

SPACE HULK

NECROMUNDA

A SPACE HULK CAMPAIGN BY DEAN H BASS

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 tithes 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 Ultramarine 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 Ultramarines 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 flamers 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 Acroplois 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 flamers 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.

PLAYING THE CAMPAIGN 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!

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 GREEN

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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.

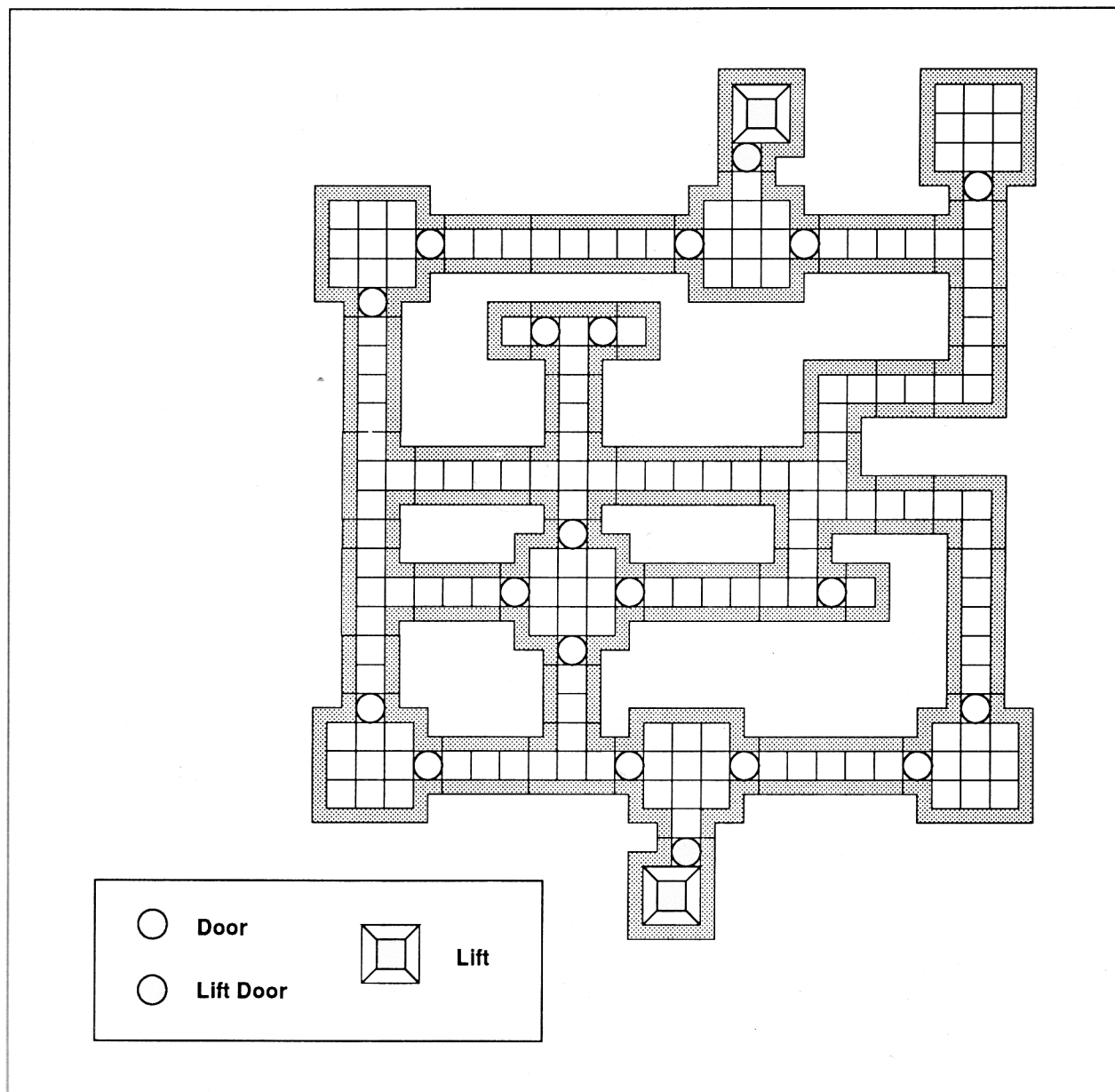
It takes 1 AP to blow a hole in the roof, which is then entered the same as a pitfall. The position of the entrance point is marked using a pitfall shadow counter.

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.

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.

