

DEATHWING

MISSION GENERATOR



MISSION GENERATOR

One of the many duties of each Chapter of the Space Marines is to patrol the space surrounding their Chapter's home world. Often the Chapter's Terminators are ordered to investigate ships with which contact cannot be established. Usually this involves nothing more than a routine inspection.

But occasionally, (more often than the Adeptus Astartes would like) something more sinister is afoot, and Stealers have overrun the ship. But, then again, that's why they've sent in the Terminators. As the Marine player, your job is to go in and cleanse the ship of the Genestealer presence. If you fail, the ship will simply be destroyed by your command ship. The ship is valuable, however, and you are not to fail.

The *Space Hulk Mission Generator* uses a set of geotiles to allow you to design an almost infinite number of different missions in which you can simulate just such a 'routine investigation' gone awry. You can use Terminators from any Marine Chapter you wish and play as many of these scenarios as you like. Situations like this crop up regularly in nearly every sector of Imperial space.

THE GEOTILES

A geotile is a card depicting a portion of a *Space Hulk* map. When these cards are arranged together properly, they form a layout from which a full-size board can be constructed. The set of geotiles in *Deathwing* are numbered from 1 to 10 to assist you in randomly selecting them to design a layout.

One way to do this is by rolling a D10. Ten-sided dice should be available at the same store at which you purchased *Deathwing*. Alternatively, get a deck of cards and remove ten cards from the deck, numbered 1 to 10.

One player randomly generates a number from 1 to 10 and then takes the corresponding tile and places it on a convenient spot on the table. The second player then generates another number corresponding to an unused tile and places the tile so that at least one corridor connects with a corridor on any of the tiles that have already been placed. Each player takes it in turn to place a tile in this way until eight tiles have been used.

Tiles may not be placed so that they overlap in any way. Note that the arrows printed on the tiles are only used when playing the solo game *Cloud Runner's Last Stand*. They play no part in a mission generator scenario.

THE SCENARIOS

Roll a D6 and refer to the table below to find out which scenario you will play. A full explanation of each scenario appears in *Mission Generator Scenarios*.

SCENARIO TABLE	
D6	Mission
1	Recon
2	Establishing a Perimeter
3	Perimeter Defence
4	Raid
5	Breakout
6	Search and Destroy

THE MARINE FORCE

The Marine player and his forces must be chosen using the method presented in the *Terminator Force List* section of this rulebook. While the Marine player is selecting his force, the Stealer player should set up the board designed with the geotiles.

After the board has been set up, the Marine player should add two five-square-long corridors to the layout if he can. These are the Marines' deployment areas. Any remaining open-ended corridors on the board can be used as Genestealer entry points.

THE GENESTEALER FORCE

Roll a D6 and refer to the *Genestealer Force Table* to determine the size of the Genestealers' force. The table provides the following pieces of information:

Reinforcements: This is the maximum number of Blips the Stealer player can bring into play each turn, although he may bring in less than this number or even take no reinforcements at all.

Total Blips: This is the total number of Blips (not Genestealers) that the Stealer player may use over the course of the scenario. The Marine player must keep track of the number of Blips the Stealer player has used, either on a piece of scrap paper or on the roster sheet provided at the back of this rulebook.

GENESTEALER FORCE TABLE		
D6	Reinforcements	Total Blips
1-2	2	20
3-4	2	25
5-6	3	30

Ambush Counters

The Stealer player may use up to four ambush counters in each of these scenarios. Ambush counters do not count against the total number of blips the Stealer player may use.

STARTING PLAY

The Marine player must set up his force on the backmost squares of his deployment corridors unless the scenario briefing tells him to do otherwise. He can use either or both deployment areas, as long as all members of a squad are placed in the same area. Squads cannot be broken up and have their members deployed in different areas.

If there are too many Marines to fit in the deployment areas, add enough straight corridor sections to those corridors to allow all of the Marines to set up in them. If you don't have enough sections left to do this, queue any spare Marines in imaginary corridors attached to the deployment areas. In this case, the lead Marines deploy on the frontmost squares.

Play then proceeds to the first turn of the game. Note that the Stealer player never has any starting forces in these scenarios.

