

SPACE HULK™

BRINGER OF SORROW

Relief Force Ares was dispatched when deep space auguries in the Ultima Segmentum detected the approach of the Tyranids. This ravening threat was nearing the colony of Corinthe and the Dark Angels were notified of the situation. The transport ship Vengeful Blade dropped out of warp space a mere two days travel from the colony, with the Space Marines on board chanting their Catechisms of War as they prepared to reinforce the meagre troops of the Corinthian Planetary Defence Force.

However, as the Vengeful Blade's vast engines powered it towards the outpost, reality was torn apart again as another, much larger ship dropped out of the warp. It was a space hulk, an immense monstrosity almost fifty kilometres long and half as wide – a horrific conglomeration of alien ships which scans showed to contain a swarm of Genestealers.

Captain Ares considered his position. Which was the greater threat, the space hulk, dubbed the Bringer of Sorrow, or the imminent attack by the Tyranids? The Vengeful Blade would take at least a day, maybe more, to destroy the space hulk. The Vengeful Blade was built for speed rather than strength and to smash the hulk would really require a dedicated battleship, which could take weeks to arrive, by which time the hulk could be lost again.

News then arrived that the Techmarines under Ares' command had found another way of demolishing the Bringer of Sorrow. Preliminary scans had located a massive reactor, remnants of some ancient alien starship of huge size. If it could be made to overload, the resultant detonation would destroy the hulk. More information would have to be gathered first, but if the Dark Angels acted swiftly they could destroy the hulk within a matter of hours rather than days.

The few squads of Deathwing Terminators on board donned their armour, checked their weapons and prepared to board the Bringer of Sorrow. As the boarding torpedoes powered across the ether, word arrived from Corinthe – the first Tyranid ships were just outside the system. Speed was of the essence and the Space Marines could not afford to fail.

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

If you are playing Bringer of Sorrow 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 have enough time to reach Corinthe and help in its defence – if they take too long all may be already lost when they arrive. The Genestealers win the campaign if they win the third mission, but they can greatly increase their chances of doing so if they win either of the first two.

Mission 1

PIERCE THE DARKNESS

The Techmarines needed more information before they could devise a way of detonating the alien reactor, thereby destroying the *Bringer of Sorrow*. The quickest way to gather this data was to send in cybernetic scouts – C.A.T.s. These would be able to slip past the Genestealers without detection and transmit the vital information the Space Marines needed. However, first of all a beachhead needed to be established and a route opened for the C.A.T.s to proceed towards the reactor.

Sergeant Gabriel of the Deathwing was charged with the responsibility of locating the master controls for the reactor with the three available C.A.T.s. Should this be achieved in time, the Space Marines would be able to shut down the failsafe systems, killing all the aliens as the hulk exploded into a plasma fireball a hundred kilometres across. A veteran of several campaigns against these foes, Gabriel knew full well how dangerous his opponents were. Yet there was no time for subtlety: he would have to simultaneously blast a way through the bulkheads which barred the way, and fight off any Genestealer attacks!

BACKGROUND

The C.A.T.s have 3 APs each and are moved by the Space Marine player. Their AP costs for movement are the same as Space Marines and they can open a door for the cost of 1 AP, but not a bulkhead. A C.A.T. can pass through, or occupy, a square containing a Space Marine or a Genestealer. Each C.A.T. must leave the section by a different exit point as marked on the map.

The Space Marines must open the bulkheads to let the C.A.T.s into the rest of the hulk. If you are playing this mission as a part of a campaign, record the number of C.A.T.s that manage to get through.

SPACE MARINES

FORCES: 2 squads of Space Marines – Squads Gabriel and Squad Michael (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The two squads and the three C.A.T.s are deployed on the yellow corridors. C.A.T.s do not block a square and can be placed on the same square as a Space Marine.

BRIEFING: The Space Marine player wins by getting at least two of the C.A.T.s off the board. If all the Space Marines are killed, any C.A.T.s still on the board do not count towards victory, even if the relevant bulkheads have been opened.

The Space Marines move first in this mission.

