

DEFILEMENT OF HONOR

Mission One: Stop the Tide

Mission Two: Shut Down

Mission Three: Take Control

2nd Edition Blip Set

Sergeant Avernus ordered the squad onto overwatch. Something was not right, the scanners were not making any sense at all. According to the readout, he should be standing on top of one of the foe right now, yet he was alone in the center of a room. "Target moving again, vectoring left, directly on your position," reported Brother Lukas.

This was madness. The beast should be here in the room. He checked his own scanner. The alien appeared to be moving back toward him again, from the right. Turning that way, Avernus found his eye being drawn to a grill high on the wall. Cursing himself, he readied his storm bolter - he had been such a fool! He was not on top of the foe; the creature was above him! The grill on the wall was an entry to some sort of air duct system that was providing an attack route for the enemy.

Without warning the grill shot out from the wall, smashed by the powerful claws of the heavily muscled Genestealer as it leapt from the hole. Barking orders to his men, Avernus squeezed the trigger of the storm bolter, sending round after round into the foul creature.

Campaign

The following three missions can be played either as a series of separate games or as a linked campaign. In the campaign, you play through each mission and record the result, adjusting the next mission with the rules given in the Campaign Forces section of each mission. In this way, the missions build up to form an overall story.

If you are playing Defilement of Honor as a campaign, then the Space Marines must win the final mission to win the campaign. In addition, if the Space Marines also win the first two missions they will gain high honor in the histories the Blood Angels Chapter. The Genestealers will win the campaign if they win the third mission, but they greatly increase their chances of doing so if they win either of the first two.

Special Rules for Air Ducts

A network of air ducts runs just below ceiling level in many of the corridors and rooms in this campaign. Some of the air ducts are large enough to allow Genestealers to move through. Air ducts are shown on the mission maps, and are treated like corridors with the following rules:

Space Marines

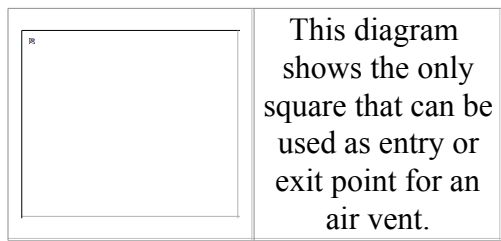
Genestealers

Genestealers or Blips may enter an air duct from the square directly in front of the duct for a cost of 2 APs. Genestealers or Blips may move from the end of an air duct into the square directly in front of the duct for 1 AP.

With the exception of entering and leaving, Genestealers move through air ducts exactly as if they were in corridors. When converting a Blip in an air duct, you may only place Genestealers inside the duct. Models that cannot fit in the air duct are lost. The opposite is also true: Blips in corridor or room cannot convert into an air duct.

The air ducts are too high to allow Space Marines entry and, though they can see the opening of a duct, they have no line of sight into the ducts. This means that Marines cannot fire on Genestealers that are inside air ducts, and Blips are not forced to convert.

The only exception to this rule is that a heavy flamer may be fired at the first square of the air duct. Only a Space Marine in direct line of sight with the opening may do this, and there cannot be any models in between. Either one or two flamer counters may be placed on the first square of the air duct. If there is a blip on the targeted square, convert the blip first and then roll for the Genestealer on the flamed square.



HINT: A Marine on overwatch guarding an air duct will have to target the exit square (the square directly in front of the air duct). The Space Marine can perform overwatch fire only after a Genestealer has moved from the air duct into the exit square.

Close Assault From Air Ducts

A Genestealer that is inside an air duct may attack a Terminator who is standing in an exit square. If this combat results in a draw, the Genestealer is the winner and the Marine is removed. In any case, the winning model is left in the exit square. Note that a Terminator on overwatch in an exit square does not fire at a Genestealer that attacks from an air duct, as he has no warning before the Genestealer strikes!

Example of Close Assault from an air duct

A Space Marine standing in an exit square is attacked by a Genestealer that's in the adjacent square, inside the air vent. The Marine rolls a 5 and the Genestealer rolls 4, 5, and 1. The result is a draw, but because the attack came from an air vent, the Space Marine is removed and the Genestealer is placed in the exit square in a facing he chooses.

