(WD137)

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 Perdus 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 Barik. 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

This campaign uses rules from Space Hulk, Deathwing and Genestealer. 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.

These four missions form a short campaign. The forces and deployment for thelater 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 Marines from securing entry points 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.

Playing the missions separately

If you don't want to play the missions as a campaign then you'll have to alter the Space Marine starting forces and the Genestealer deployments for missions three and four.

Mission three: use the listed Space Marine force plus one Space Marine with lighting claws and one Space Marine with storm bolter and power glove to represent the forces remaining from mission one.

Mission four: start with the listed Space Marine forces. For reinforcements, you get Squad Two from the second mission less one Space Marine with storm bolter and power glove, and Squad Five from the third mission, less both the Space Marines with storm bolter and power glove. The Genestealers can use the two marked entry points plus entry point 'A', they can't use entry points 'B' and 'C'.

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

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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 the many service and maintenance tunnels from the surface and broke in through the roof of the access corridor.

It wasn't clear to Captain Barik 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.

Mission one: Break In

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 sectino of the complex.
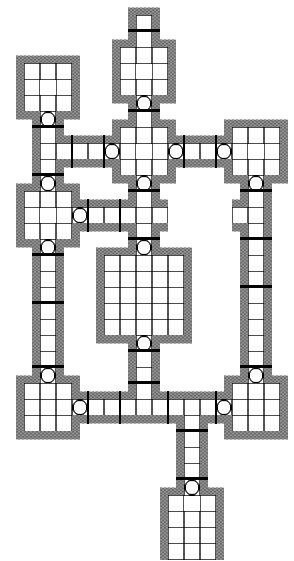
Forces

Space Marines

Squad 1

- One Sergeant with storm bolter and power glove.
- One Space Marine with assault cannon and power glove.
- One Space Marine with Lighting Claws
- Two Space Marines with storm bolters and power gloves.

Genestealers: The Genestealer player begins with 5 Blips and recieves 1 Blip per turn as reinforcements. The Genestealer 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 the squad in the marked rooms.

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

The other Space Marines start one to each rooom marked with an M, placed in the centre of the room 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. Genestealers does not have to lurk.

The Genestealers move first.

Special Rules

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

Victory

The Space Marine player wins by securing the Genestealer entry point. 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 point is still open.

LAST STAND

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 incoming ship bringing the relief garrison.

Captain Barik 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.

Mission Two: The Generator

Objectives

The Space Marine player must stop the Genestealer player 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.
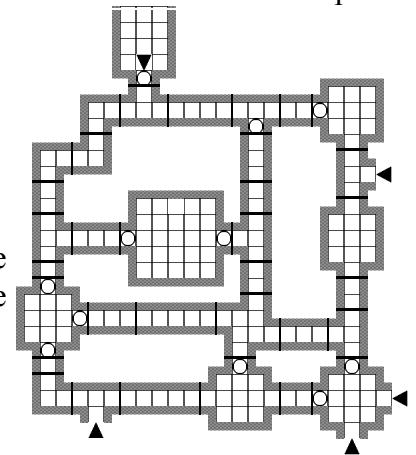
Forces

Space Marine: The Space Marine player has 2 squads and 4 autofire weapons (see special rules)

Squad 2

- One Sergeant with storm bolter and power glove.
- One Space Marine with flamer and power glove.
- Three Space Marines with storm bolters and power gloves.

Squad 3

- One Sergeant with storm bolter and power glove.
- One Space Marine with thunder hammer and storm shield.
- Three Space Marines with storm bolters and pover gloves.

Genestealers: The Genestealer starts with 5 Blips and gets 2 Blips reinforcements for the first 10 turns - after that he gets no more reinforcements. The Genestealer 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 large 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 deiling 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 controlpanel is destroyed, all the lasers stop firing and the counters are removed.

An unconverted Blip cannod 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.

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

At this point, all the doors will be locked onto 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 mission four. (Mission three takes

place at hte 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.

LAST STAND

Mission Three: 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 Barik had pulled his Space Marines out of this area when the generator was assaulted, but realised he would have to hold this flank ff 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 Chapter's heroes as they advanced to retake the flank.
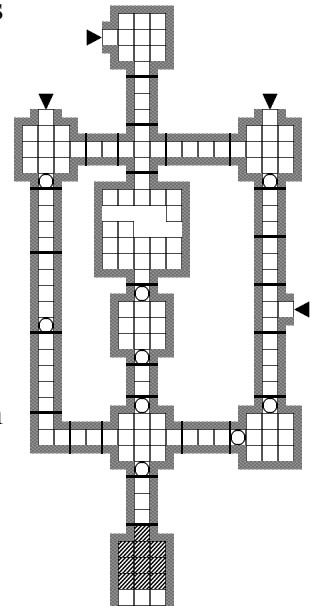
Objectives

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 two squads as detailsed below plus any survivors of Squad 1 from the first mission.