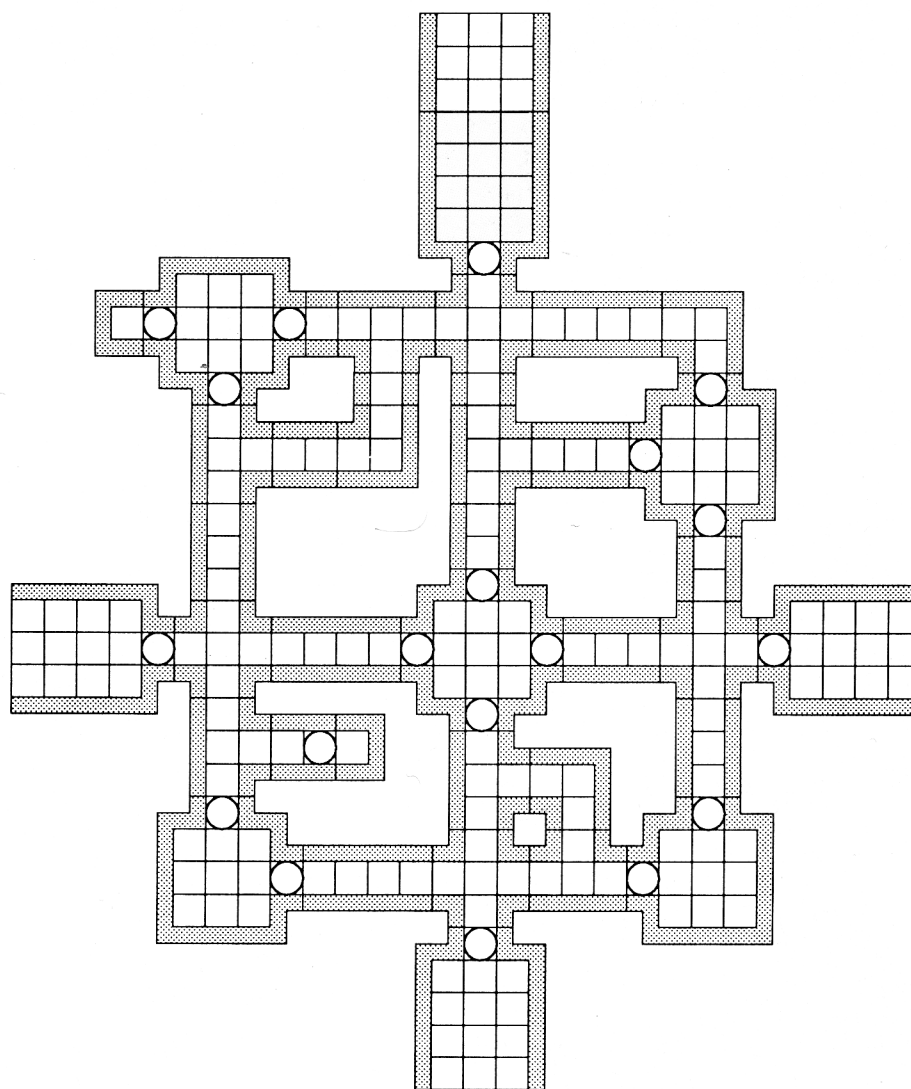
The Space Marines move first.

Genestealers

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



TONY HOUGH



○ 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.

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.



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.