2nd Edition Blip Set

If you're playing these missions with the 1st edition space hulk set, you'll need to mix in a few of the larger blips from the Genestealer expansion set. Naturally, the blips are "recycled" if they run out during a game, but this the intended division of Genestealer forces for 2nd edition scenarios:

1's	2's	3's	4's	5's	6's	0's *
9	3	9	1	1	1	3

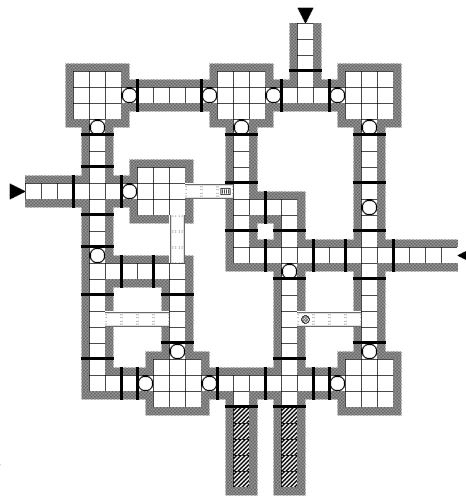
* The 2nd edition Blip set includes three blips that represent scanner malfunctions, and do not represent any Genestealers at all. By 2nd edition rules, these "zero Blips" could open doors and move as a regular Blip until they came within a Space Marine's LOS, at which point they're removed from play. Try using three Genestealer Hybrid blips for malfunction blips.

DEFILEMENT OF HONOR

Mission One: Stop the Tide

Space hulks do not usually move under their own power. The winds and tides of warp space usually determine the course of these derelict clusters of ships. The Defilement of Honor was different, being equipped with a functioning engine room of sorts, as well as an ancient navigational computer in control of a course that was programmed in some distant millennia. The Blood Angels knew that the Defilement of Honor only represented a threat as long as it was under its own power. If the engines were shut down and its progress through the warp stopped, the hulk could then be examined at leisure and then destroyed. No longer such a threat, the Genestealers could be methodically tracked down and slaughtered with ease.

Further scans of the ship provided details of the internal configuration of the vessel and a number of Genestealers present. There appeared to be two separate groups of aliens, at different ends of the hulk. The brood centered on the engines would be a problem for the troops sent to shut them down, but the larger group congregated at the nav-comm was even more of a threat. If they were allowed to reinforce the beasts at the engines, the mission would surely be doomed.



Sergeant Avernus was charged with command of a small strike force, just two squads, sent to seal the passages between the computer area and the engines. He felt honored to be chosen for such a vital mission and swore that he would be victorious or die trying. The scans had shown that there was one section of the hulk that, if sealed, would effectively isolate the computer area. If Avernus and his troops moved fast they could complete their mission before the foe realized what was going on.

Objectives

Two squads of Terminators must seal all three Genestealer entry points by closing the bulkheads there. Marine Forces

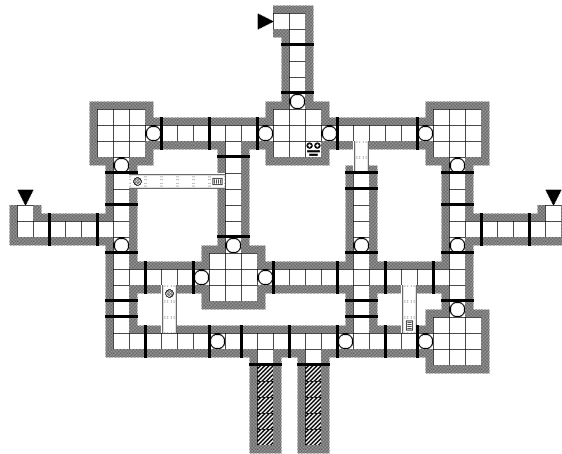
Marine Forces

DEFILEMENT OF HONOR

Mission Two: Shut Down

Sergeant Marcus was pushing his men to advance as quickly as possible. There had been no word yet from the force lead by Sergeant Avernus, but the main mission could wait no longer. The hulk was comprised of a maze passages and, as the Genestealers were able to pass through the air ducts so easily, there was worry that even if Avernus was successful, too long a delay would enable the Genestealers to find another way through.

Squads Marcus and Acheron were detailed to stop the powered hulk - no easy task because no one could be sure how difficult it would be to gain control of the colossal craft. However, scans of power linkages indicated a functioning computer in the Drive Room that could be used to shut down the engines.



Objectives

The Marines must battle their way to the power controls in the Drive Room and stop the space hulk.

Special Rules

- The Marines can seal Genestealer entry points.
- **Shutting Down Engines:** To deactivate the hulk's engines, a Terminator must be standing in the indicated square, facing the console. For each AP spent, the Marine player rolls a D6 once. A roll of 6 is required to shut down the engines.