Squad 4

- One Sergeant with storm bolter and power sword.
- One Space Marine with flamer and power glove.
- One Space Marine with storm bolter and chain fist.
- Two Space Marines with storm bolters and power gloves.

Squad 5

- One sergeant with storm bolter and power glove.
- One Space Marine with assault cannon (one reload) and power glove.
- One Space Marine with lighting claws.
- Two 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 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

The Genestealer player may choose to use ambush counters.

Deployment

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

Genestealers: The Genestealer player places one starting Blip at each of the four entry areas. The reinforcements can come on at any entry area.

Special Rules

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

Space Marine reinforcements If the Space Marine player had any models left from Squad 1 at the end or the first mission 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 canon has already fired it counts as being overheated and may explode from the beginning of this mission.

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

Victory

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

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 Barik 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 ever arrived.

Captain Barik 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 fimal 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?

Mission Four: The Last Stand

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.
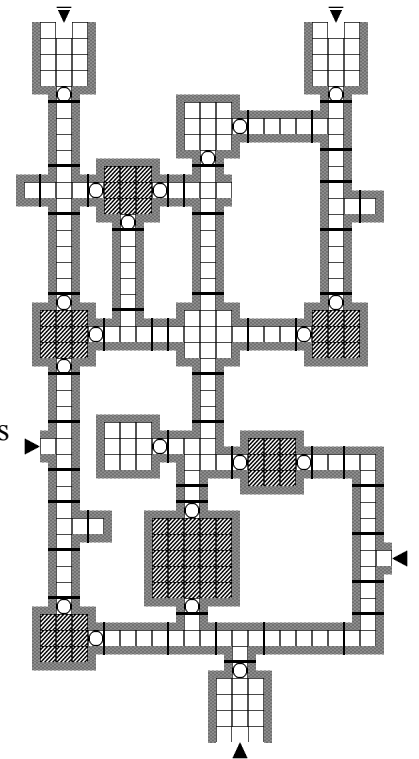
Forces

Space Marines: The Space Marine player gets the models listed below plus any survivors from the previous misisons (see special rules).

Squad 6

- One Captain with storm bolter, power sword and power glove with grenade launcher.
- One Sergeant with storm bolter and power glove.
- One Space Marine with flamer and power glove.
- One Space Marine with thunder hammer and storm shield.
- One Space Marine with storm bolter and power fist.

- One Space Marine with storm bolter and power glove.

Genestealers: The Genestealer player starts with 10 Blips and gets 2 Blips reinforcements for the first 12 turns - after that he gets no more reinforcements. The Genestealer 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 lettered access corridors according to the following conditions:

Entry point A: Genestealers can enter here if the entry point in mission one was not secured.

Entry point B: Genestealers can enter here if all the Space Marines in mission two were killed.

Entry point C: Genestealers can enter here if any of the entry points in mission three remained open.

The Genestealers move first.

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 the earlier missions arrive at the core (see reinforcements below)

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 garrosion start entering the complex and the game ends.

Space Marine reinforcements: If the Space Marine player had any survivors at the end of mission two or three, these troops arrive at the start of 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 mission two come on at entry point B, survivors from mission three come on at entry point C.

Doors: If the control panel was destroyed in mission two, the players may remove some of the doors from the complex representing that they were locked open.

The Genestealer player first removes up to three doors, and 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.

Total Space Marine victory - the Space Marines kill all the Genestealers before turn 15.

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.

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

Partial Genestealer victory - the Genestealer have taken over the whole complex by the start of turn 14 and there are no surviving Space Marines.

Total Genestealer victory - the Genestealers have totally wiped out the Space Marines by the start of turn 12.

THE LAST STAND

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 complex at once and play an epic game using the entire board. We won't give you any proper rules for doing this, but here's some guidelines - feel free to experiment with these and have some fun with different setups. You may find that 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 u pall the Space Marines as indicated in the separate missions - ignore all references to reinforcements. The Genestealer move first and can use all the entrypoints except the three special from mission four (treat the entry point 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 payer's turn - after this there are no more Genestealer reiforcements but play the game out until one or the other side has no forces left. Whoever ends the game with some of their troops alive wins!