SPACE·HULK

STRIKE DEEP

By Dean H Bass

In the aftermath of the Great Ork War, the world of Armageddon is in ruins. Its industries have been smashed, its Hive Cities have been reduced to rubble. Its armies, although victorious, have taken many casualties. The three Marine Chapters assigned to the Armageddon campaign have begun withdrawal; their battle skills are required elsewhere in the Imperium. It is imperative that re-construction begin immediately or the people will starve. Unless this great work begins soon this strategically vital world will cease to be viable.

One of the few Hive-clusters to survive the war intact was the city of Infernus. Its Governor surrendered immediately rather than face the Ork scourge. At first it seemed that this treachery might prove to be a blessing in disguise; an intact Hive could feed and house many refugees. Now events have taken a darker turn.

Responding to a strange conjunction of cards during his reading of the Imperial Tarot, Brother Ishmael of the Inquisition disappeared in the lower levels of Infernus along with his six bodyguards. Assuming his disappearance to be the work of rogue Hive Gangs Colonel Makari of the local Defense Force launched a punitive expedition to the lower levels. One hundred troops went in. Three survivors came out. Two died of wounds in field hospital; the other, Captain Lune, went insane, raving about monsters with claws. He was subsequently shot by members of the Arbites as he ran wild through the wards with a chainsword.

Colonel Makari notified Supreme Commander Dante's Headquarters. The Blood Angel Commander ordered the immediate evacuation of the lower levels of Infernus. All military forces in the region have been placed on a war footing. The lower levels have been quarantined. Nothing is to be allowed in or out until the Marines arrive. Bloody skirmishes have been fought along the perimeters of the cordon between men and four armed, superhumanly strong monsters. There can no longer be any doubt; Genestealers are present in Infernus.

No-one knows how long they've been there. Perhaps the Orks brought them. Perhaps they were there all along; a sinister explanation for the surrender of Infernus. It doesn't matter. They must be stopped.

Ten squads of Ultramarines under the command of Brother-Captain Antoninus have been rushed to Infernus Hive. More may follow as the situation permits. Antoninus has decided that he can't wait. He must attack at once, launching a surgical strike deep into the underlevels. The only hope of preserving the city and its vital facilities rests on nerve-gassing the Genestealers now.

CAMPAIGN RULES

The following missions chart the progress of Captain Antoninus and his men. The task force consists of 10 Squads, six with Librarians (of varying levels) and four with no Librarians. The Space Marine player takes a copy of the roster sheet to mark off casualties.

In Missions 1 to 4 the Space Marine player must choose two Squads from the roster to take part. For each mission at least one Librarian must be used.

At the end of each mission it will be noted whether the mission was a success, a failure or whether extra casualties will be incurred. In the case of there being extra casualties, two Space Marines must be removed from the remaining roster. These can both be from one Squad or one each from two different Squads. They may be taken from Squads which have already been engaged in combat, or from fresh Squads. In Missions 3 and 4 the Space Marine player may choose to use a Squad which has either been used in a previous mission or has taken incurred casualties. A major part of this campaign is trying to decide which Squads should be used for each mission and whether a full 10 Space Marines are needed or if you could get away with less.

For Missions 5 and 6 you need to decide which remaining troops you will use for each mission. By Mission 6 you may only have about 14 Space Marines left!

If you fail the campaign at any point, try playing it through again, making different tactical decisions.

Note that flamer and assault cannon ammunition will be fully replenished between missions, but that assault cannons won't have had time to cool down. Once an assault cannon has been reloaded, note this down for future missions. It may well explode!

NEW BOARD SECTIONS AND COUNTERS

This campaign comes with some new board sections and counters which will need gluing onto card. To play this campaign you will also need the board pieces from *Wolf Lair*, the campaign in White Dwarf 147.

OPTIONS

The missions in this campaign could be played on their own, or you could decide to play without the psychic rules. Both these options are covered after the missions.

1 – ENTRY POINT

Successful completion of the task depended upon getting the nerve gas to the right place and fast.

Two Squads were detailed to locate and secure a lift so that the nerve gas canisters could be easily shifted to the lower levels of the warren.

This part of the task was vital. The two Squads would be remembered in glory but only if they succeeded!

OBJECTIVES

The Space Marine player is attempting to gain a safe access to the lift by securing both entry points. The Genestealer player is trying to keep the Space Marines away from the lift.

FORCES

SPACE MARINES
The Space Marine player takes two Squads from the roster.

GENESTEALERS
The Genestealer player starts with 3 Blips and receives 2 Blips as reinforcements per turn (until entry points are closed). These are taken from the expanded Blip set, but not ambush counters. The lettered Blips represent the following Hybrids:

|	
A	Unarmed 4th level psyker
B	4th level psyker with bolt pistol
C	4th level psyker with lasgun
D	Non-psyker with laspistol and chainsword
E	Non-psyker with bolter
F	Non-psyker with plasma gun
G	Non-psyker with heavy bolter
H	Non-psyker with conversion beamer
I	Non-psyker with missile launcher
J	Non-psyker with autocannon

DEPLOYMENT

SPACE MARINES
The Space Marines start as one Squad per entry area.

GENESTEALERS
The starting force is placed as 1 Blip per marked room. The reinforcements enter as 1 Blip per entry point (while both entry points are open).

The Space Marines move first.
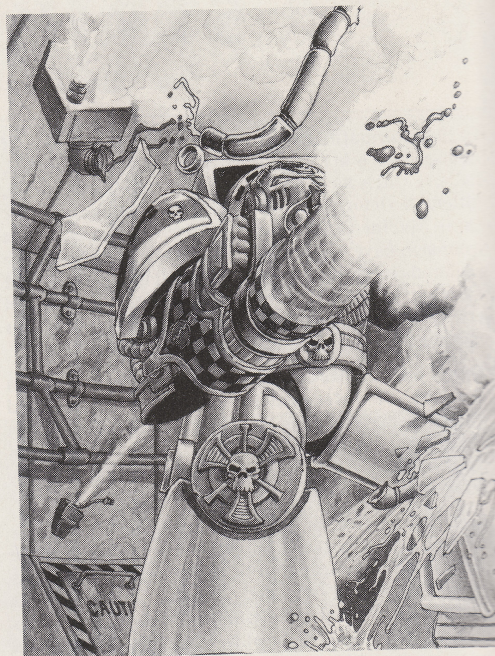
SPECIAL RULES

Both players use psychic cards.

