

SPACE HULK™

FANGS OF FENRIS

Amongst the annals of the Imperium, few warriors have proved their worth as much as the Wolf Guard of the Space Wolves Chapter. Devastatingly ferocious in attack, immovably resolute in defence, these savage warriors have broken many foes down the long millennia. Like the other Space Marine Chapters, the Space Wolves have had their share of encounters with the deadly Genestealers. Perhaps the most memorable action against the vile alien invaders was fought between a small force of Wolf Guard who were sent to eradicate the threat posed by the Space Hulk Messenger of Woe, which dropped out of warp space only a few light years from the Space Wolves' homeworld of Fenris.

Wolf Lord Keurl Ironfang commanded the attack, sending his squads of Terminator-armoured Wolf Guard into the heart of the Genestealers' lair. There they battled face-to-face with their foes, resolving to destroy each abomination with their storm bolters, heavy flamers and assault cannon. There were no cryogenics to shut down, no handy reactors to explode, no tricks at all – the aliens would each have to be killed personally, a prospect which the battle-hungry veterans actually looked forward to with fevered anticipation. Now was a grand opportunity to prove their worth in battle and earn themselves a place at Leman Russ' side at the time of reckoning... Ragnarok.

The Wolf Guard's boarding torpedoes slammed into the side of the Messenger of Woe and the Terminators stormed out, quickly establishing a bridgehead from which to launch further attacks. Progress was good and hundreds of Genestealers fell to the Space Wolves' assault cannon and chainfists. However, a relatively small force of the vile aliens managed to evade the fate of their brethren, slipping away into the shadowy depths of the hulk whilst the Wolf Guard fiercely battled their way towards them. Eradicating this knot of resistance would be the Space Wolves' main task.

NEW WEAPON RULES

Assault cannon: A Wolf Guard armed with an assault cannon rolls 3 fire dice and the jam dice each time he fires. Hits and sustained fire hits count on *all* shots, and if more than one kill is scored a second (and even third!) target may be removed as long as it is within two squares of the original target and is in normal Line of Sight and Fire Arc of the firer. If a Jam is rolled, the assault cannon jams after that burst of fire is resolved and will take 2 APs to clear. A Wolf Guard armed with an assault cannon may go onto overwatch by spending 2 APs as normal.

Chainfist: A Wolf Guard armed with a chainfist may add +1 to his close assault score when attacking, or if he is attacked from the front. If attacked from the side or rear the Wolf Guard may not use his chainfist and gains no bonus.

Mission 1

TRAP THE FOE

The main problem faced by Wolf Lord Ironfang was the size of the area occupied by the Genestealers. Unless he could limit his foes' freedom of movement, his Wolf Guard could spend forever and a day hunting down the aliens and still not catch them all. To counter this, he ordered squads Gunnar and Vulpen to cut off the Genestealers' escape routes by sealing the bulkheads across their path, trapping the fiends where he could attack them.

BACKGROUND

The Wolf Guard must seal the Genestealer entry areas with bulkheads.

Wolf Guard Terminators get 5 Action Points to spend each turn, instead of 4 APs. The Wolf Guards' AP costs for moving and fighting are the same as for normal Space Marine Terminators and they may use Command Points as normal.

Wolf Guard are very tough – consequently these three missions are also tough! Not only do the Wolf Guard have an extra AP each turn, they have specially armed squads, the details of which are given in this mission. Also, in this particular campaign the Space Wolves have a very simple aim – kill as many Genestealers as possible whilst taking as few losses as possible. For these reasons the victory conditions for these missions are slightly different from normal. Instead of a “sudden death” victory condition like operating a console, each mission allocates points for achieving certain conditions.

Play each mission through with both players taking it in turn to take command of the Space Wolves. Keep a record of the points scored by each player as the Space Wolves commander – the player with the highest score after playing all three missions wins.

SPACE MARINES

FORCES: 2 squads of Wolf Guard – Squad Gunnar and Squad Vulpen (a squad consists of 1 Sergeant, 1 Wolf Guard armed with a heavy flamer, 1 Wolf Guard armed with an assault cannon and 2 Wolf Guard armed with storm bolters. Two Wolf Guard in each squad are also armed with chainfists). The two squads are deployed on the yellow corridors.