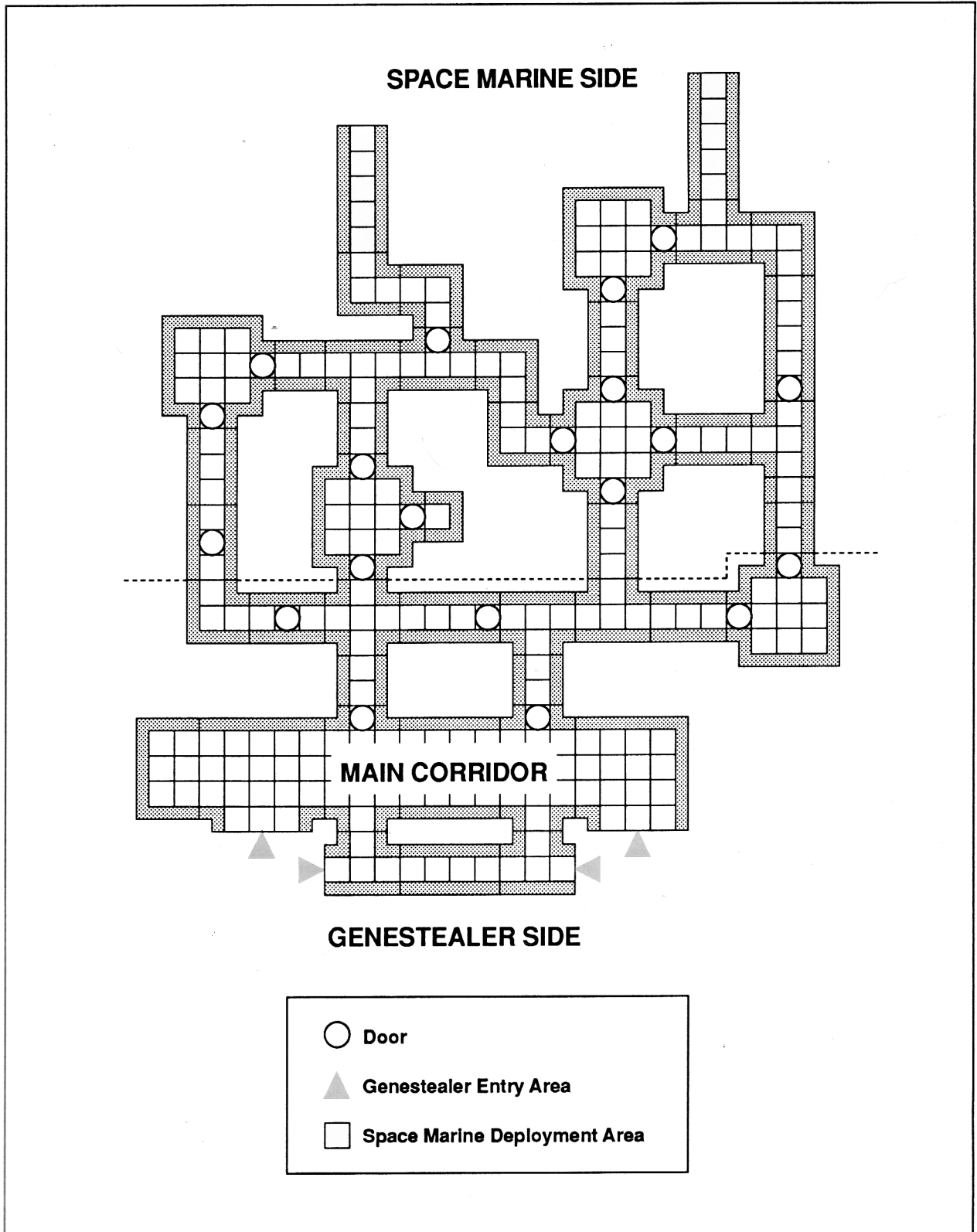
Lurking

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.



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.

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.