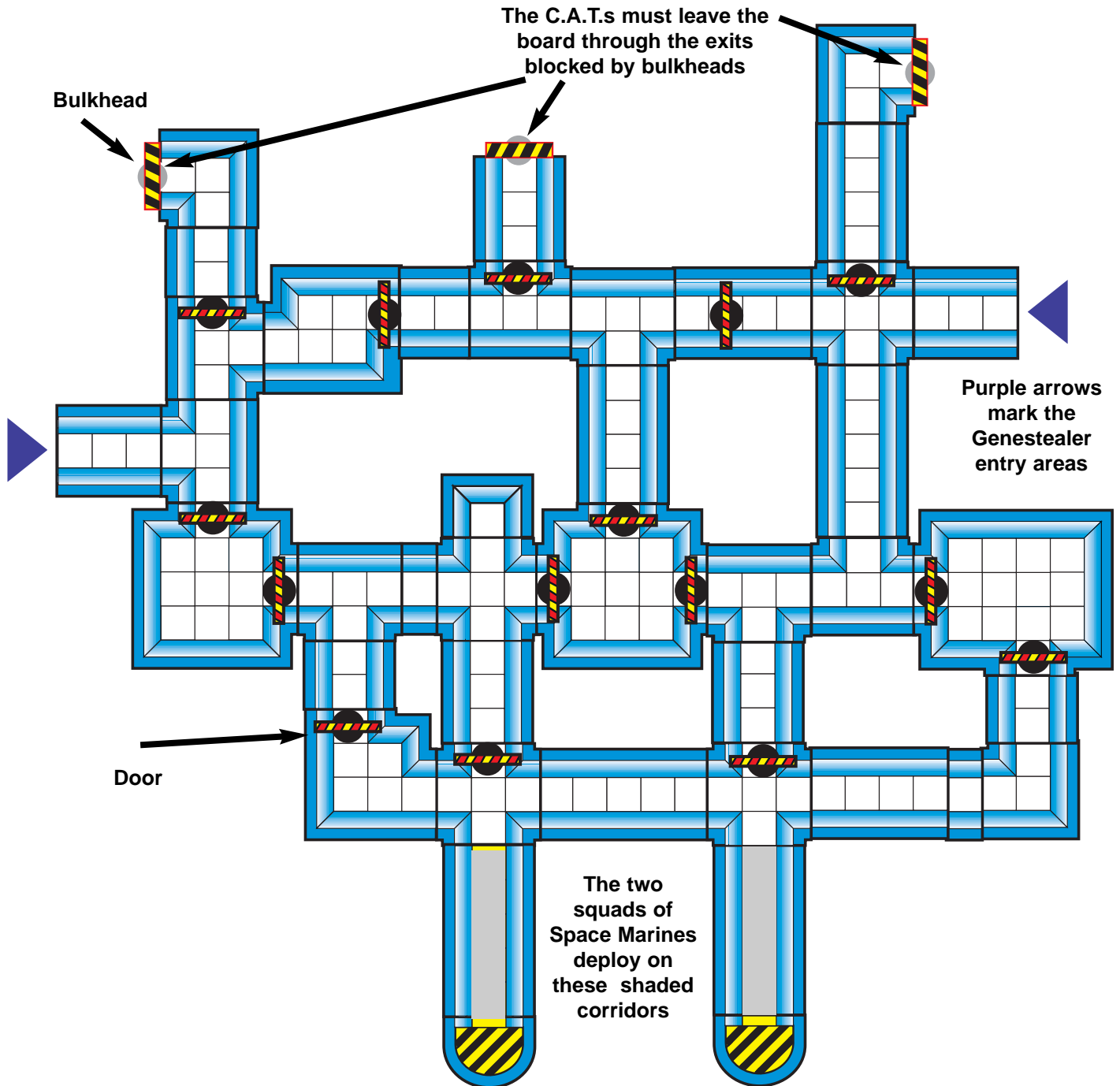
GENESTEALERS

FORCES: The Genestealer player begins the game with one Blip counter in each of the rooms. During the game, the Genestealer player receives one reinforcement Blip per turn. These can enter play through either of the entry areas shown on the map.

BRIEFING: The Space Marines are trying to move their C.A.T.s past the bulkheads and off the board. The Genestealers cannot hinder or attack the C.A.T.s. The Genestealer player wins by killing all of the Space Marines before they achieve their mission.

