Sustain Fire	AP COST		
				Blip	Pure-strain	Hybrid	Space Marine In Terminator Armour	Door	Bulk-head				Fire	Move Forward	Back Reload
Storm Bolter	UL/12	Target	2	6	6	4	6	5	6	Yes	UL	Yes	1	1	2
Heavy Flamer	12	Section	1	2	2	Auto	2	2	-	No	6	No	2	-	4
Self Destruct	-	Section	1	Auto	Auto	Auto	Auto	Auto	Auto	-	-	-	1	-	-
Assault Cannon	UL/12	Target	3	5	5	3	5	4	5	Yes	10	Yes	1	1	4
Burst	UL	Fire Arc	3	3	3	Auto	3	2	3	No	10*	No	2	-	4
Full Auto	-	Section	1	Auto	Auto	Auto	Auto	Auto	Auto	-	-	-	-	-	-
Malfunction	-	Section	1	Auto	Auto	Auto	Auto	Auto	Auto	-	-	-	-	-	-
Thunder Hammer	-	Section	1	Auto	Auto	Auto	Auto	Auto	Auto	-	-	-	1	-	-
Self Destruct	-	Section	1	Auto	Auto	Auto	Auto	Auto	Auto	-	-	-	-	-	-
Autocannon	12	Target	1	3	3	Auto	4	2	2	No	UL	Yes	1	-	-
Range 1-12	UL	Target	1	3	3	Auto	5	3	3	No	UL	Yes	1	-	-
Range 13+	UL	Target	1	4	4	5	2	4	Auto	No	UL	No	2	-	-
Conversion Beamer	UL	Target	1	4	4	5	2	4	Auto	No	UL	No	2	-	-
Missile Launcher	UL	Target	1	2	2	Auto	3	2	Auto	No	UL	No	2	-	-
Crack Missile	UL	Section	1	4	4	2	6	4	6	No	UL	No	2	-	-
Plasma Missile	UL/12	Target	1	6	6	4	5	6	-	Yes	UL	Yes	1	1	2
Bolter	12	Target	1	6	6	4	6	5	-	Yes	UL	-	-	-	-
Bolt Pistol	UL/12	Target	2	6	6	4	6	5	6	Yes	UL	No	2	-	-
Heavy Bolter	UL/12	Target	1	6	6	4	6	5	-	Yes	UL	No	2	-	-
Lasgun	UL/12	Target	1	6	6	4	6	5	-	Yes	UL	No	2	-	-
Las pistol	12	Target	1	6	6	4	6	5	-	Yes	UL	No	2	-	-
Las-Cannon	UL	Target	1	2	2	Auto	2	2	Auto	No	UL	No	-	-	-
Plasma Gun	UL	Target	1	4	4	2	5	3	5	No	UL	No	-	-	-
Plasma Pistol	12	Target	1	5	5	2	6	4	5	No	10*	No	-	-	-
Heavy Plasma Gun	UL	Target	1	4	4	2	4	Auto	Auto	-	-	-	1	-	-
Rapid	UL	Section	1	2	2	Auto	6	4	5	-	-	-	-	-	-
Maximal	UL	Target	2	6	6	2	6	3	5	No	10*	No	-	-	-
Nemesis Weapon	1	Target	1	Auto	Auto	Auto	Auto	Auto	Auto	-	-	-	-	-	-
in Close Assault	2-3	Target	1	Auto	Auto	Auto	Auto	Auto	Auto	-	-	-	1	-	-
Grenades	A	Section	1	5	5	2	6	4	5	-	-	-	-	-	-
Crack	2-3	Target	1	Auto	Auto	Auto	Auto	Auto	Auto	-	-	-	-	-	-
Frag	A	Section	1	5	5	2	6	4	5	-	-	-	-	-	-
Melta	2-3	Target	2	6	6	2	6	3	5	No	10*	No	-	-	-
Plasma	A	Section	1	Auto	Auto	Auto	Auto	Auto	Auto	-	-	-	-	-	-
Plasma (GL)	8	Section	2	6	6	4	6	5	6	Yes	UL	No	-	-	-
Blind	A	Section	1	6	6	4	6	5	-	Yes	UL	No	-	-	-
Blind (GH)	8	Section	1	6	6	4	6	5	-	Yes	UL	No	2	-	4
Flamer	12	Section	1	2	2	Auto	2	2	Auto	No	UL	-	-	-	-

Grenades : Plasma (GL) - From Captains Grenade Launcher. Blind (GH) - From Terminator Grenade Harness. All other Grenades thrown.

Range : UL - Unlimited. 2nd number is Overwatch range. A - Adjacent section. 2-3 - Minimum and Maximum range.

Ammo : 10* - remember that Full Auto uses 5 bursts of ammo. Special - See the rules for that weapon.