Securing Entry Areas
The Space Marine player must secure both entry areas. When one entry point is secured the Genestealer player is reduced to 1 Blip per turn. When both entry points are secure the Genestealer reinforcements stop.

The Lift
Neither side will enter or attack the lift.

ENDING THE MISSION

The mission ends when either all the Genestealers or all the Space Marines are dead.

If all the Space Marines are killed before either of the entry points are secured the campaign is lost!

If all the Space Marines are killed but one entry point is secured then other Squads will finish the task but will take casualties. Remove two Space Marines from the remaining roster, either both from one Squad or one each from two different Squads.

If the Space Marines win carry on the campaign with no penalty.

2 – A NEED FOR POWER

The lift was now secure but there was no power and a delay at this early stage could be fatal!

Two Squads were detailed to strike out for the nearest power substation and re-route power to the lift.

It would be a desperate fight to hold the Genestealers off once the transfer started, but the mission had to succeed. Failure now would mean the Genestealers would be prepared for them once they reached the lower levels.

OBJECTIVES

The Space Marine player must reconnect the power supply to the lifts. This is done at the new control panel placed against the far wall of a room (this room was printed in White Dwarf 147). The Genestealer player is trying to prevent the Space Marine player from re-routing the power.

FORCES

SPACE MARINES

The Space Marine player uses any two fresh Squads from the roster.

GENESTEALERS

The Genestealer player starts with 2 Blips and receives 2 Blips as reinforcements per turn, increasing to four later. These are taken from the expanded Blip set or ambush counters. The lettered Blips represent the following Hybrids:

A   Unarmed 4th level psyker

B   4th level psyker with laspistol

C   4th level psyker with bolter

D   4th level psyker with plasma pistol

E   Non-psyker with bolt pistol

F   Non-psyker with lasgun

G   Non-psyker with conversion beamer

H   Non-psyker with missile launcher

I   Non-psyker with autocannon

J   Non-psyker with Lascannon

DEPLOYMENT

SPACE MARINES

The Space Marines enter through the marked pitfalls as detailed in the special rules below.

GENESTEALERS

The Genestealers may use any entry points, but the two Blips must use different entry points. When starting, or after being increased to 4 Blips, then use 1 Blip per open entry point.

The Space Marines move first.

SPECIAL RULES

Both players use psychic cards.

Pitfall Entry Areas

The Space Marines enter through the marked pitfalls in the four corner rooms. The Space Marine player may split his forces between the four pitfalls as desired but must place the Space Marines beside the Pitfall room they will use before play starts.

When the game starts each Space Marine must jump through the pitfall using the rules in Deathwing. If any Space Marine falls prone then that pitfall is blocked until he gets up.

Securing Entry Areas

The Space Marine player may secure entry points. If there are more Genestealer reinforcements than entry points the Genestealer player loses the extra Blips.

Ambush Blips

If an ambush Blip is used and turns out to be a Genestealer it is an unarmed 4th level Hybrid Psyker.

Control Panel

Once a Space Marine reaches the control panel it will take four APs to switch the power on. Once the power is on the control panel must be defended for four complete turns.

As soon as the power is switched on the Genestealer reinforcements increase to four Blips per turn. If a Genestealer reaches the control panel before four turns have gone by, the mission fails.

ENDING THE MISSION

The mission ends at the start of the fifth turn after the power is switched on.

If the Space Marines failed to even switch the power on the campaign has failed!

If the Space Marines failed to hold the Genestealers off for four turns the power relay to the lifts will be destroyed and fresh Squads will need to try the task, taking casualties in the offensive. Remove two models from one Squad or one each from two different Squads on the roster.

If the Space Marines hold the Genestealers off for four turns the mission is a success.

3 – DEEP DOWN

As soon as the power transfer was complete a Cyber Altered Task Unit was sent down in the lift to check for signs of the foe.

The upper levels proved to be clear – obviously the Genestealers at the head of the lift and those at the substation were isolated pockets which could be dealt with later.
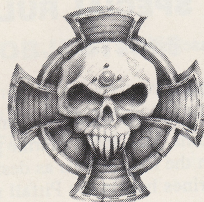
Finally contact was made down at the lower levels. The Genestealers were still unaware of the threat, but the Space Marines would need to move fast. Two Squads were sent down to establish a bridgehead. There was no turning back.

OBJECTIVES

The Space Marine player must secure all the Genestealer entry points. The Genestealer player must try and keep the entry points open.

FORCES

SPACE MARINES
The Space Marine player uses **any** two Squads from the remaining roster.

GENESTEALERS
The Genestealer player starts with 4 Blips and receives 2 Blips as reinforcements per turn until the second entry point is closed. These are taken from the expanded Blip set, but may not be ambush counters. The lettered Blips represent the following Hybrids:

A   Unarmed 4th level psyker

B   4th level psyker with bolt pistol

C   4th level psyker with laspistol

D   4th level psyker with plasma pistol

E   Non-psyker with bolter

F   Non-psyker with lasgun

G   Non-psyker with plasma gun

H   Non-psyker with heavy bolter

I   Non-psyker with lascannon

J   Non-psyker with heavy plasma gun

DEPLOYMENT

SPACE MARINES
The Space Marines enter play from the lift as detailed in the special rules below.

GENESTEALERS
The starting force is placed as one Blip per marked room. While the Genestealers get two reinforcement Blips they may use any entry points that remain open, but must use separate entry points.

The Space Marines move first.

SPECIAL RULES

Both players use psychic cards.

The Space Marine player may secure entry points. When two points are secure, Genestealer reinforcements are reduced to 1 Blip.

