

DEATHWING

SOLO RULES



SOLO PLAY

These rules can be used to play any of published *Space Hulk* scenarios solitaire. Simply pick out a mission, set up the board and place the Marines normally. You play the Marines and do not have to use the timer. You win by fulfilling the Marine's victory conditions. The Stealers are controlled by the following rules.

GENESTEALER FORCES

The Stealers begin the game with the same number of Blips, and receive reinforcements, as normal.

Placing Blips

Draw the Blips at random from the Blip cup. Place one Blip at each entry area, starting with the entry area nearest to a Marine, then the second nearest and so on until all of the Blips have been placed. In case of a tie, you choose which one of the closest, empty entry areas the Blip is to be placed at.

Blips are never forced to lurk in an entry area and can enter play even if a Marine is within 6 squares. They may not, however, be placed on entry areas that have been secured (see *New Rules*). If there are more Blips than entry areas, excess Blips are lost.



All Blips are then turned face up and replaced with the appropriate number of Genestealer models in the same order in which the blips were placed. If you don't have enough models, the excess Genestealers are lost, but they do not count as casualties for victory conditions. Return the Blips to their cup after you have replaced them with models.

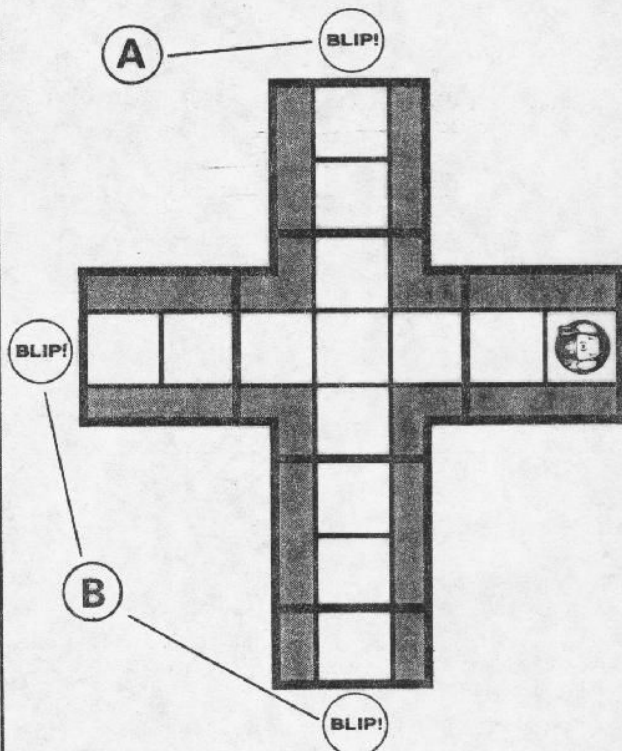
Placing Ambush Counters

If a mission allows the use of ambush counters, but does not specifically state when they should be deployed (as *Cloud Runner's Last Stand* does), use the following rules. If the mission tells you when to use ambush counters, follow the rules below for placement, but don't roll to determine placement turns.

Before your first turn, roll a D6. Draw an ambush result counter at the beginning of that turn. For example, if you roll a 5, draw an ambush result counter on turn 5.

Any time you draw an ambush result counter, it counts against the number of reinforcement Blips the Stealers get that turn. For instance, if the Stealers would normally get two Blips each turn, on the turn you use an ambush counter, the Stealers only get one Blip in addition to that counter.

Example of Placing Blips

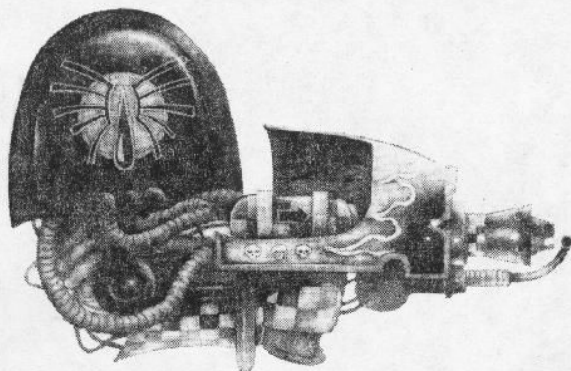


The mission briefing gives the Genestealers 3 Blips per turn. The entry area to the top of the map section is five squares away from the Marine. The first Blip is placed there (A). The other two entry areas are both six squares away. The remaining two Blips can be placed at these entry areas in any order (B). If Stealers had only had two Blips per turn, you would choose which entry area to place the second Blip at.