Mission 1

PIERCE THE DARKNESS



Mission 2

KNOWLEDGE IS POWER

Due to the heroic efforts of Sergeant Gabriel, the C.A.T.s were able to break through the bulkheads and locate the master controls of the reactor. Unfortunately, the energy leaks from the main reactor core of the Bringer of Sorrow (of unknown and highly volatile isotopes) were enough to damage even the radiation-shielded C.A.T.s. The Cyber-Altered Task spy robots were moving in an erratic manner and were not transmitting all the required data. Ares was left with little choice: he had to dispatch another strike force to find the C.A.T.s and manually transmit the location of the master controls, despite the inevitable resistance of the foul Genestealers. Squads Uriel and Chammuel were given the singular honour of running the gauntlet of rampaging Genestealers and finding this invaluable data. Time was running out. Chanting the Litanies of Hatred the Space Marines readied their weapons to perform this nigh-on impossible task.

BACKGROUND

Genestealers are breaking through from the reactor section. This means that the Genestealers gain an extra reinforcement Blip per turn until two of the entry areas have been sealed by the Space Marines. The C.A.T.s have 3 APs each. Their AP costs for movement are the same as Space Marines and they can open a door for the cost of 1 AP (but cannot seal entry areas). At the start of each turn roll a dice for each C.A.T. on the board: on a roll of 1-3 the C.A.T. is moved by the Space Marine player, on a roll of 4-6 it is moved by the Genestealer player. A C.A.T. can pass through, or occupy, a square containing a Space Marine or a Genestealer, but it cannot leave the board. When a Space Marine is in the same square as a C.A.T., the Space Marine can spend 4 AP/CPs in one go to transmit the data contained within the robotic scouts.

SPACE MARINES

FORCES: 2 squads of Space Marines – Squad Uriel and Squad Chammuel (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The two squads are deployed on the yellow corridors.

BRIEFING: The Space Marine player wins by transmitting the data from one of the C.A.T.s. At the start of turn 2 roll a dice to see where the first C.A.T. enters play and place the C.A.T. counter on the end square of that board section. At the start of turn 3 roll for the second C.A.T. and on Turn 4 roll for the last C.A.T. If you are playing as part of a campaign, you can only use as many C.A.T.s as you managed to get through in the first mission.

GENESTEALERS

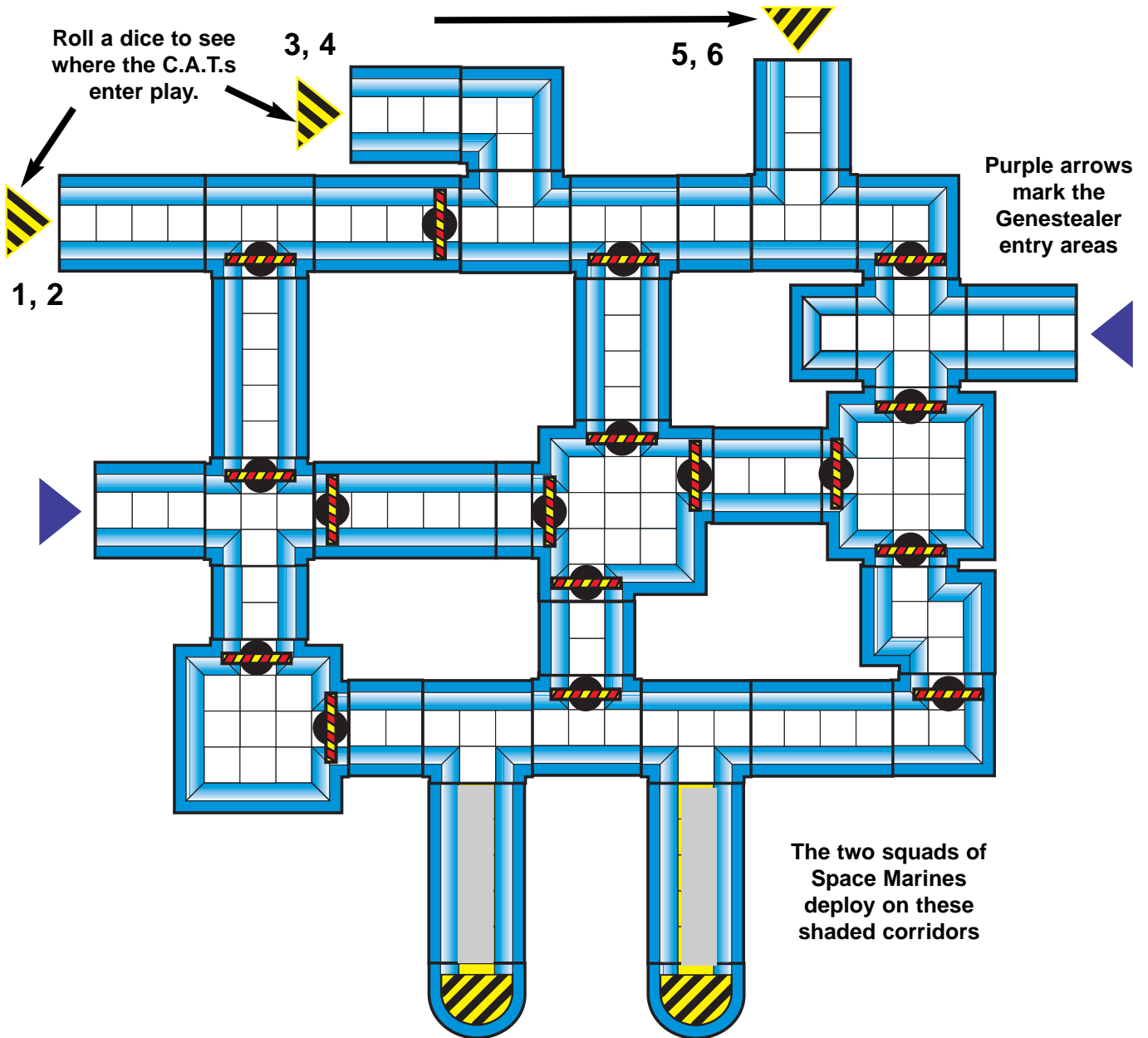
FORCES: The Genestealer player begins the game with one Blip counter in each of the entry areas. On following turns the Genestealer player receives one reinforcement Blip per turn which may enter play through the entry areas shown on the map.