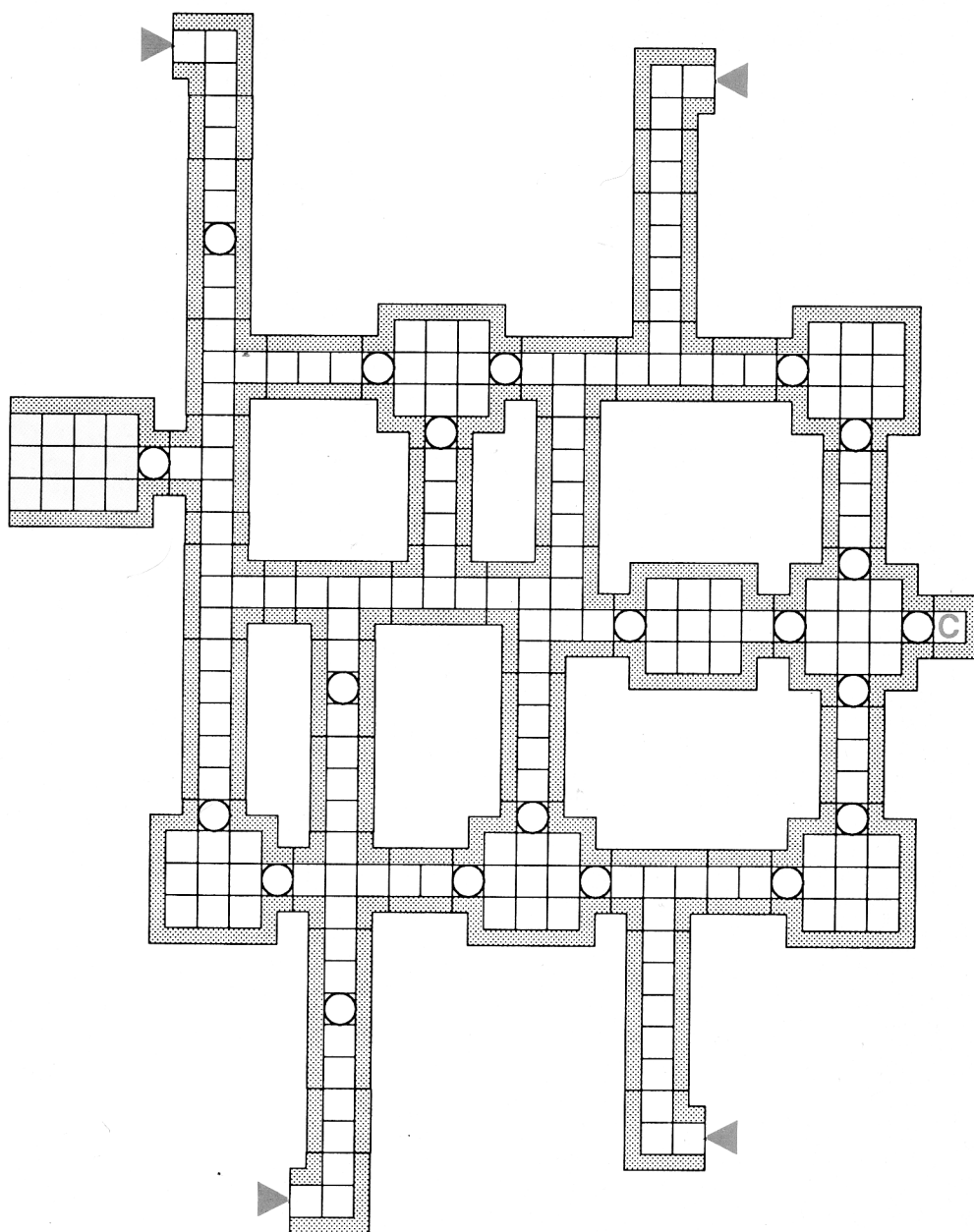
Once activated, any model passing over the counter is fired on by the laser. Roll a single dice. A Genestealer or Space Marine is killed on a 6 – a Genestealer Hybrid is killed on a 4.

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!

DIVIDE & CONQUER

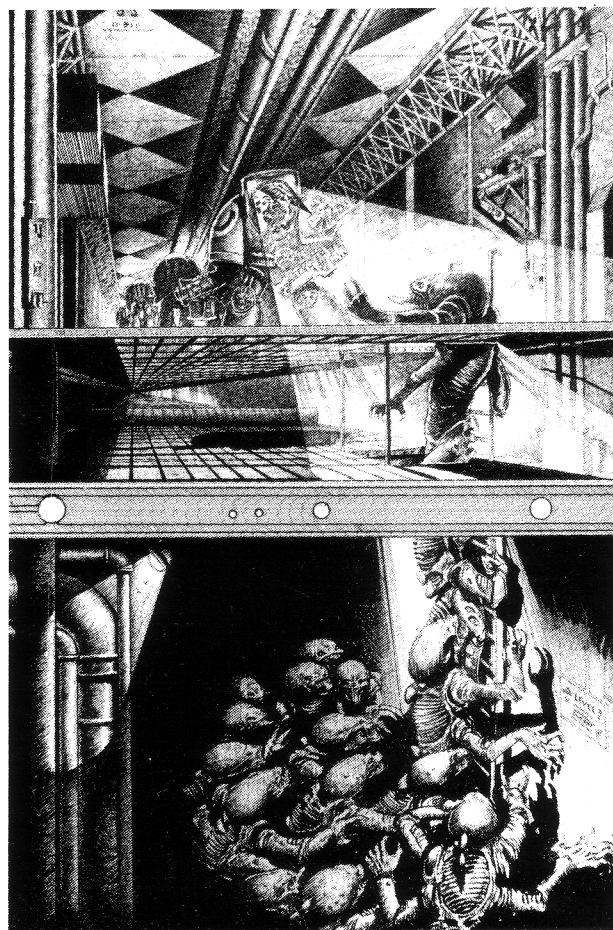
The interrogation of the computers was successful. Combined with reconnaissance reports and bio-scanning of the spire, the Space Marines had discovered there were only two main concentrations of Genestealers left. One was gathered to defend their Patriarch. The other group had been sent into the lower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

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.



TONY HOUGH

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 nigh-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 can 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.

