RETURN TO KALIDUS

by Dean Bass and Chris Colston

The Campaign

This Space Hulk campaign was originally presented in White Dwarf 158.

Each of the three missions uses a squad of Space Wolf Guard Terminators.

A Wolf Guard Terminator Squad consists of

> Wolf Guard Sergeant with Storm Bolter and Power Sword.
> Wolf Guard with Assault Cannon and Chain Fist.
> Wolf Guard with Heavy Flamer and Power Glove.
> Wolf Guard with Storm Bolter and Chain Fist.
> Wolf Guard with Storm Bolter and Power Glove.

A Wolf Guard has a close assault factor of +1.

A Wolf Guard Sergeant has a close assault factor of +2

The Wolf Guard are orbiting the planet Kalidus, a planet that they and the Dark Angels once cleansed of Chaos during the Horus Heresy. Leman Russ left a Great Company standard as a perpetual reminder to the people of Kalidus of their debt to the Emperor and to the Space Wolves.

Now the planet has been overrun by the `stealers. It must be virus bombed, the planetary defence network is still active, and the Space Wolves wish to recover the standard.

Campaign Victory

If all three missions are completed by the Wolf Guard then the campaign is a major victory.

If only two terminals are deactivated and the battle standard is recovered then the campaign is considered a draw.

If all members of the squad are killed before at least two of the terminals are deactivated, even though you have recovered the battle standard then the campaign is lost.

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A Quest For Power

The Space Wolves know that they have just one chance of finding out where the controls for the planetary defences are and the current whereabouts of the standard. The Wolves decide to teleport into the computer complex under the Governor's Palace.

Objectives

The Space Wolf player is attempting to access the computer terminal to determine the location of the battle standard and the planetary defence systems' control computer.

Forces

The Space Wolf player has a standard Wolf Guard Squad.

The Genestealer player starts with 2 blips and receives 2 blips as reinforcements per turn. These are taken from the standard Space Hulk blip set.

Deployment

The Wolf Guard start in the marked room on the bottom right of the map.

The Genestealers starting force is 1 blip per entry point.

The reinforcements enter play as 1 blip per entry point.

Special Rules

To access the information from the computer, the room must be cleared of all Genestealers. A member of the Wolf Guard must stand in the square directly in front of the terminal and spend 4 AP or CP without interruption.

Ending The Mission

The mission ends when the information has been accessed. At this point all the remaining members of the Wolf Guard will be teleported back to the ship. If all the Wolf Guard are killed the mission and the campaign will have failed.
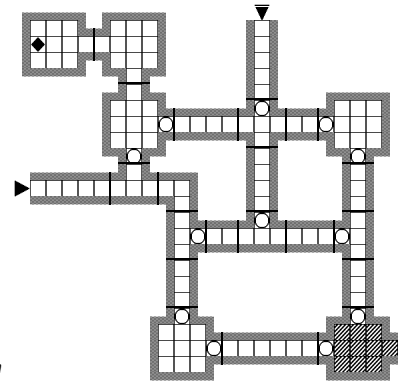
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Honour Bound

The information in the computer reveals that the banner has been moved to the barracks of the Imperial Guard. However it's exact resting place was not known, so the second Wolf Guard squad would have to search a number of rooms to find it.
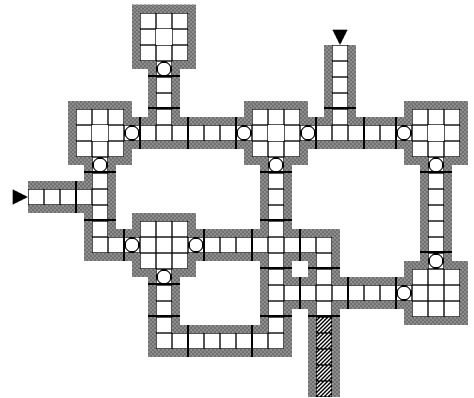
Objectives

The Wolf Guard player is attempting to locate the standard and teleport away with it.

Forces

The Space Wolf player has a standard Wolf Guard Squad.

The Genestealer player starts with 6 blips and receives 2 blips as reinforcements per turn. These are taken from the standard Space Hulk blip set.

Deployment

The Wolf Guard start in the marked corridor on the bottom right of the map.

The Genestealers starting force is 1 blip per room.

The reinforcements enter play as 1 blip per entry point.

Special Rules

To find the standard, a room (marked P on the map) must be cleared of Genestealers and then 1 AP or 1 CP used to scan the room. A D6 roll of 6 is required to find the standard in the first room searched. This is then reduced to a 5 or a 6 in the second room searched, and a 4 or more in the third. If the standard is not found in the third room it will automatically be in the fourth. Once the standard is located the Wolf Guard who finds it must spend another 2 AP or CP to pick it up before the squad is teleported away.

Ending The Mission

The mission ends when the battle standard has been retrieved. At this point all the remaining members of the Wolf Guard will be teleported back to the ship.

If all the Wolf Guard are killed the mission is a failure, and the honour of the Great Company will be tainted.

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Terminus

The Space Wolves have found out where the controls for the planetary defences are.

The Wolves must deactivate the three terminals to clear the way for the virus bombs.

Objectives

The Space Wolf player is attempting to deactivate all three planetary defence terminals.

Forces

The Space Wolf player has a standard Wolf Guard Squad.

The Genestealer player starts with 1 blip and receives 2 blips as reinforcements per turn. These are taken from the standard Space Hulk blip set.

Deployment

The Wolf Guard start in the marked corridor on the bottom left of the map.

The Genestealers starting force may be placed at any entry point.

The reinforcements must enter play at different entry points.

Special Rules

he doors to the terminals are locked and the access codes are unknown, so the doors must either be attacked (a 6 is needed to break through with a power fist or a power sword, bonuses don't count) or destroyed by a Chain Fist. The doors must NOT be shot.

To deactivate a terminal, a Wolf Guard must be facing it and must spend 2 AP or CP without interruption.

Ending The Mission

The mission ends when all three terminals have been deactivated. At this point all the remaining members of the Wolf Guard will be teleported back to the ship.