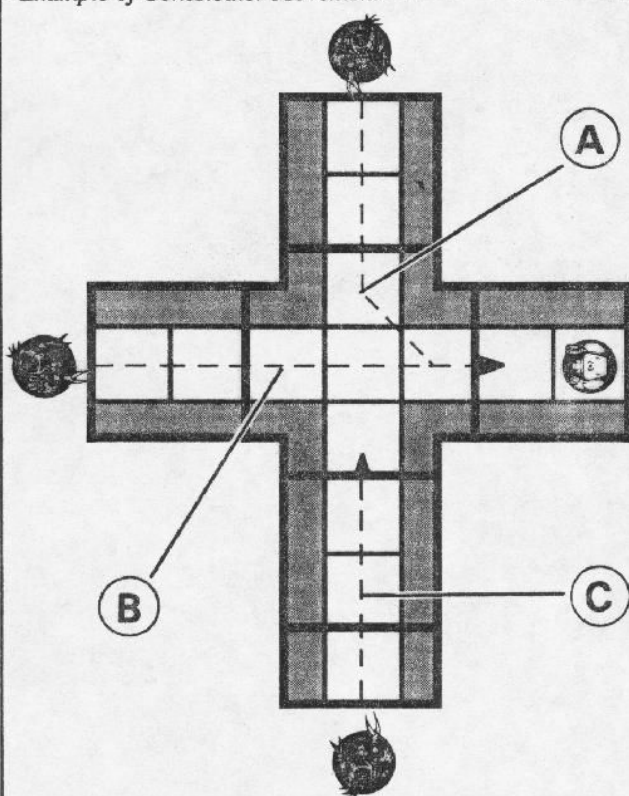
After drawing the counter, look at it. If it is a Stealer, place a Genestealer model exactly 6 squares away from a Marine (counting by the shortest route), in a square that is not in the LOS of any Marine. If no squares apply, the Stealer is lost.

If the counter was anything other than a Genestealer, subtract -1 from the number of command points you receive next turn (down to a minimum of zero) to represent the momentary confusion caused by whatever was on the counter. Return the counter to its cup after you have looked at it, in either case.

Then, roll a D6. You must draw another ambush result counter on the corresponding turn following. For example, if you roll a 3, draw a counter on the third turn following.

