

UNSEEN ENEMY

Mission One: Supply Lines

New set up rules for Space Hulk by Ian Pickstock

Space Hulks have menaced Imperial space since the very beginning of interstellar travel. The original ships thrown off course by warp storms and malevolent warp entities may emerge from the warp thousands of light years away and millennia out of their time. Most don't even resemble their original form and serve as makeshift interstellar rafts for raiding Orks or Chaos renegades. But a small few have been used as scouting parties by a race of aliens that poses the greatest threat to humanity since the Horus Heresy, the Tyranids.

Any of these malformed hulks which fall in the path of the Tyranid Hive Fleet Kraken is filled with the Tyranids' most notorious and intriguing bio-constructs, the Genestealer. These hulks are sent back into the warp to emerge at a suitable world, where hopefully a few curious inhabitants will come and investigate. They board the hulks hoping to find riches and glory beyond their wildest dreams only to return home with a gift beyond the nightmares of even the insane.

One of the duties of the Space Marine Chapters is to keep a constant vigilance for these abominations and cleanse them before any foolish citizens get a whiff of riches in their nostrils.

For the most part these hulks contain nothing except a few old artefacts and maybe some STC templates. But there is no way of knowing this, the hulks no longer resemble the original ship and indeed one hulk is usually made of several ships. As no hulk is the same any attempts to document the labyrinthine corridors and rooms defy understanding especially when the layout changes every time it collides with even the smallest bit of space debris. In fact that's all some hulks are; large collections of space junk dumped 'out of system' by some planets with refuse problems, and then stolen by a band of marauding Orks who think they've bagged a fine 'kroozer'.

The only way to deal with this problem is to send Space Marines armoured with the revered and formidable Terminator armour 'into the unknown' to explore the labyrinth. Though they are equipped with bio scanners which give them a vague idea that something is lurking in the vicinity, it could be anything from a harmless vacuum sponge to a full blown Genestealer or Traitor Terminator. Warriors need nerves of steel to cope with the tension on board space hulks, the Space Marines' bio-altered reflexes make them perfect for the job.

The following rules allow Space Hulk to be played with so much realism that you can see the tension building in the players' faces. As the rules may seem complex, I will tell you the bones of it now so you have an idea what is going on. The game is played on a plain grid, this represents the Terminator holo display and the blips moving about this to show where the hostile forces are. The only board sections placed down are the ones illuminated by the Terminator suit lights, and in a dank dark hulk you'll be lucky to see over ten metres.

It's a very simple idea but once mastered it makes for a really good game, where the players actually experience the tension and exhilaration felt by real Space Marines.

The Rules

When playing Space Hulk at the moment the board is set up and the Space Marine player can sit back for a few minutes and plan his strategy, deployment and generally get a good idea how they are going to win the game. Unfortunately this is a luxury which real Space Marine Commanders don't get and with this new way of playing Space Hulk, you don't get either!

Bio Scanners and Suit Lights

With the Terminator armour's bio scanner the Space Marines can pick up the life signs of biological units, these show up on a holo display with the approximate size and geometric location of a 'blip'. They can also see directly in front of them with their own eyes [actually, they don't, the pictures from the suit's cameras are transmitted directly to their brain -Christopher] and with the aid of special halogen lamps built into the Terminator armour. But in the dusty distorted corridors of a space hulk the visibility can be anything from perfectly clear to only a few feet.