PSYCHIC ATTACK CARDS REFERENCE TABLE

Psychic Card	Area of Effect	Targeting	Range	Un-stoppable	Dice (D6)	ROLL TO KILL OR DESTROY							Remains on Section
						Blip	Pure-strain	Hybrid	Space Marine Terminator Armour	In Power Armour	Door*	Bulk-head	
Aura	Self	Free	12	Yes	—	—	—	—	—	—	—	—	—
Control	Model	Free	12	No	—	—	—	—	—	—	—	—	—
Miasma	Section	LOS	12	No	—	—	—	—	—	—	—	—	Yes
Scan	Section	Free	12	Yes	—	—	—	—	—	—	—	—	No
Smite	Section	LOS	12	No	—	Auto	Auto	Auto	Auto	Auto	—	—	No
Assail	Model	Blind	12	No	—	—	—	—	—	—	—	—	—
Helikite	Section	LOS	12	No	1	2	2	Auto	3	2	—	—	Yes
Lightning Arc	Model*	Blind	12	No	1	—	3	2	4	3	4	—	—
Vortex	Section	LOS	8	No	—	Auto	Auto	Auto	Auto	Auto	Auto	Auto	Yes*
Blast	Feature	LOS	UL	Yes	—	(Auto)	(Auto)	(Auto)	(Auto)	(Auto)	(Auto)	Auto	—
Jinx	Section	Blind	12	No	—	—	—	—	—	—	—	—	Yes
Switch	Door	Free	12	Yes	—	—	—	—	—	—	—	—	—
Teleport	Self	Free	8	Yes	—	—	—	—	—	—	—	—	—
Burst of Speed	Self	—	—	Yes	—	—	—	—	—	—	—	—	—
Prescience	Self	—	—	Yes	—	—	—	—	—	—	—	—	—
Stasis	Section	LOS	6	No	—	—	—	—	—	—	—	—	Yes
Warp Time	Section	LOS	12	No	—	—	—	—	—	—	—	—	Yes

Door: open doors have slid back into their cavities within the walls of the space hulk and are never destroyed.

Lightning Arc: Model* = the Lightning Arc delivers 6 hits on up to 6 different models – roll 1 dice for each hit.

Vortex: Yes* = the Vortex marker stays on the board but may move – roll in the section effects endphase of each turn.

Blast: (Auto) = the Blast feature kills automatically – the Blast itself cannot affect a model.

PSYCHIC COMBAT SUMMARY

AREAS OF EFFECT

PSIONIC – YELLOW: Control, Miasma, Scan and Smite

POWER – RED: Blast, Jinx, Switch and Teleport

KINESIS – GREEN: Assail, Helikite, Lightning Arc and Vortex

TEMPORAL – BLUE: Burst of Speed, Prescience, Stasis and Warp Time

UNSTOPPABLE: Force cards can't dispel an attack from this card.

CLOSE ASSAULT BONUS: Add bonus (+1 to +6) to close assault roll.

FORCE CARDS

SELF: only affects casting psyker.
MODEL: affects a single model. Blips are converted if hit – converted Hybrids can immediately play psychic cards in defence.

DOOR (Switch): only affects doors.

FEATURE (Blast): affects features such as closed doors and crates. Blast has no effect on models, but they can be damaged by the Blasted feature.

SECTION: affects all models, Blips and features in a single section. Blips are not converted so Hybrid psykers can't play psychic cards in defence. If the attack remains on the section, place correct psychic effect marker. Sections can't be targeted if only visible square on section contains a closed door.

DISPERSING SECTION EFFECTS

If a psyker has LOS to a section containing an effect marker, he can try to disperse it during the section effect endphase. To do this, he plays a card with a force icon matching the symbol and suit of the original attack card. The other player can try to stop him by playing reinforcing cards as with normal force battles – to do so, he only needs a psyker in play, not necessarily with LOS to the section.

AURA CARDS

An Aura nullifies one kill from a psychic or non-psychic attack – it must be played immediately after the kill. It doesn't stop any other effects of the attack (ie other models in a section are affected normally). Auras act as force cards against cards of their own suit (ie force icon and suit symbol are the same).

NEW MISSIONS AND RULES FOR SPACE HULK™

This book includes four complete campaigns – linked series of four to six missions where the outcome of each mission affects your overall chances of success:

- **The Last Stand** – a spaceship lands near a small Space Marine outpost. There seems to be no life aboard. Then without warning Genestealers are pouring into the outpost from every side.
- **Genestealer Invasion** – the Space Marines of Deathwing board a derelict space hulk dating back to the Dark Age of Technology and battle against a Genestealer Patriarch and his brood.
- **Necromunda** – a Genestealer cult has taken control of part of the Acropolis Hive. If it cannot be surrounded and destroyed, millions of lives could be lost.
- **Sentinel V** – the Sentinel V space station has gone silent. Space Marine Terminators of the Space Wolves chapter are sent to investigate.

You can also play all the campaign missions as one-off games – plus we've included four bonus stand-alone missions.

The rules cover Space Marines in power armour, new weapons and grenades – crack, frag, plasma, blind and melta – and Traitor Terminators, with new mission generator scenarios and mission generator campaign for fighting Imperial vs Traitor Space Marine battles.

PLUS NEW FULL-COLOUR BOARD SECTIONS AND AREA EFFECT MARKERS



A copy of Genestealer is required to play All the campaigns within this product.



SPACE HULK CAMPAIGNS IS NOT A COMPLETE GAME. YOU NEED A COPY OF SPACE HULK AND DEATHWING – SOME OF THE CAMPAIGNS ALSO REQUIRE A COPY OF GENESTEALER.

Citadel Miniatures and the Citadel Castle are registered trademarks of Games Workshop Limited. Space Hulk, Deathwing, Genestealer and Games Workshop are trademarks of Games Workshop Limited. All rights reserved.

0335 PRODUCT CODE: 00335
ISBN: 1 872372 50 3
© Copyright Games Workshop Ltd., 1991

**GAMES
WORKSHOP**

GAMES WORKSHOP LTD.,
Chewton Street,
Hilltop, Eastwood,
Nottingham NG16 3HY

GAMES WORKSHOP Inc.,
3431-C Benson Avenue,
Baltimore,
MD 21227-1072



MANUFACTURED
IN THE U.K.