Deployment From the Lift
The Space Marines deploy from the lift over the first five turns as detailed below:

Turn 1 – Place 4 Space Marines on the lift section. They may exit the lift immediately.

Turn 2 – Place a further 4 Space Marines on the lift section, but they may not exit.

Turn 3 – These Space Marines may now exit the lift.

Turn 4 – Place any remaining Space Marines on the lift section, but they may not exit.

Turn 5 – The last Space Marines may exit the lift.

ENDING THE MISSION

The mission ends with either the securing of the fourth Genestealer entry point or the death of the last Space Marine.

If all the Space Marines died before the second entry point was sealed the campaign has failed.

If all the Space Marines are killed but two or three entry points have been sealed the job will be finished by other Squads but they will take casualties. Remove two Space Marines from the remaining roster, either both from one Squad or one each from two Squads.

If the Space Marines secure all the entry points the mission is a success.

4 – THE RACE

What remained of the force was now gathered in the lower levels. The steaming pipes and rattling pumps didn't quite cover the skittering of claws as the foe scouted round the outer edges of the Space Marine cordon.

Now the Space Marines would need to locate the main body of Genestealers. Captain Antoninus had learned that all levels of the warrens had numerous computers tapped into the life support systems. Interrogation of one of these computers would pinpoint the main body of the horde.
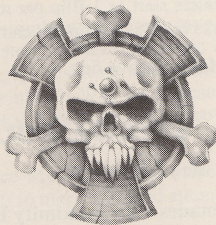
The Squads were split. While two Squads stayed to defend the toxin and others pushed forwards to scout access ways, two Squads went in search of a computer.

OBJECTIVES

The Space Marine player must find the computer terminal and get the needed information. The Genestealer player must stop this from happening.

FORCES

SPACE MARINES
The Space Marine player uses **any** two Squads from the remaining roster.

GENESTEALERS
The Genestealer player starts with 2 Blips and receives 2 Blips as reinforcements per turn. These are taken from the expanded Blip set, but not ambush counters. The lettered Blips represent the following Hybrids:

A	Unarmed 4th level psyker
B	4th level psyker with lasgun
C	4th level psyker with bolt pistol
D	4th level psyker with plasma gun
E	4th level psyker with lascannon
F	Non-psyker with laspistol and power sword
G	Non-psyker with plasma pistol
H	Non-psyker with missile launcher
I	Non-psyker with conversion beamer
J	Non-psyker with heavy bolter

DEPLOYMENT

SPACE MARINES
One Squad starts on each marked entry area.

GENESTEALERS
One Blip starts in each of the marked rooms. The reinforcement Blips may enter at either of the marked entry points.

The Space Marines move first.

SPECIAL RULES

Both players use psychic cards.

The Space Marine player may secure entry points. When both points are secure the Genestealer reinforcements stop.

Finding a Computer
Before the game starts, the Genestealer player places the computer counters (supplied later in this campaign) face down in the computer rooms. These rooms are marked with an 'X' on the map. Only one of the three computer counters is an active computer – the other two are damaged and beyond repair. As soon as a Marine stands in any square adjacent to the counter, he may turn it over and determine whether it's operative or not. The Marine player doesn't have to spend any AP's to turn the counter over.

Space Marines and the Computer
The Space Marines are trying to get information from the computer. To do this a Space Marine must spend an uninterrupted 10 APs at the control panel (any side of the computer counter). CPs may not be used. The Space Marine must not be attacked and must not use any APs or CPs for any other action or he will have to start over again.

Genestealers and the Computer
When a Space Marine finds the computer and starts to spend APs on information gathering the Genestealers will be alerted and will devote every effort in an attempt to destroy it. The roll to destroy the computer is the same as that to destroy a door.

ENDING THE MISSION

The mission ends when either the computer has been destroyed, or the Space Marines get the information needed.

If the Space Marines fail to spend even 6 APs on getting the information the campaign is failed.

If the Space Marines fail to get complete information but 6 or more APs have been spent in searching, further Squads can finish the job but will take casualties. Two Space Marines must be removed from the remaining roster, either both from one Squad or one each from two Squads.

If the information is found the mission is a success.

5 – PULL BACK

Information had been found which lead the Space Marines to believe that newly opened workings on the lowest level held the core of the Genestealers.

The Space Marines would not be able to push down further quickly enough to catch them. The core was already splitting up due to the threat of the approaching Space Marines.

The Space Marines needed to let them gather again for the nerve gas to be effective, but how could this be achieved? Maybe the foe could be fooled into thinking they had won!

Immediately the command went out to the outlying Squads... "PULL BACK!"

Immediately they started to retreat, but the Genestealers were very close. If the retreating Space Marines were not careful the retreat would become a rout.

OBJECTIVES

The Space Marine player is trying to retrieve as many Space Marines as possible by retreating across the board. The Genestealer player is trying to kill the Space Marines.

FORCES

SPACE MARINES

The Space Marine player has up to three Squads from the remaining roster up to a total of 12 Space Marines. Squads cannot be split. For example the Space Marine player could use a full fresh Squad plus a Squad of 3 and a Squad of 4. Two of these Space Marines are carrying plasma grenades with proximity fuses (see Special Rules).

GENESTEALERS

The Genestealer player starts with 5 Blips and receives 3 Blips as reinforcements per turn. These are taken from the expanded Blip set, but not ambush counters. The lettered Blips represent the following Hybrids:

A	Unarmed 4th level psyker
B	4th level psyker with bolt pistol
C	4th level psyker with bolt gun
D	4th level psyker with heavy bolter
E	4th level psyker with autocannon
F	Non-psyker with laspistol
G	Non-psyker with lasgun
H	Non-psyker with lascannon
I	Non-psyker with missile launcher
J	Non-psyker with conversion beamer

DEPLOYMENT

SPACE MARINES

If three Squads are being used simply place one Squad in each of the marked rooms, otherwise split the troops as required as long as there is more than one Space Marine in each room. The Space Marines can be placed on any facing.