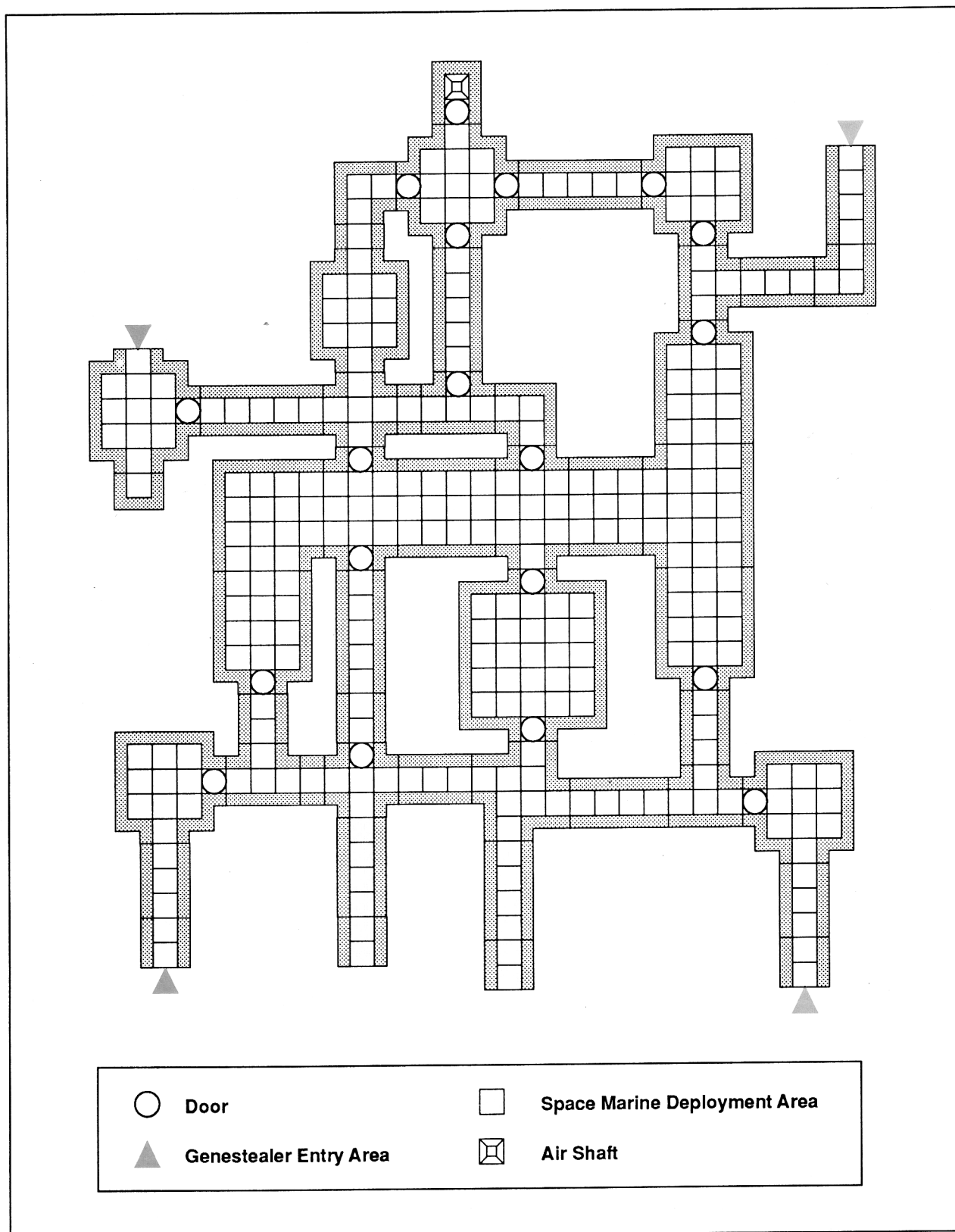
If a Space Marine carrying a canister is attacked in close combat, he can't defend himself and is automatically killed. If a Space Marine carrying a canister is killed, or if he puts it down and moves off, another Space Marine can pick up the canister – this costs 2APs. A Space Marine armed with lightning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

One 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.



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.

Remove this page and glue it to a sheet of card. If you can use card that's about the same thickness as the Space Hulk floorplans, so much the better, but it doesn't matter if you've only got thinner card, say from a cereal packet.

Once the glue's set, cut out the new board sections and counters. You may find you need to trim the corridor ends to get a good fit to the existing floorplans.