Board Construction and Set Up

To represent this suspenseful situation of not knowing what is around the corner or if indeed there is a corner, you need to play Space Hulk on a special table marked out with a grid consisting of 30 x 30mm squares, the same size as those used on the Space Hulk board pieces. This grid represents the holo display of the Space Marine Terminators. I used two or three sheets of black mounting card (approx. £1 to £2 per sheet depending on thickness) and draw the gridlines on with a gold or silver marker pen. Down each side of the board you should write numbers starting at 0 in the corner, so you can obtain grid references to help you mark out where the corridors should be. On this grid are placed the blips where they should be but without the corridor sections. Before the game begins the GM must decide whether you are going to use an existing mission or invent your own layout, whatever the case it is a good idea to have a copy of the map drawn out on squared paper with numbers up the side that correspond with those on the grid-board. It is a good idea to use your own missions, because if you use a published mission the Space Marine player might guess which mission it is and this destroys the whole point of playing the game this way. [And a published mission with these extra difficulties Space Marines only might be a bit unbalanced, although you could each play both sides and compare results -Christopher.] You should always lay the board out before the game to check you have enough of the right pieces, once laid out draw map the map on to squared paper.

NOTE: In 'stealer vs Space Marine games the 'stealer player should act as GM as she will know the layout of the hulk by using the Genestealers' brood telepathy, only in Space Marine vs Space Marine games should an independent GM be used.

Plaing the Game

Now you are ready to play, the GM should take the Terminator deployment zones, corridors rooms or whatever and place them on the grid board in the relevant places that correspond with the sections' location on the map. These corridors represent all the Space Marines can see with their armour lights at the start of the game, as the Space Marines move or expend APs or CPs the GM places more corridor sections and rooms on the grid-box in places that correspond with their location on the map. A Space Marine can normally see the section he is standing on. If the model is on a square that is adjacent to and facing an unplaced board section then he can see that section also and the GM must place it on the grid-board.

NOTE: Normal 180° line of sight rules apply, so if a model is in a square adjacent to an unplaced board section but has his back to it then it isn't placed on the grid-board.

The 'stealer player moves her blips around the grid board without the corridor sections, rooms, etc. being in

place. But she must still move around the board as if the corridor sections were in place. She can't, for instance, cut straight across the board heading for the nearest Space Marine if there is a wall in the way. The 'stealer player will find it easier if she plans her moves on the map then moves the blips on the grid board to the relevant grid locations. If a corridor section is placed on the grid board and the 'stealer player is found to have made a mistake, then those blips outside the corridor are lost.

Special Rules

Removal of Board Sections

An optional rule which both players must agree on to use if the removal of any sections which are no longer in the LOS of any of the Space Marines. At the end of the Space Marine turn the GM should look to see which corridors the squad can no longer see. The GM should take Space Marines' LOS as 180° for these purposes. I would only use this rule after playing a couple of games to gain experience.

Blind Firing

Space Marine players may expend APs or CPs on shooting at blips which they may think are in their Line of Fire. The Space Marine player nominates which blip he is firing at. Normal rules for range count, as normal simply count the number of squares to the target using the squares on the grid-board. The GM should then look on the map to see if the blip can be hit or if another target is in the Space Marine's Line of Fire. Even if there is no target the Space Marine player still rolls to hit. The Space Marine player rolls the relevant dice for the weapon and the GM tells the player if he has caused a kill, if he hasn't then the GM should simply say "Nothing happened" and let the Space Marine player draw his own conclusions, as there are a number of circumstances which might lead to the shot doing no damage. The shot might have bounced off harmlessly, or there could simply be a wall in the way. [I would advise the GM to roll the dice without the Space Marine player seeing them and announce the result, as it would be a giveaway to roll a 6 and be told you didn't cause a kill -Christopher.] It is important, if the suspense is to be maintained, that the Space Marine player be told only of his kills and not the reasons behind the misses. Sustained fire bonuses don't count when firing blind. If a blip is killed then so are all the models that blip represents.

Accidental Obstruction Destruction

Sometimes when shooting at blips as explained above, it is possible to destroy intervening terrain like doors, bulkheads, cargo, etc. If a piece of terrain lies in the Space Marine's Line of Fire then the GM should count the shot as if it was fired at the terrain. The Space Marine player rolls to hit as normal. If he achieves the correct score on the dice then the GM should inform the player that they have destroyed a door, bulkhead, cargo, etc. If the player doesn't roll enough then the GM should simply say "Nothing happened" as before. Any board sections that the terrain is on are revealed in the blast, the GM should place the relevant sections on the grid-board. This may result in rooms or corridors being placed on the board without the intervening connecting corridors.