MISSION GENERATOR SCENARIOS

1: RECON

Wide spectra scans can tell you a great deal about the layout of a ship and even pinpoint concentrations of lifeforms. It will not, however, tell you what these lifeforms are or how many of them are on board. For more detailed information, you need to go and have a look for yourself.

Often a small unit of Marines is teleported into the vessel to investigate. More often than not, they will be able to deal with anything they find on their own. If they run into serious opposition, they will be teleported back to the Marine patrol craft from which they came until a plan is prepared for dealing with whoever - or whatever - is on the vessel.

Objectives

The Marines must find out what has caused the loss of contact with the vessel. They are not expected to fight a major battle and must escape if they run into serious opposition.

Special Rules

The Marines are assumed to have teleported safely onto the ship and regrouped on their deployment corridor. The Marine player may later teleport his models back to safety, but only after the fifth Genestealer model has been placed on the board. The Marines cannot secure entry areas during this mission, but the Stealer player can use ambush counters.

Victory

The Marine player wins by sighting at least one Genestealer and then teleporting his squad to safety without losing more than one Marine. The Stealer player wins by killing two or more Marines.

2: ESTABLISHING A PERIMETER

Most Imperial patrol craft carry one or more boarding torpedoes. Standard procedure when initiating an offensive is to use these torpedoes to land squads of Terminators with orders to form a defensive area into which additional forces can be transported without risk of attack.

Objective

The Marine player must establish a defensive perimeter.

Special Rules

The Marine player can secure Stealer entry areas during this mission, and the Stealer player can use ambush counters.

Victory

The Marine player must secure the four Genestealer entry areas closest to his deployment squares. The Stealer player must prevent this. If two or more entry areas are equally close to his deployment squares, the Marine player must state out loud, before play begins, which ones he will secure.

3: PERIMETER DEFENCE

Genestealers often launch furious counter-attacks to break through the cordon of troops around a defensive perimeter. If they can break through, they know that they will catch any reinforcements as they attempt to deploy and should easily be able to wipe them out.

Objective

The Marines must stop the Genestealers from breaking through their defensive perimeter.

Special Rules

The Marine player must set up his entry corridors as normal, but may deploy his forces anywhere on the board.

The Marine player may choose four Stealer entry areas to be already secured at the start of this mission. The Marines are not allowed to secure any further Genestealer entry areas in this mission.

The Stealer player cannot use ambush counters in this mission.

Add +10 to the total number of Blips in the Stealer force.

Victory

The Stealer player wins by moving a Genestealer onto one of the Marines' entry corridors. The Marine Player wins by stopping the Genestealer from achieving his objective.

4: RAID

Magi are fourth generation hybrid Genestealers who have powerful psychic abilities. They are usually placed in cryogenic deep-sleep chambers for the duration of any space voyage, as they are not nearly as long lived as purestrain Genestealers. Often a Marine force will be dispatched to destroy them before they can be awakened.

Objective

The cryogenic tanks in the control room (geotile 10) hold the Magi of the Genestealer invasion force. The Marines must destroy them in order to win.