BRIEFING: The Space Marine player is trying to get a C.A.T. to transmit its data. The Genestealers cannot attack the C.A.T.s directly. The Genestealer player wins by killing all of the Space Marines before they achieve their mission.

The Genestealers move first in this mission.

Mission 2

KNOWLEDGE IS POWER



Mission 3

DEATHBRINGER

The data recovered by squad Uriel revealed the location of the main control computer near the reactor core. Now all that remained was to shut down the failsafes, melting down the reactor and destroying the hulk in the ensuing massive detonation.

However, once the failsafes were shut down and the nearby reactor went critical, it would destroy any Terminators who couldn't get clear in time. The leaking reactor was playing havoc with the teleporters and the squads sent in might still give their lives even if they defeated the Genestealers...

Squads Zadakiel and Jophiel, the most experienced Terminators in the relief force, volunteered to carry out this mission, and Captain Ares accorded them this high honour. Commanding Sergeant Zadakiel knew that the exploding reactor core might kill him, even if he survived the vicious attacks of the Genestealers. This could well be his last chance to serve the Emperor before meeting his ancestors. He performed the Rights of Absolution with his squad, checked his storm bolter and led the attack on the control room. He was determined to make sure that his name would be remembered as the man who destroyed the *Bringer of Sorrow*

BACKGROUND

The Space Marines must disable the failsafe systems and overload the reactor.

If you are playing this mission as part of a campaign and the Space Marines lost Mission 2, then remove one Space Marine armed with a storm bolter and power fist from each squad. These brave warriors were killed by the Genestealers during the search for the computer's location.

To overload the reactor, a single Space Marine must stand in the indicated square, facing the console on the wall, and spend 4 consecutive APs or CPs without interruption. Keep track of the action points as they are spent and start over again if the Space Marine is killed or makes any other action.

SPACE MARINES

FORCES: 2 squads of Space Marines – Squad Zadakiel and Squad Jophiel (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The two squads are deployed on the yellow corridors shown on the map.

BRIEFING: The Space Marine player wins by overloading the main reactor. A Space Marine may not fire a heavy flamer at the squares in the reactor control room.

The Space Marines move first in this mission.

GENESTEALERS

FORCES: The Genestealer player begins the game with one Blip counter placed in each of the rooms. The Genestealer player receives one reinforcement Blip per turn which may enter play through any of the entry areas shown on the map.

BRIEFING: The Space Marines are trying to get to the reactor control room to detonate the reactor and annihilate the Genestealers. The Genestealer player wins by killing all of the Space Marines before they achieve their mission.

Mission 3

DEATHBRINGER