BRIEFING: The Wolf Guard player earns one point for each Genestealer entry area sealed by a bulkhead. Follow the normal rules for sealing bulkheads.

The Wolf Guard move first in this mission.

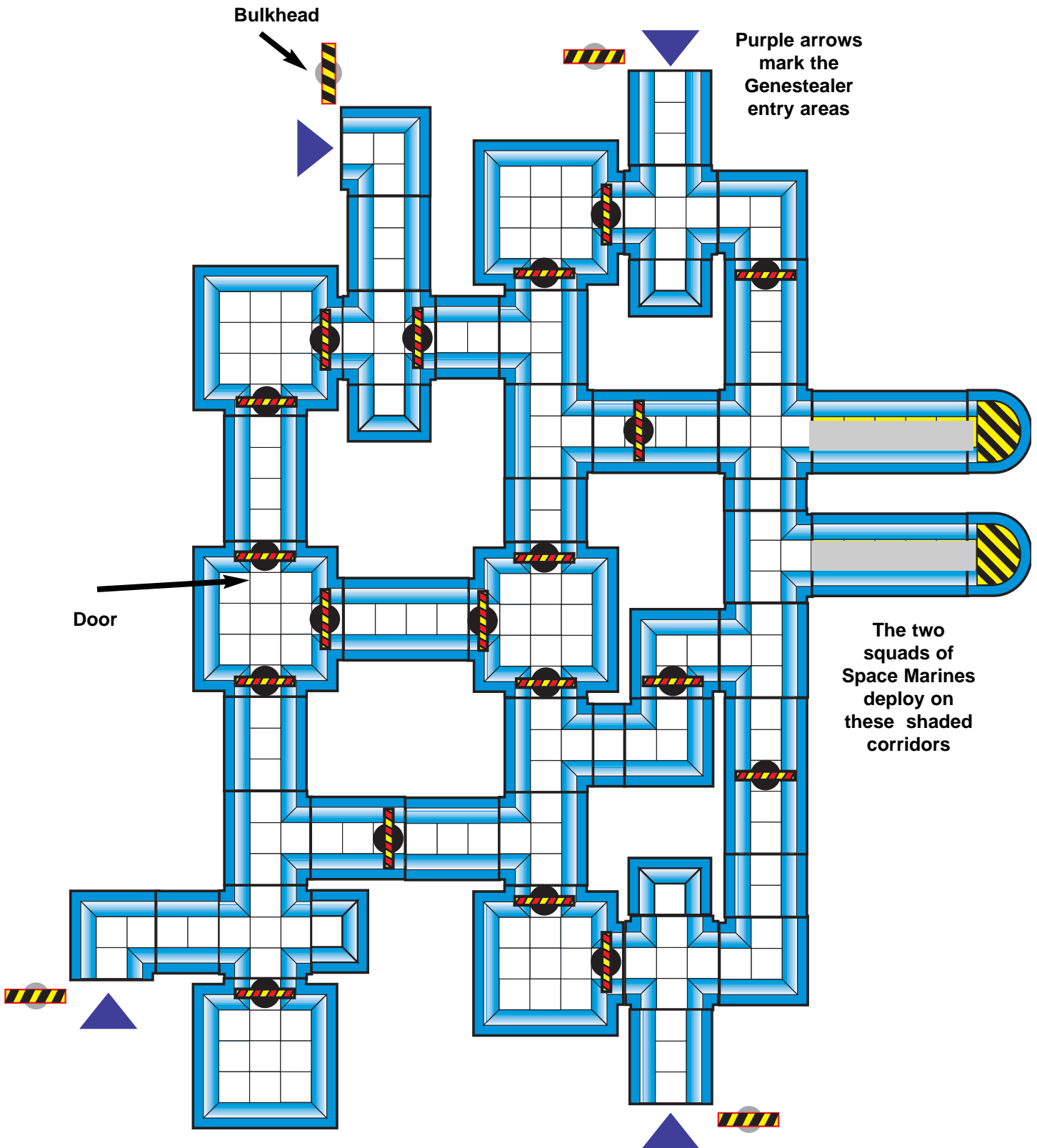
GENESTEALERS

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 per open entry area. One blip is placed at each open entry area each turn.