GENESTEALERS

The Genestealers start as 1 Blip per marked room and the reinforcements enter as 1 Blip per entry point.

The Space Marines move first.

SPECIAL RULES

Both players use psychic cards.

Plasma Grenades with Proximity Fuses

Two of the Space Marine force are carrying newly developed plasma grenades. These grenades are armed with a special proximity fuse which automatically detonates the grenade. It costs 1 AP for a Space Marine to place a plasma grenade, and it is armed as soon as the Marine has moved 2 squares away from it.

The proximity fuse ensures that the next model or blip to enter an adjacent square triggers the grenade. The plasma grenade explodes with a burst of super-heated plasma, effecting the whole section, plus any square adjacent to the grenade. Roll for each model or blip as if attacked by a normal plasma grenade. The detonation is over in a flash, so plasma grenades do not block line of sight or movement.

Usually plasma grenades come in a unlimited supply, but in the case of grenades with proximity fuses, both Marines have only 5 each. Note which two Marines have the grenades and give them 5 counters each. When a grenade is dropped, place a counter in the square.

When it explodes the counter is discarded, so keeping a tally of the ammunition. If you wish to use these new plasma grenades in other games, it costs 1 AP's to equip a Marine with them. Note that plasma grenades with proximity fuses cannot be thrown.

ENDING THE MISSION

The mission ends when the Space Marines are all off the board, either dead or escaped.

The number of Space Marines that escape will probably have a direct bearing on the number of Space Marines available for Mission 6, so no other penalties are introduced for heavy losses. However, the Space Marine player should not be happy with less than four survivors.

6 – AIR GENERATOR

The ruse succeeded. The bulk of the Genestealer horde, believing themselves safe, had returned to the caverns.

With a few Space Marines still patrolling the area a final group was chosen to destroy the enemy.

An air generator supplying the new caverns had been traced. If two canisters of nerve gas could be introduced into the generator, the resulting spread into the caverns should despatch the main bulk of the Genestealers, leaving the planetary troops to hunt down and destroy the scattered survivors.

However, if Space Marines failed there wouldn't be enough of them left to make a second attempt. It was now or never!

OBJECTIVES

The Space Marine player is attempting to inject two canisters of nerve gas into the air generator (new counter) in the middle of the new room section. The Genestealer player must stop this from happening.

FORCES

SPACE MARINES

The Space Marine player has up to 14 Space Marines from the remaining roster. Two of these will start with the canisters.

GENESTEALERS

The Genestealer player starts with 4 Blips and receives 2 Blips as reinforcements per turn while two or more entry points are open. These are taken from the expanded Blip set, but are not ambush counters. The lettered Blips represent the following Hybrids:

A   Unarmed 4th level psyker

B   4th level psyker with bolt pistol

C   4th level psyker with lasgun

D   4th level psyker with autocannon

E   4th level psyker with missile launcher

F   Non-psyker with conversion beamer

G   Non-psyker with autocannon

H   Non-psyker with missile launcher

I   Non-psyker with conversion beamer

J   Non-psyker with heavy plasma gun

DEPLOYMENT

SPACE MARINES

The Space Marines may be spread as required over the three entry areas, but the two canisters must be in different areas.

GENESTEALERS

The starting force is placed as 1 Blip per marked room. The reinforcements enter play at different entry points while at least two entry points are open.

The Space Marines move first.

SPECIAL RULES

Both players use psychic cards.

Securing Entry Points

The Space Marine player may secure entry points. If three are secured the Genestealers are down to 1 Blip per turn. The reinforcements stop if all four entry points are secured.

The Air Generator

The Generator blocks LOS and movement. Neither side will purposely attack the generator. Section effect weapons, psychic powers which do damage and *Jinx* cannot be used on the room holding the generator.

Nerve Gas Canisters

Use the counters included in this article, or the ones from Space Hulk Campaigns to mark the position of the cannisters.

The canisters of nerve gas are heavy so the carrying Space Marine can only move 4 APs a turn. CPs cannot be used to move them further. A Space Marine carrying a canister cannot use any weapons, but the canister can be put down for 1 AP and then weapons may be used. Picking up the canister cost 2 APs.

If a Space Marine carrying a canister is attacked by a Genestealer in close combat, the Space Marine cannot defend himself and is automatically killed! If a Space Marine carrying a canister is killed, or puts the canister down, another Space Marine can pick up the canister. Picking the canister up costs 2 APs, and as soon as it has been picked up the carrying Space Marine may no longer use CPs to move. Space Marines armed with lightning claws cannot carry the canister. The canisters cannot be destroyed except by a Vortex.

Genestealers and the Canisters

A Hybrid Genestealer may pick up and carry a canister using the same rules as Space Marines. A Hybrid with line of sight to a canister can order a Purestrain Genestealer to carry a canister.

A Purestrain can use all 6 APs to move and can fight or defend itself. The canisters may not be taken off the board.

Using a Canister

Once a Space Marine carrying one of the canisters has reached the air generator it takes 4 APs to attach it to the generator inlet.

Both canisters should be attached to the generator, but this must be done one canister at a time.

ENDING THE MISSION

The mission ends when either the two canisters are connected up or all the Space Marines are killed. If the Space Marines are killed without either canister being connected to the generator they have failed and the Chapter will spend decades trying to atone for their failure – Genestealers win.

If the Space Marines only manage to connect one canister some Genestealers will survive and the Imperial Governor will file a report damaging the reputation of the Chapter – a draw. If the Space Marines connected both canisters of gas their names will go down on the Chapter Roll of Honour, any survivors will be treated as heroes – Space Marines win.

STAND ALONE MISSIONS

If you wish you could play a mission on its own. There are two things you need: a choice of Space Marines and some victory conditions.

There are three ways to decide which Space Marines to use:

a) For Missions 1-4 simply pick two random Squads from the roster, one with a Librarian and one without.

b) For missions 1-4 roll on the Squad Set-up Table on page 31 of Space Hulk Campaigns for two Squads. Roll on the Set-up Table 12 or 14 Space Marines for the other two missions.