Section Effect Weapons

If the Space Marine player fires with a section effect weapon into an unexplored area then the Space Marine player should be very careful. If the section next to the one currently explored contains a wall or bulkhead which intervenes in the Space Marine's Line of Fire then the firer suffers a 'back draft' as the grenade or flamer blast rebounds and fills the last section currently explored with blast as if it had been hit by the shot. Therefore it is a good tip to fire section effect weapons from squares adjacent to new board sections so it can

be revealed or fire from the section behind the newest one if range allows. With any blind shots from flamers, plasma or crack grenades/missiles the affected section is automatically revealed in the blast and placed on the grid-board. This may also result in rooms or corridors being placed on the board without the intervening connecting sections.

[I think this is rather unrealistic. A blocked flamer or missile shot should go off in the unexplored section (the one in which the shot it stopped), rather than jumping back before it explodes. However I think that, if grenades had more than two squares to go after the block they will bounce back one section. -Christopher.]

Blip Conversion

Blips may no longer be converted to models voluntarily, they can only be converted when they enter Space Marine LOS or as explained below.

Overwatch

When on overwatch Space Marines are ordered to fire upon anything visible that moves, to therefore Space Marines on overwatch may only fire at models that are on the board sections.

Genestealer Ranged Weapon Firing

Any Genestealer models with ranged weaponry may fire as blips as long as they have LOS to the Space Marines on the map. However, Space Marines are trained to recognise the many different weapons of the enemy and can tell which blip fired any what it is. That blip must now be converted. The model remains in play until it is killed or it passes an unconverted blip, in which case the sensorium tracer loses it as the two pass and it may be reconverted into a blip.

Photon Launchers

Some Chapters equip some of their Terminator armour with Grenade Launchers similar to the Captain's grenade launcher, but containing special Photon flare grenades. It costs 1 AP to fire and can be fired into an adjacent board section, hitting automatically. If the next section has not been revealed it is automatically revealed and any blips contained in it are converted. Any Genestealers or Genestealer Hybrids in that section may do nothing until the end of the turn and suffer a -2 to their dice rolls in close combat. Any Space Marine with a Chainfist may replace it with a Power Glove with Photon Launchers at no extra cost.

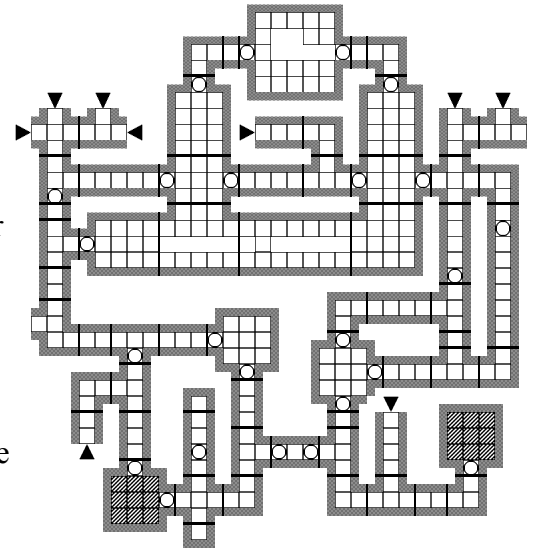
UNSEEN ENEMY

by Ian Pickstock.

A thrilling scenario for Space Hulk, using the new Unseen Enemy rules.

Mission One: Supply Lines

The front line of your attack has been cut off from the rest of your force. Their supplies and ammunition are running low, unless a new supply route can be found vital spearhead units will suffer suit power failures and run out of ammunition. Mothership scans have revealed the possible existence of supply routes in another part of the hulk. Unfortunately this is a more labyrinthine section of the hulk which the mothership scanners cannot map accurately and is ideal to the Genestealer's style of close quarter fighting. Supplies are very bulky and can only be transported down the wide corridors so these must be identified and a supply route can be opened.