BRIEFING: You must kill all the Wolf Guard before they can seal the entry areas.

Mission 1

TRAP THE FOE



Mission 2

COUNTER-ATTACK

As squads Gunnar and Vulpen sealed off the Genestealers' line of retreat, squads Grendel and Loki pressed forward, pushing the Genestealers before them. Then disaster happened. The Space Wolves' preliminary scans had failed to pick up a large concentration of Genestealers lurking near a shattered engine room. Perhaps the additional radiation shielding had cloaked them from the scans of the Space Wolves' battle cruiser.

Whatever the reason, the two squads found themselves heading straight for a large concentration of Genestealers who suddenly turned and launched a counter-attack. Wave after wave of the fiends poured towards the doomed Wolf Guard.

Ironfang dispatched more squads to counter this threat, but squads Loki and Grendel would have to hold up the Genestealers for as long as possible. If they could sell their lives dearly enough the valiant Wolf Guard could keep the Genestealers in one place. Then their battle-brothers would be able to catch them and slaughter the foe wholesale. Checking their weapons, the Wolf Guard picked their defensive positions and prepared to take as many of the abominations with them as possible.

BACKGROUND

The Space Wolves are trying to hold out as long as possible to allow the rest of the force to get into position.

SPACE MARINES

FORCES: 2 squads of Wolf Guard – Squad Grendel and Squad Loki (a squad consists of 1 Sergeant, 1 Wolf Guard armed with a heavy flamer, 1 Wolf Guard armed with an assault cannon and 2 Wolf Guard armed with storm bolters. Two Wolf Guard in each squad are also armed with chainfists). The two squads may be deployed anywhere on the map, split as you want, and may start the game on overwatch if you wish.

BRIEFING: The Wolf Guard player earns points for the length of time he manages to hold out. You score one point if there are Wolf Guard still alive at the end of turn 10, two points at the end of turn 14 and three points at the end of turn 18.