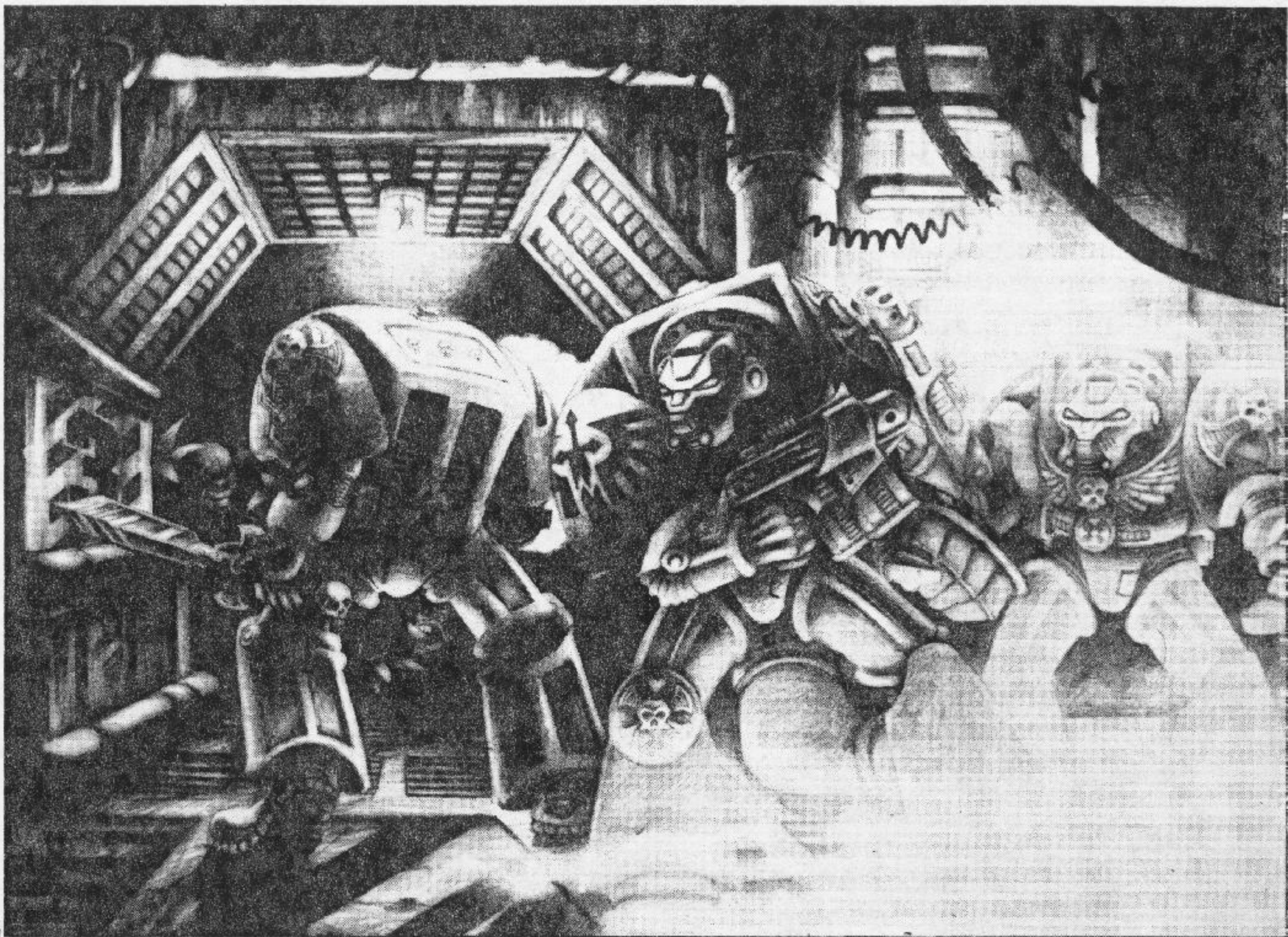
Special Rules

The Stealer player must set up geotile 10 if it has not already been placed. Also, he can use ambush counters this mission.

Marines can secure Stealer entry areas during this mission.

Victory

The Marine player must destroy the cryogenic tanks (see *New Features*) in the control room in order to win. The Stealer player wins by wiping out the Marines before they achieve their objective.



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5: BREAKOUT

Marine raiding forces often find themselves cut off deep behind enemy lines where radiation from the ship's engines and electrical systems interferes with the Marines' teleport homers. In such circumstances, the force must fight its way to an area where they can be teleported to safety.

Objective

The Marine player must escape with at least half of his force. Unfortunately, the only area where his teleport homers can be picked up is the control room (geotile 10).

Special Rules

The Stealer player must set up geotile 10 if it has not already been placed. Also, he can use ambush counters this mission.

Marines may only teleport if they are in a square in the control room on geotile 10.

Stealer reinforcements are limited to one per turn, no matter what it says on the *Genestealer Force Table*. Remember, the Stealer player must still roll on that table to determine the total number of Blips in the Stealer force.

Marines can secure Stealer entry areas during this mission.

Victory

The Marine player must teleport at least half (rounding up) of his command to safety. The Stealer player wins by stopping the Marines from achieving their objective.

6: SEARCH AND DESTROY

Once a defensive perimeter has been set up, the Marines will operate offensive sweeps to clear the ship of its Genestealer infestation. Any surviving Genestealers will attempt to sell their lives dearly, by mounting suicidal wave attacks designed to kill as many Marines as possible.