ç) Use the bidding system from Deathwing for all missions.

The victory conditions for the six missions are:

MISSION 1

The Space Marines win if both entry points are secured.

The Genestealers win if neither entry point is secured.

The mission is drawn if only one entry point is secured.

MISSION 2

The Space Marines win if the power is switched on and the control panel defended for four turns.

The Genestealers win if the power is not even turned on.

The mission is drawn if the power is switched on but not defended for four turns.

MISSION 3

The Space Marines win if all four entry points are secured.

The Genestealers win if less than two entry points are secured.

The mission is drawn if two or three entry points are secured.

MISSION 4

The Space Marines win if the information is fully gathered.

The Genestealers win if the computer is destroyed or all the Space Marines die before the information is fully gathered.

The mission is drawn if 6 or more APs are spent gathering information before the computer is destroyed or all the Space Marines die.

MISSION 5

The Space Marines win if 5 or more Space Marines escape off the board.

The Genestealers win if two or less Space Marines escape.

The mission is drawn if three of four Space Marines survive.

MISSION 6

The Space Marines win if both canisters of nerve gas reach the air generator.

The Genestealers win if neither canister of nerve gas makes it to the generator.

The mission is drawn if only one canister of nerve gas makes it to the air generator.
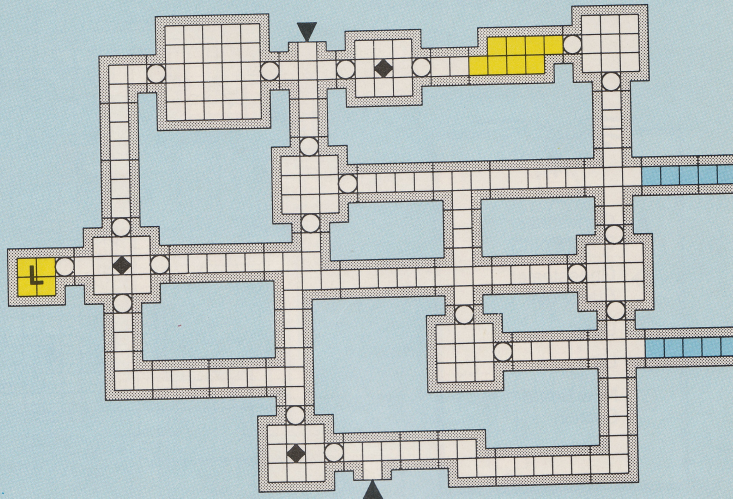
Psychic Combat

If you want to play these missions without using the psychic combat rules then simply use the Deathwing rules for Librarians and use all the Genestealer Hybrids as non-psykers.

MISSION 1: ENTRY POINT

Legend

- ◆ Genestealer Start Point
- ■ Space Marine Entry Area
- ▲ Genestealer Entry Point
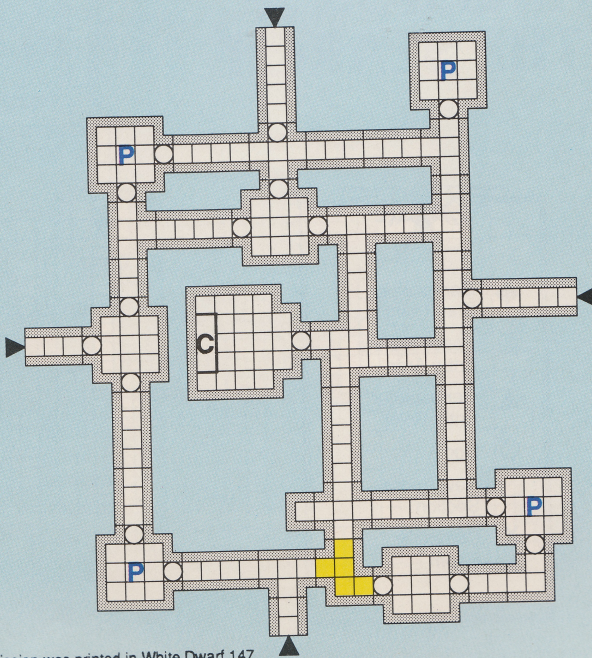- ○ Door
- ■ New Board Piece
- **L** Lift

Please note that one board section used in this mission was printed in White Dwarf 147.

MISSION 2: A NEED FOR POWER

Legend

- ▲ Genestealer Entry Point
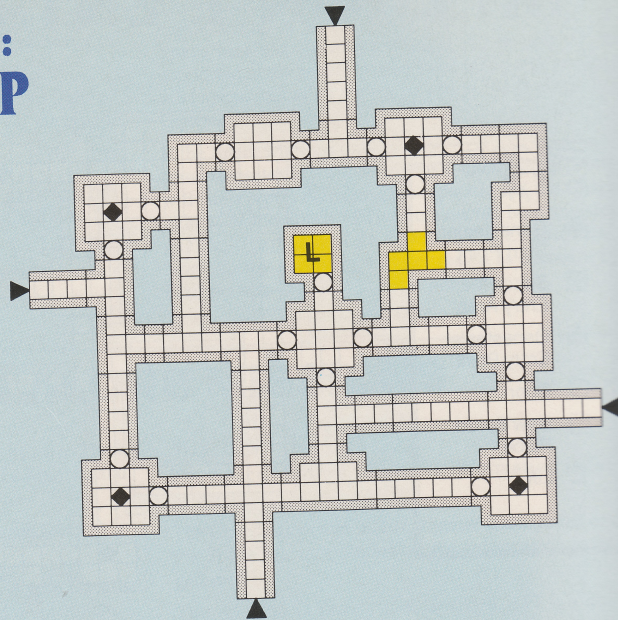- **P** Pitfall Marine Entry
- ○ Door
- ■ New Board Section
- **C** Computer Console

Please note that one board section used in this mission was printed in White Dwarf 147.

MISSION 3: DOWN DEEP

▲ Genestealer
　 Entry Point

◆ Genestealer
　 Start Point

○ Door

L Lift

■ New Board
　 Section

Please note that two board sections used in this mission were printed in White Dwarf 147.