GENESTEALERS

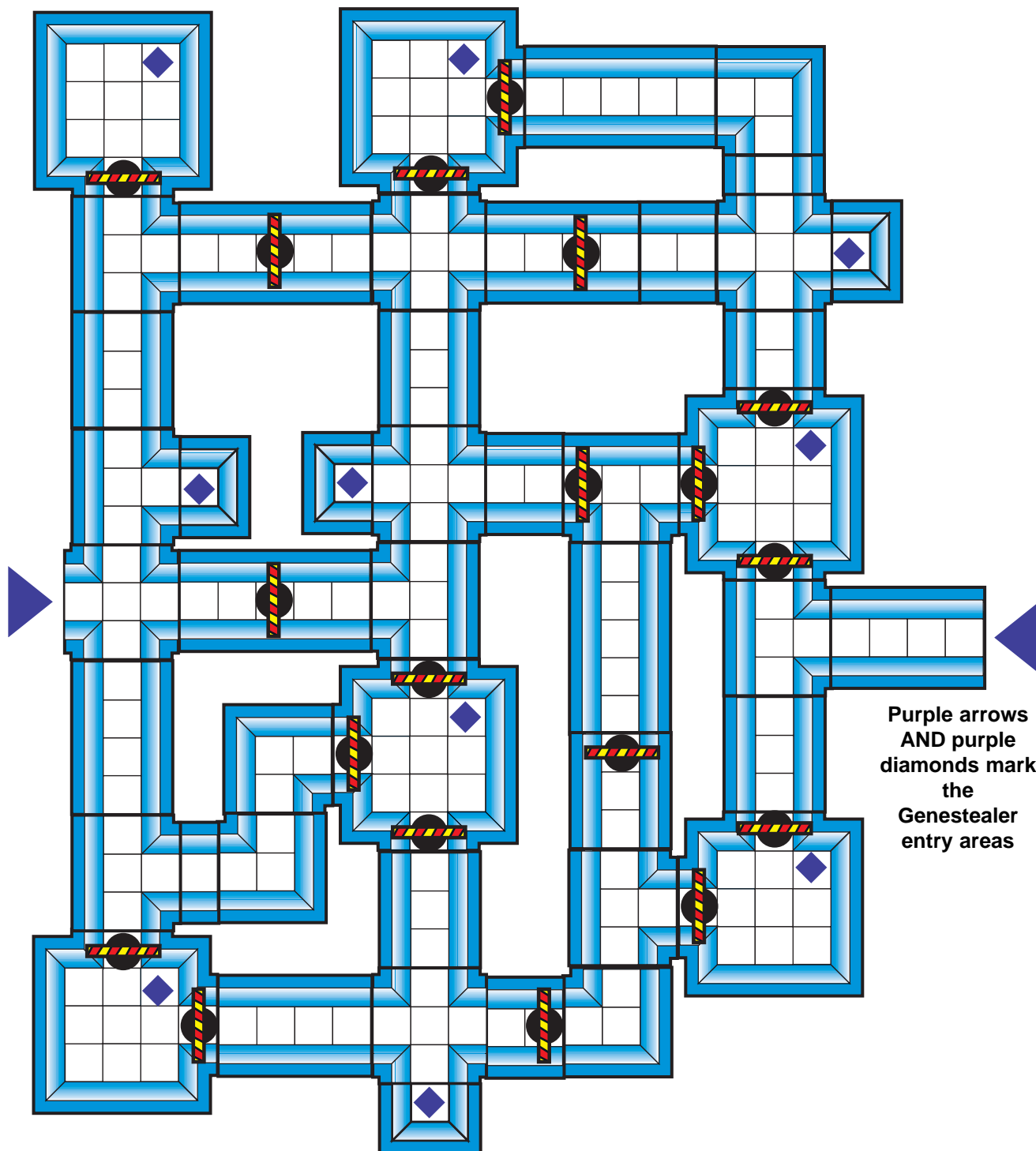
FORCES: The Genestealer player gains three reinforcement blips per turn, which may be placed at any of the Genestealer entry areas marked on the map. The Genestealers are never forced to lurk, even if there is a Wolf Guard within 6 squares. Terminators standing on entry point squares may be attacked in close combat straight away by Genestealers entering at that point, with no chance to fire on overwatch.

BRIEFING: The Genestealers are trying to kill all the Wolf Guard as quickly as possible.

The Genestealers move first in this mission.

Mission 2

COUNTER-ATTACK



Mission 3

ANNIHILATE!

Wave after wave of clawed monstrosities poured through the cramped tunnels, intent on rending apart the Terminator armoured Wolf Guard. The staccato pounding of storm bolter and assault cannon fire became a constant drone and the death toll amongst the aliens reached astronomical proportions. Losses amongst the veteran Space Wolves were light and the comm-net echoed with vicious laughter as they destroyed their foes.

Only one section of the *Messenger of Woe* remained to be cleansed. The Wolf Guard moved in relentlessly until only a small pocket of resistance held out. Squads Aenir and Vanir faced this last-ditch attempt at survival. Implacably they advanced with their weapons blazing, until finally the Genestealers could flee no more.

The destruction of the Genestealers was virtually assured, everything now was a matter of honour. Sergeant Aenir, field commander of the small force, wanted to lose as few warriors as possible. Every Space Wolf lost to the Genestealers now would be a total waste.

BACKGROUND

The Wolf Guard must take as few casualties as possible while they destroy the remnants of the Genestealers.

SPACE MARINES

FORCES: 2 squads of Wolf Guard – Squad Aenir and Squad Vanir (a squad consists of 1 Sergeant, 1 Wolf Guard armed with a heavy flamer, 1 Wolf Guard armed with an assault cannon and 2 Wolf Guard armed with storm bolters. Two Wolf Guard in each squad are also armed with chainfists). The two squads are deployed on the yellow corridors.

BRIEFING: The Wolf Guard player earns points for the number of Terminators left alive after the Genestealers have been wiped out. You score one point for every Wolf Guard model left alive.

The Wolf Guard move first in this mission.