Objectives

Space Marine Primary Objective:

The Space Marine player must reconnoitre his sector and identify all corridors that are three squares wide, this is done by dropping special coin size Tracker beacons that the mothership computer can pick up on a scanner. Each three wide board section must be identified by a tracker beacon.

Secondary Objective:

The Space Marines know that the 'stealers are aware that they are looking for supply routes, so the Space Marines are going to set a trap but to do this they need a large space which they can bait with supplies to lure the 'stealers away from the main force and ambush them.

Genestealer Objectives:

The Genestealer player must prevent this by destroying all the Space Marines.

Forces

Space Marine Forces The Space Marine Player has two full squads of Space Marines in Terminator Armour, armed with the following:

Squad Primus

- 1 Sergeant with storm bolter and power sword.
- 1 Space Marine with storm bolter and power glove.
- 1 Space Marine with assault cannon (1 reload) and power glove.
- 1 Space Marine with storm bolter, power glove and photon launchers.

- 1 Epistolary (level 3) with storm bolter and force axe.

Squad Secundus

- 1 Sergeant with storm bolter, power gloave and photon launchers.
- 1 Space Marine with storm bolter and power glove.
- 1 Space Marine with heavy flamer (2 reloads) and power glove.
- 1 Space Marine with storm bolter and chainfist.
- 1 Space Marine with thunder hammer and storm shield.

Genestealer Forces The Genestealer player starts with four blips and receives two blips reinforcement per turn. These are taken from the expanded blip set or ambush counters. The lettered blips represent the following Genestealer Hybrids:

- A. Unarmed Level 4 psyker
- B. Level 4 psyker with Laspistol and Chainsword
- C. Level 4 psyker with Laspistol
- D. Level 4 psyker with Plasma pistol
- E. Non-psyker with Boltgun
- F. Non-psyker with Plasma gun
- G. Non-psyker with Lascannon
- H. Non-psyker withy Missile Launcher
- I. Non-psyker with Autocannon
- J. Non-psyker with Conversion Beamer

Deployment

Space Marines The Space Marines start with one squad per entry area as shown on the GM's map.

Genestealers The Genestealers may place his starting force anywhere on the three wide corridor sections. The reinforcements start at any of the marked entry areas, but only one blip per entry area.

Tracker Beacons Any Space Marine may expand 1 AP or CP to drop a beacon, this can be done anywhere in the rooms the Space Marine player thinks are necessary for the mission.

Special rules

This game is played using the Unseen Enemy rules printed earlier in this issue of The Journal.

Both players may use the psychic cards from the Genestealer boxed set.

The Space Marine player may block Genestealer entry points.

Games master notes

Setting Up The Board I have provided the mission with a map, but it's worth bearing in mind that it is imperative that the Space Marine player doesn't study the layout. With this in mind, if you don't trust your fellow gamer then feel free, as the GM to set up the board however you like. The only stipulations being that the Marine entry areas be big enough to hold all five members of the units, the gmae must include 9 of the three wide corridor section and the 5 x 5 scuare room.

Victory Points At the end of the game the GM will have to see how many of the sections the Space Marine player has marked with a beacon, there are 9 sections in total each one marked with a beacon earns the Space Marine player 1 point plus an additional 2 points if they identified the 5 x 5 square room as a suitable supply dump. Add up the points and refer to the chart below.

Victory Points Chart

Points:Result:

- 10-11: **Major Victory:** An outstanding performance -- all or nearly all corridors identified and a suitable supply dump found.
- 7-9: **Victory:** Adequate performance -- don't count on any promotions just yet.
- 5-7: **Draw:** Unfortunately another squad had to finish your poor job for you. If anyone survived they should consider themselves thoroughly dishonoured.
- 0-4: **Defeat:** You have stained your Chapter's reputation by fouling up on such a routine mission.