MISSION 4: THE SEARCH

◆ Genestealer
　 Start Point

■ Space Marine
　 Entry Area

▲ Genestealer
　 Entry Point

○ Door

■ New Board
　 Section

X Computer
　 Room
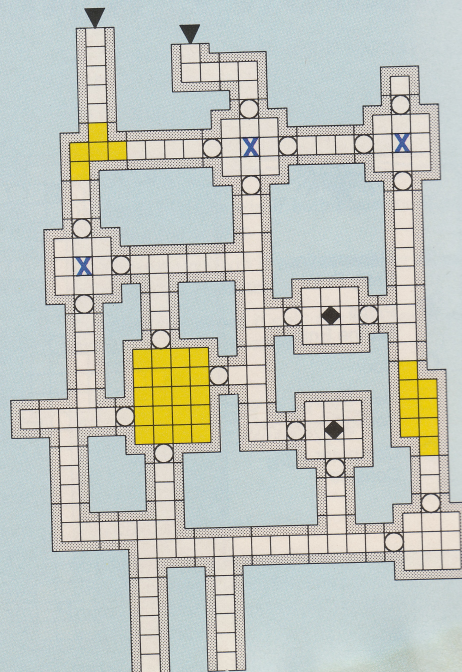
Please note that one board section used in this mission was printed in White Dwarf 147.

MISSION 5: PULL BACK
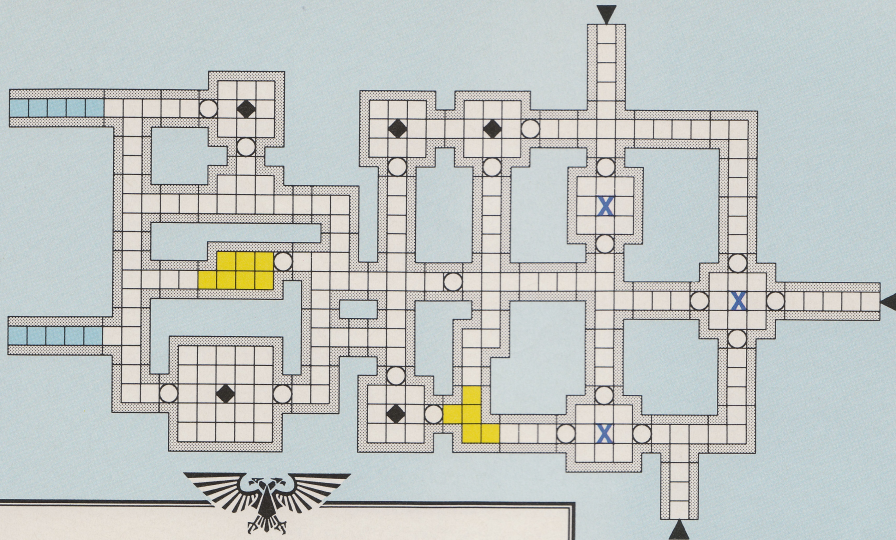
■ Space Marine Exit Point	**X**	Space Marine Start Area
▲ Genestealer Entry Point	○	Door
◆ Genestealer Start Point	■	New Board Section

Please note that three board sections used in this mission were printed in White Dwarf 147.

MISSION 6: AIR GENERATOR
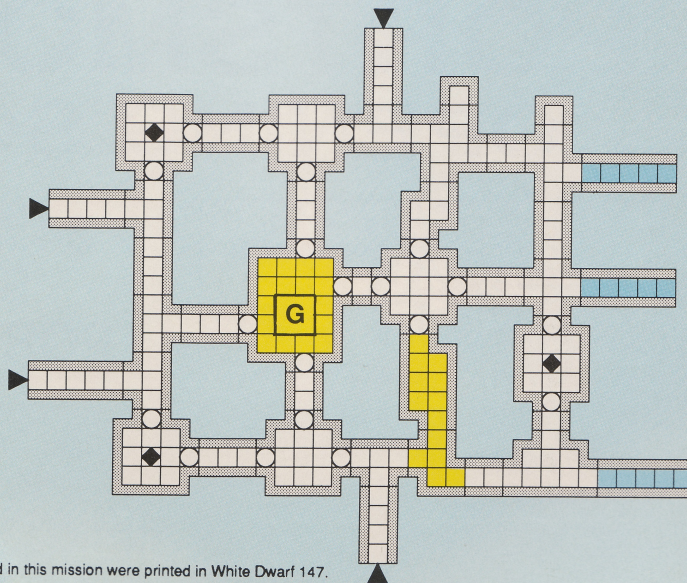
◆	Genestealer Start Point
▲	Genestealer Entry Point
■	Space Marine Entry Area
○	Door
G	Generator
■	New Board Section

Please note that three board sections used in this mission were printed in White Dwarf 147.