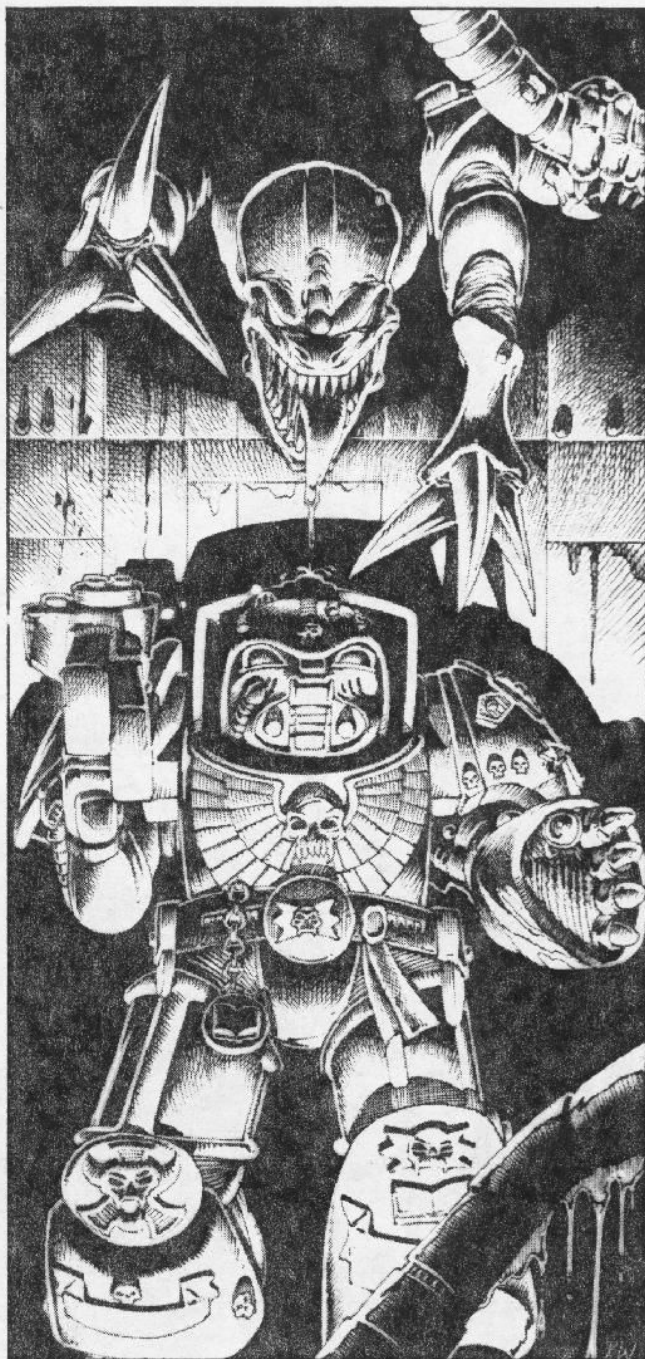


Example of Genestealer Movement



The Stealers to the bottom and side of the diagram are 6 squares away from the Marine. The other is only 5 squares away, and so moves first. Since it can attack the Marine this turn, it does so (A). The Marine is not on overwatch and cannot fire. The close assault is a draw.

The other Stealers can both move now. The one on the side must move towards the Marine, as it was in his LOS at the beginning of the turn (B). The last Stealer was not in the Marine's LOS and cannot attack him this turn, so it moves as close to him as possible without entering his LOS (C).



GENESTEALER MOVEMENT

Genestealers are moved - after any reinforcements have been placed - one at a time, starting with the one closest to a Marine. In case of a tie, you decide which of the nearest, unmoved Genestealers goes first.

Genestealers always move by the shortest possible route towards the closest Marine, until they are in an adjacent square. They will then stop and attack the Marine.

However, a Genestealer will not enter a Marine's LOS at any point in its move unless it will be able to make at least one attack that turn. If the Stealer cannot do so, it will move as close as possible to a Marine, without revealing itself, and then stop moving. The only exception to this is when a Marine has LOS to a Stealer at the start of its turn, or to a reinforcement Stealer's entry square. In either of these cases, the Stealer must move towards the nearest Marine, even if it is not able to attack him.

CLOUD RUNNER'S LAST STAND

A SOLO MISSION

- ++ *Brother warriors, the homer beacon of Two Heads Talking's armor is broadcasting from deep within the bowels of the buried ship that lies behind this entrance. Therein lies his body among the host of his murderers, the perverters of our clans.*
- ++ *Enough lip waving, Cloud Runner. Our foes await our cleansing fury. Our people's souls scream for vengeance.*
- ++ *Ancestors, give us your blessings. Brother warriors, let the eradication of the plague that has afflicted the Plains People commence.*

This solo mission based on the Dark Angels Terminator Company's epic struggle to cauterize the Genestealer presence on their home planet. To this end, Cloud Runner is leading a spearhead composed of the company's finest warriors through the Genestealers' crippled starship in an effort to reclaim the remains of their friend. Other squads will follow. Unbeknownst to the Marines, another Genestealer has stepped forward to temporarily take control of the horde.

The new leader has managed to dampen much of the psychic shock resulting from the Patriarch's death. If the Marines manage to kill that Stealer, the psychic shock from its death - compounded by the Patriarch's still-resonating psychic death-throes - causes the remainder of the horde to become disoriented and unorganized: for the Marines, an easily manageable foe. Also, to reach the new leader, the Marines will have had to have killed the majority of the horde.

As the name implies, this mission is incredibly challenging. But to go down fighting for the honour of your people, that is a fitting death.

The Marine Squad

Cloud Runner: Captain with storm bolter, power sword and power glove with grenade launcher.

Weasel-Fierce: Sergeant with storm bolter and power glove.

Lame Bear: Sergeant with assault cannon (with three reloads) and power glove.

Bloody Moon: Sergeant with flamer (with one reload) and chain fist.

Wisdom Keeper: Librarian, psychic mastery level 1, with storm bolter and force axe.

Alternatively, you can select a squad from the *Terminator Force List* worth up to 20 points.

The Genestealers

The Stealers have no starting forces on any board except on board 10 (see below). See *Special Rules* for details on Genestealer reinforcements.