Objective

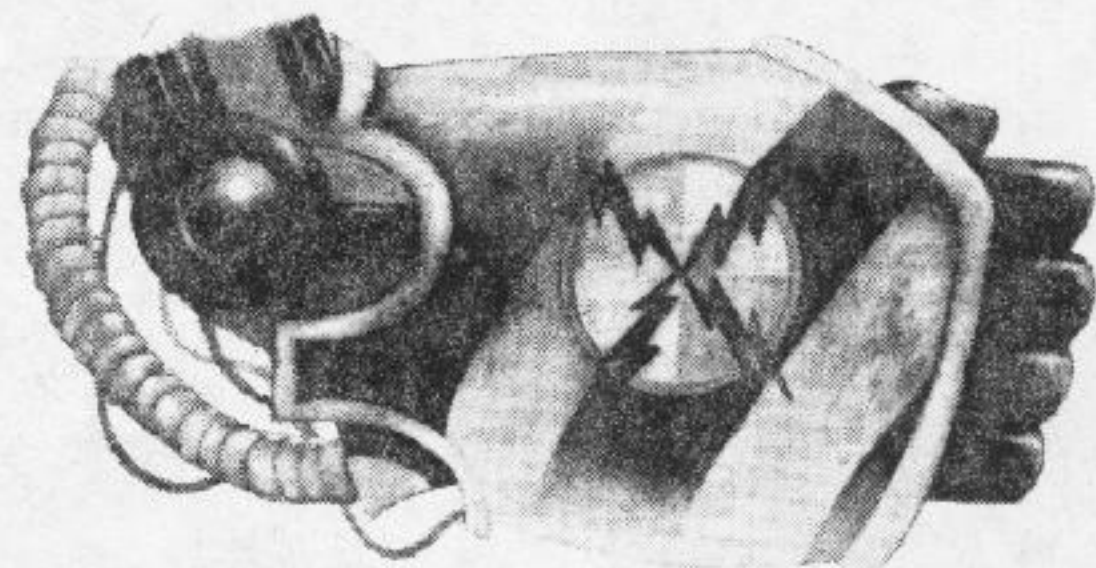
The Marine player must secure the entire board or wipe out all the Genestealers.

Special Rules

The Stealer player can use ambush counters this mission.

Victory

The Marine player must secure all of the Genestealer entry points or wipe out the entire Genestealer force. The Stealer player must wipe out all the Marines.



MISSION GENERATOR CAMPAIGN

This campaign game covers a complete Marine operation to clear a Stealer-infested spacecraft by linking together all of the *Mission Generator Scenarios* except *Breakout*. One player controls a large force of Marines selected from the force list. The other player controls the Genestealers.

THE MARINE FORCE

As in the normal Mission Generator Scenarios, the players must each secretly make a bid for the Marine force, and the player who makes the lowest bid gets to play the Marines. In the campaign game, however, the players may bid up to 125 points for the Marine force (rather than up to 50).

Whoever bid the lowest amount must now buy his force of Marines. He may buy any number of squads as long as their total point value does not exceed the amount of his bid and the force does not include more than one Captain. He should neatly record his force on some roster sheets.

The force that the Marine selects represents all of the men he has available for the entire campaign game. At the start of each scenario, he can select any number of squads from those that he has available. However, a squad may not be selected if any of its members took part in the last scenario that was played.

After each scenario, the Marine player must update his master force roster, noting any casualties that were suffered by the squads that took part. Ammunition and Librarians' psi points are automatically replenished at the end of each scenario. If the squad is used in a future scenario, it can only use those members that are still alive. At the same time, the Marine player is allowed to break up squads and distribute their members among other squads that have suffered casualties, so long as no squad ever ends up with more than five Marines.

For example, Squad A has just completed a scenario and has been reduced to a Sergeant and a Marine, while Squads B and C have each lost one Marine. The Marine player decides to break up Squad A, giving the Sergeant to Squad B and the Marine to Squad C. Note that Squads B and C will not be available for the next scenario, as they now contain members from Squad A, which took part in the last scenario.

THE GENESTEALER FORCE

The Stealer player may enter two reinforcement blips per turn and has a total of 125 blips to use over the course of the entire campaign. The Marine player must keep track of the number of Blips the Stealer player uses in each game, and when this reaches 125, the Stealer player may not enter any more reinforcements in that or any future scenario.