NEW BOARD SECTIONS

On the following pages are the new board sections, plasma grenade and computer terminal counters you'll need for this campaign. We've also included a Campaign Roster Sheet, which should be photocopied before cutting out the floor plans. All you need do with the floorplans is stick them onto a piece of card, let them dry and cut them out with a sharp modelling knife or a pair of scissors. Take special care when you trim around the board joints to ensure that they link togeather with your existing Space Hulk floorplans.
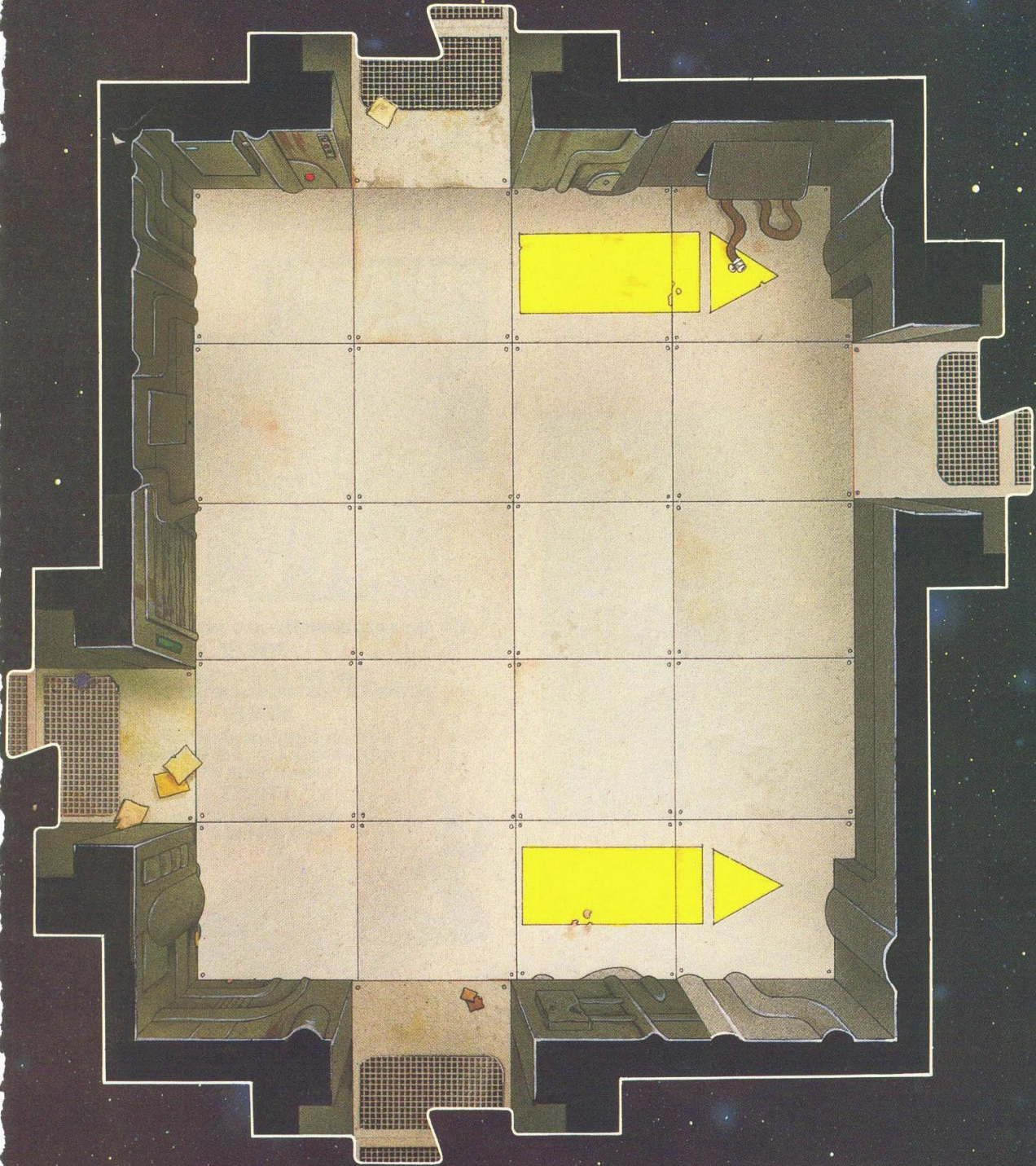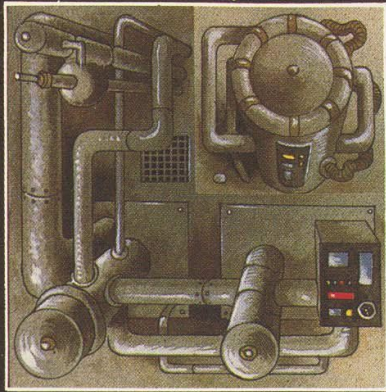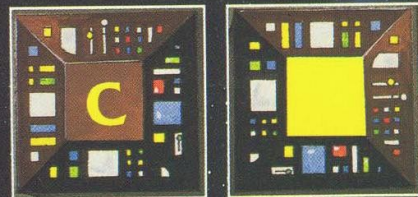
GENERATOR
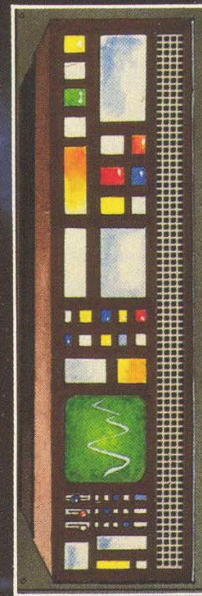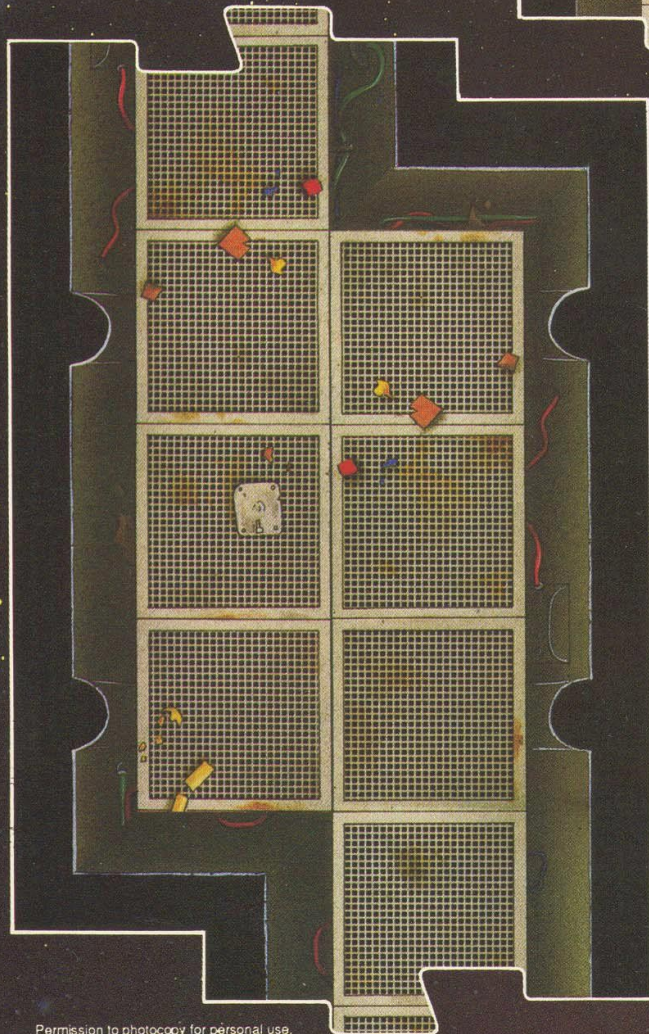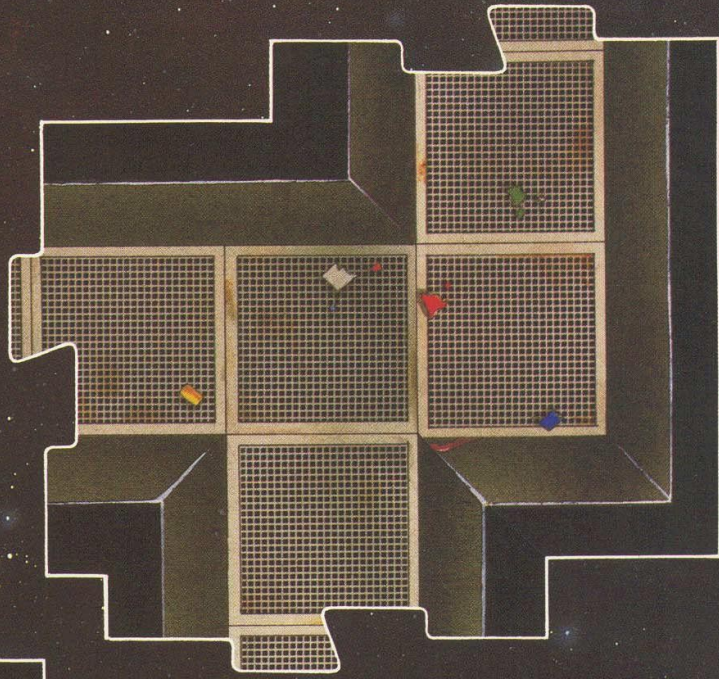
COMPUTER CONSOLE
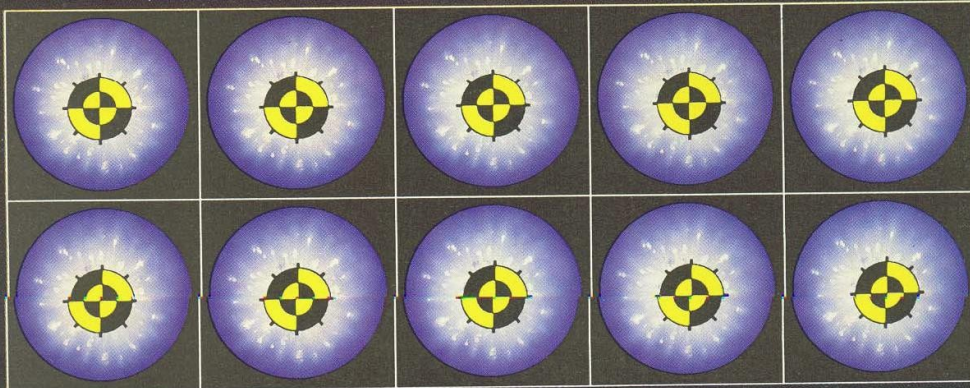
PLASMA GRENADES WITH PROXIMITY FUSES