Objective

Completing this mission involves moving your Marines across nine randomly generated boards and then killing the Genestealer leader who awaits you on the tenth board. To set up the boards, follow the procedures outlined below.

Setting up the Boards

Boards 1 - 9

- 1 Randomly select two different geotiles as described in the *Mission Generator* section of this book. Note that each tile except geotile 10 has both an entry and an exit arrow on it. If geotile 10 (the dead-end tile) is generated, place it to one side for the moment and randomly select a third tile.
- 2 Place the two open-ended tiles as described in the *Mission Generator* section, but make sure that the corridors containing the entry arrow on the first tile and the exit arrow on the second tile are not blocked.
- 3 If geotile 10 was generated, add it to the layout. Again, make sure the corridors mentioned above are not blocked.
- 4 Put together the board you've just designed, as described in the *Mission Generator*. Attach a five square corridor to each of the two corridors mentioned in step 1.

On the first nine boards you must get your squad from the entry corridor (the one attached to the entry arrow on the first tile) to the exit corridor (the one attached to the exit arrow on the second corridor). Play halts as soon as all surviving Marines are on the exit corridor. All models are then removed, and a new board is generated. The survivors must then battle their way through to the next exit corridor, and so on, until they reach the tenth board (see below).

For boards 1 - 9, the cryogenic tanks on geotile 10 represent a hidden weapons cache filled with flamer and assault cannon ammunition. A Flamer or Assault Cannon Marine may take extra reloads at a cost of 4 APs per reload. The cache must be in one of the reloading Marine's front squares.

A reload can be placed either in the weapon or carried by the Marine as a spare. A Marine can carry one flamer or three assault cannon spares at most. Only Flamer Marines can carry flamer reloads, and only Assault Cannon Marines can carry assault cannon reloads. Terminator Armour is not designed to hold ammunition for weapons other than those it has.

