

GENOCIDE

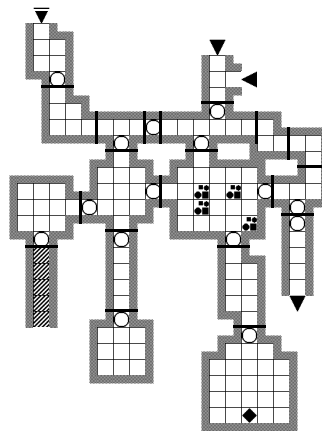
Mission created by Christophe BOELINGER

++ Marines ! The Hulk we have been teleported in is infested by Stealers, but we gonna burn 'em down! Marine Aestonoules is going to torch the fuel room - first corridor to the right. Marine Amadeus will follow the second corridor to the right - after the storage room and find the Control panel which activates the double armored door leading to the exit. This is our only way out and informations show that we can't open that door with our equipment. Scanners indicates that all stealers are massed in the Hulk prow. Even if we have time to operate, there is no reasons to drag on. Marines prepare your bolters! Let's do it!

Objectives

The Marine must burn the room A, activate the Control panel in room B and manage to move at least 3 models out of the board.

The Genestealers must prevent the Marines to fulfill any or all of his objectives.



This map use sections from : SPACE HULK, Strike Deep, Wolf Lair, Harbinger of Despair.

Forces

Marines: 1 Terminator Squad deployed on the marked corridor (10 points)

Genestealers: 2 Blips

Reinforcements: 1 Blip per turn which must be placed alternatively on each entry area.

The Space Marines move first in this mission.

Special Rules

To activate the control panel a Marine must stand in an adjacent square and use 2 APs. Once done the Double door C is opened. There is no other way to open or destroy it.

Victory

The Marine wins if he torched the room A and saved at least 3 marines. The Genestealer wins if the Marine have not burn the room A or none Marine escape. Any other result is a draw.