NERVE GAS   NERVE GAS

COMPUTER TERMINALS

The functional and none functional computer terminals are all double sided. Stick all the counters marked 'A' to a piece of card. When they're dry, cut them out carefully with a sharp modelling knife or a pair of scissors. Then cut out all of the counters marked 'B' and glue them onto the reverse side.
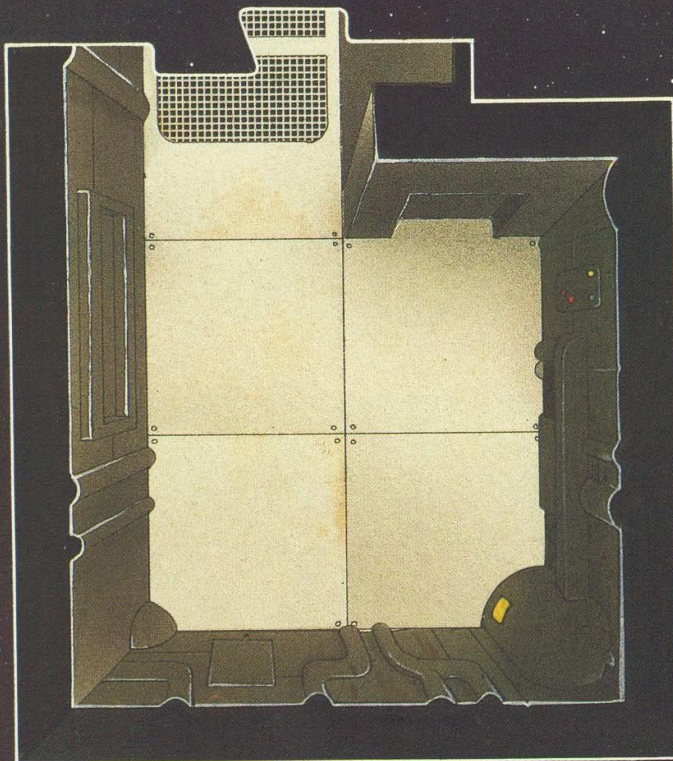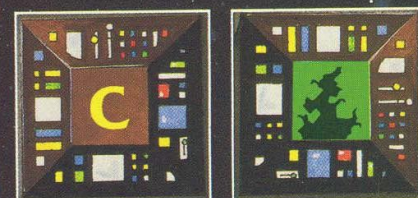

COMPUTER TERMINALS

A   Functional B

A   None Functional B

A   None Functional B