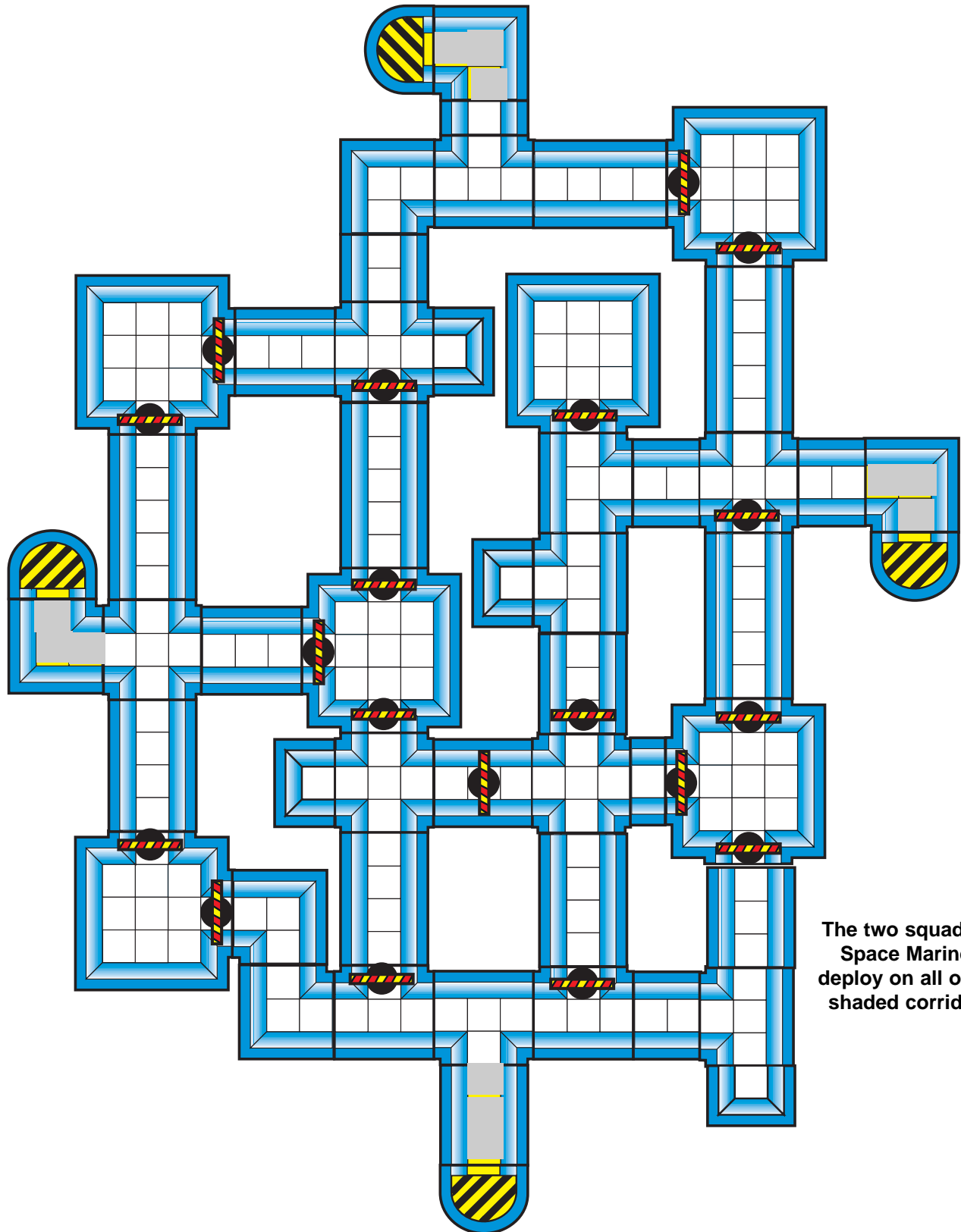
GENESTEALERS

FORCES: The Genestealer player begins the game with the full blip set. *Randomly* place 1 blip on each of the four “dead ends”, 2 in each of the rooms and the rest anywhere on the board as long as they are not within 10 squares of a Wolf Guard. These blips are placed after the Wolf Guard have set up.

BRIEFING: The Genestealers want to kill as many Wolf Guard as possible before they are wiped out.

Mission 3

ANNIHILATE!



The two squads of
Space Marines
deploy on all of the
shaded corridors