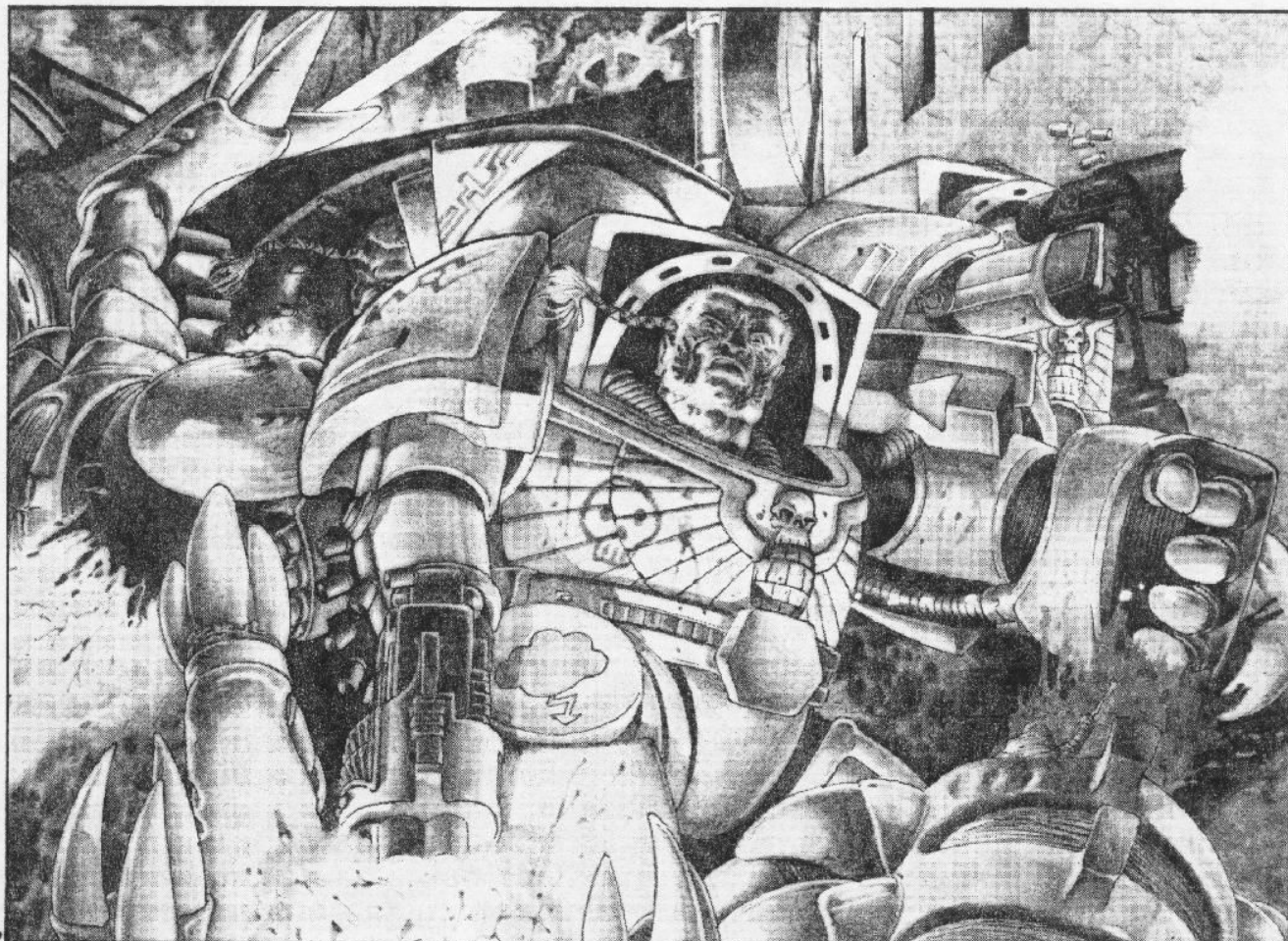
Board 10

To set up the tenth board, follow steps 1 and 2 as described above. Then, whether it was previously selected or not, attach geotile 10 to the exit arrow of the second tile. Attach a five long corridor to the entry arrow of the first tile as usual.

The cryogenic tanks/weapon cache counter is not in the dead-end room at the end of geotile 10. The room is instead occupied by three Blips and the Genestealer leader. The leader is in one of the corners farthest from the door, and a Blip occupies each remaining corner. These Stealers should be placed when the final board is set up.

When the Marines move onto the board, the Genestealers in the dead-end room will all move to attack them as described in *Solo Play*. The leader, however, will hang back and allow the others to sacrifice their lives to protect him. He moves in the same way as a normal Stealer, but moves only after all other Blips and Stealers on the board have moved.

You should mark the Genestealer leader so that you can differentiate him from the rest of the Stealers. The leader has 9 APs and attacks with four dice instead of three.



Special Rules

Use the rules in the *Solo Play* section, as well as those below. The Marine player can secure any Stealer entry areas during this mission.

Genestealer Reinforcements

Roll a D6 at the start of each Genestealer turn to see how many reinforcements the Genestealers receive.

| GENESTEALER REINFORCEMENT TABLE | |
|---------------------------------|------------------|
| D6 | Reinforcement |
| 1 | Nothing |
| 2 | 1 Ambush Counter |
| 3 | 1 Blip |
| 4 | 1 Blip |
| 5 | 2 Blips |
| 6 | 3 Blips |

Victory Conditions

You must kill the Genestealer leader in order to win. If you do, the resultant psychic shock from his death, in addition to the still-reverberating shock of the patriarch's death, stuns the remainder of the horde, rendering them disoriented and helpless - easy victims of your vindicating justice. It will require many years of long, hard work, but the Plain's people will rise again - the Dark Angels will survive.

However, even if you lose, you may still uphold the honour of both your people and your Chapter by doing well. Keep track of the number of Genestealers you kill and look up your score on the table below.

SOLO MISSION RESULTS TABLE

| Number of Genestealers killed | Result |
|-------------------------------|---|
| 0 - 20 | Your gross incompetence has brought dishonour upon your people and your Chapter. The names of the entire company are stricken from the records of the Chapter. Your ancestors rend your spirits. |
| 21 - 50 | You did poorly. Your names are a blemish upon the history of your Chapter and will be cursed by every generation of your people. |
| 51 - 75 | Your performance was acceptable, although unremarkable. The great opportunity for redemption that was given you has been squandered. Mediocrity is nearly as horrible as failure. |
| 76 - 99 | Your failure has been noted, but your gallant efforts have done you honor. You will be missed. |
| 100 + | Your heroic efforts bring great honour to your people and your Chapter. Your ancestors rest easily, having been vindicated before Deathwing. Your example will shine forever as an inspiration to your battle brothers. |