WINNING THE CAMPAIGN

The Marine player wins the campaign if he wins the *Search and Destroy* scenario. The Stealer player wins by *breaking* the Marine force. The Marine force is broken if there are no Marines available to take part in a scenario, either because they are all dead or because they were all used in the last scenario. Note that the Marine player must, if he can, allocate at least one squad to take part in each scenario.



THE SCENARIOS

The players must play the following scenarios in the order shown. Use the geotiles to generate the board for each scenario unless told to do otherwise. The following additional rules apply to each scenario when it is played as part of a campaign.

Recon

Teleporting is a risky business at best. Errors often result in the Marine materializing within a solid object, which is always fatal. Roll 2D6 for Marine that is teleported. On a roll of 2, the Marine is killed by a teleporter malfunction. Marine casualties suffered during teleportation *do* count as casualties with regard to the victory conditions for this scenario. (Only roll for casualties when teleporting to the Stealer-infested ship, never when teleporting back to safety.)

The Marine cannot opt to teleport Marines into the hulk after this stage of the game as it is considered too dangerous for several reasons. Marines can only teleport onto the ship one at a time and only into unshielded areas. Also, there is a moment of disorientation immediately following materialisation. Thus, without the element of surprise, those Marines later teleported onto the ship would certainly be immediately killed by the alerted Genestealers.

When this scenario has been completed, proceed to the *Establishing a Perimeter* scenario.

Establishing a Perimeter

If the Marine loses this scenario, it must be played again. If played more than once, the Marine player may choose to either use the same board layout or generate a new one. Keep on playing the scenario until the Marine player manages to win or the Marine force is broken or runs out of boarding torpedoes. If the Marine wins this scenario, proceed to the *Perimeter Defence* scenario.

The Marine player has a total of four boarding torpedoes, each of which can be used to carry 5 Marines. Each torpedo may only be used once per campaign. If the Marine loses this scenario and has to play it again, he may only use his remaining torpedoes. If he has none left, he loses the campaign.

Perimeter Defence

Use the same board lay-out as was used for the *Establishing a Perimeter* scenario. Instead of choosing four Stealer entry areas to be secured, the four entry areas that were secured at the end of the last scenario remain secured for this scenario.

The Marine player must secretly record which squads he will use for this scenario. The Stealer player then has the option of either using the forces he has near the perimeter to mount an attack or keeping them in reserve to tie down the Marine player's forces.

If the Stealers do not attack, the squads chosen by the Marine may not be used in any further scenarios, as they must remain on duty to guard the perimeter.

If the Stealer player makes the attack, the scenario is played out using the normal rules. Any Marine survivors go back into reserve, as the Marines know that the local Stealer forces have been spent in the attack.

In any case, the Stealer player does not receive the 10 extra blips mentioned in the non-campaign briefing.

If the Marine player loses the scenario, he also loses one additional squad from those under his command that did not take part in the scenario. This represents the Marines who were killed by the Genestealers that got to his rear zone. The Marine player may choose which squad is lost. Play then proceeds to the *Raid* scenario.

Raid

The Marine player must mount this operation as quickly as possible, else the Magi will wake up before he can get to them. The more squads he uses, the longer the scenario will take to organise and the greater the chance of the Magi getting away. To represent this, roll a D6 when a Marine sees the cryogenic tanks for the first time. If the roll is less than the number of squads the Marine player chose for the scenario, the Magi have got away, and the Marines automatically lose the scenario.

A Marine can be teleported to safety from any of the squares on the Marine entry areas. Carry on playing this scenario until all the Marines are dead or have teleported to safety.

If the Marine player loses this scenario, the Stealer Magi are awakened and able to use their psychic powers to disrupt the Marines' attack. This is represented by the following rules:

1. The Marine player must subtract three points from the number of command points he receives each turn in any future scenarios.
2. The time he has to complete each turn is reduced by thirty seconds in any future scenarios.
3. The number of psi points available to any Librarians is reduced by 50% in any future scenarios.

Once this scenario is completed, play immediately proceeds to the *Search and Destroy* scenario.

Search and Destroy

This scenario must be played until either the Marine player wins the scenario or the Marine force is broken. If the Marines win the scenario, they have won the campaign, while if the Stealers win the scenario *and* the Marine force is broken, the Stealers win the campaign. If the Stealers win the scenario without breaking the Marines, the scenario must be played out again, using a new board layout.