Marine Forces

SQUAD MARCUS

1 Sergeant w/ storm bolter & power glove
 1 Marine w/ heavy flamer (one reload)
 3 Marines w/ storm bolters & power gloves

SQUAD ARCHERON

1 Sergeant w/ storm bolter & power glove
 1 Marine w/ heavy flamer (one reload)
 3 Marines w/ storm bolters & power gloves

Genestealer Forces

Starting force of three Blips with one reinforcement Blip per turn.

Deployment

Marines: Place one squad in each of the darkened deployment corridors as shown on the map.

Genestealers: Before the game, place one Blip outside each entry area. One the following turns draw one reinforcement Blip each turn. If all three entry points are secured by the Marine player then reinforcements cease. The Genestealer player goes first in this mission.

Campaign Forces

If you're playing this mission as part of a campaign and the Space Marines lost mission 1, more Genestealers can break through from the engine room. This means that the Genestealers gain an extra reinforcement Blip per turn until two of the entry points have been sealed.

Victory

The Marine player wins by deactivating the engines. The Genestealers win by killing the Marine before this happens.

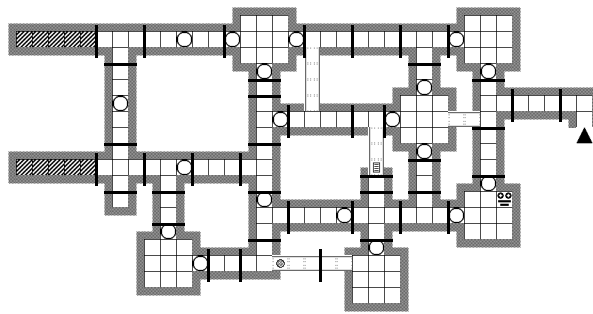
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Mission Three: Take Control

Brother Marius had been detailed by Sergeant Diablo to be the rearguard of the squad. Survivors of the first two strikes against the Genestealers had reported that the devilish beasts had used air ducts to move behind them and launch vicious attacks against hard-pressed Marines. Diablo had taken the reports very seriously, well aware that the force needed to move very quickly and could not afford to be held up by the threat of marauding Genestealers behind their lines.

Marius was under orders that if any aliens appear to have outflanked the Space Marines his primary concern was to protect the squad. If necessary he would be left behind, his only duty to sell his life as dearly as possible.

His survival was considered secondary to the mission to take control of the hulk. While Marius was keeping their back clear, the others would be carving their way to the Nav-comm area. Once there, their mission was to re-route the power and take control of the hulk. On the way the Space Marines would face wave after wave of the ferocious beasts. Finally, when they got to the Nav-comm, one of Marius' battle brothers would need to concentrate all his attention on taking control of the computer. Meanwhile, his battle-weary comrades would be fighting off yet more waves of enraged Genestealers.



With large numbers of Genestealers already present in the section and more expected any moment, Marius was not entirely sure who had the more suicidal task for this mission - him at the rear or those at the front...

Objectives

The Space Marines must take control of the space hulk's computer.

Special Rules for Accessing the Nav-Comm

To take control of the hulk's navigation computer, a single Marine must stand in the indicated square, facing the console, and spend 8 consecutive APs. Keep track of the APs as they are spent, and start over if the Marine is killed or makes any other action besides accessing the nav-com. When 8 APs have been spent, the computer is under Space Marine control and they have won. Marine Forces

Marine Forces

SQUAD DIABLO

1 Sergeant w/ storm bolter & power glove

1 Marine w/ heavy flamer (one reload)

3 Marines w/ storm bolters & power gloves

SQUAD HAPHESTEUS

1 Sergeant w/ storm bolter & power glove

1 Marine w/ heavy flamer (one reload)

3 Marines w/ storm bolters & power gloves

Genestealer Forces

Six Blips to start with and one reinforcement Blip per turn.

Campaign Forces

If you're playing this mission as part of a campaign and the Space Marines lost Mission 2, then the Marines are delayed while they're send another squad to shut down the engines. This means the Genestealers' reinforcements start immediately instead of waiting until turn three.

Deployment

Marines: Place one squad in each of the darkened deployment corridors as shown on the map.

Genestealers: Before the game, place one Blip in each of the six rooms, anywhere inside the rooms. Beginning on the third turn, the Genestealer player draw one reinforcement Blip each turn. If the Marine player secures the entry point, then Genestealer reinforcements cease.

The Genestealer player goes first in this mission.

Victory

The Marine player wins by taking control of the Nav-comm computer. The Genestealer wins by stopping them.