SPACE·HULK

MISSIONS

HOW TO PLAY THE MISSIONS

The Missions may be played in any order; however, as they are listed in roughly the order of difficulty, it is suggested that new players - especially new Marine players - tackle the early mission before going on to the later ones.

HOW THE MISSIONS WORK

Each Mission contains the following sections:

Map

The map shows you how to set up the board and where to place door counters prior to play (all doors begin the game closed). In addition, it displays the Space Marines' deployment area, the Genestealers' entry areas, and any other special rooms or corridors.

Objectives

What each side is trying to accomplish.

Forces

What forces each side has at its disposal at the start of the game, and what reinforcements it has available.

Space Marines:
For the Marines, this typically means one or two Squads.

A Marine Squad comes in two variants:
- One Sergeant armed with a storm bolter and power sword, one Marine armed with a heavy flamer, and three Marines armed with storm bolters.
- One Sergeant armed with a thunder hammer and storm shield, one Marine armed with an assault cannon, one Marine armed with a storm bolter and chain fist, and two Marines armed with storm bolters.

In some missions a Marine armed with lightning claws and/or a Librarian armed with a storm bolter and force axe may be part of the Marine force.

Genestealers:
The Genestealer player usually begins the game with one or more Blips lurking off-board, and he receives an additional number of Blips each turn as reinforcements - usually one or two per turn.

In these Missions, the Genestealers have unlimited reinforcements - as long as the game lasts, the Genestealer player will get the stated number of additional Blip counters at the beginning of his turn.

If all of the Blips have been drawn from the box top, take all of the converted or destroyed Blips (which are probably scattered about the table), shuffle them together, place them back into the box top, and begin drawing them again.

Deployment

This section describes how both sides deploy models.

Marines:
Marine Squads typically deploy on one or two specific five-square-long corridor sections, or dispersed about the board as the Marine player wishes. Unless stated otherwise in the Mission, the Marine player may place his models in any order, facing in any direction he chooses.

Genestealers:
The Genestealers enter play as Blips at any of the *Genestealer Entry Areas* shown on the map diagram.

Special Rules

This describes any special rules for the Mission.

Victory

What each side needs to do to win.

MATCH PLAY

Because most games take an hour and a half or less to complete, **Space Hulk** is admirably suited for match play. We suggest that each time you try a Mission, you and your opponent play it twice - once each side. Keep track of how many turns the game takes and how many casualties occurred for both sides on a piece of scrap paper.

If one player wins both games, he gets an outright victory. If you split the games, which means that either the Genestealers or Marines won both games, the player who caused the most casualties, or who succeeded in fulfilling objectives in the shortest amount of time (depending upon the scenario's victory conditions), is the winner.

PERSONNEL EXCHANGES

At the start of a mission you may:

- freely exchange one Marine armed with storm bolter for the marine armed with lightning claws.
- freely exchange one Sergeant and one Marine armed with storm bolter for the Librarian.
- choose to be able to reload the Heavy Flamer. However, in this case the concerned squad starts the mission with one less Marine armed with storm bolter.

AVAILABLE MISSIONS

Following are Campaigns pitting Space Marines against the Genestealers.

SIN OF DAMNATION

The chance sighting of a hulk, apparently inert, and drifting through real space, was the first since a disastrous Blood Angel engagement over six hundred years ago. The hulk was spotted by the warpship *Windrush* who was exploring the edge of the Segmentum Obscura. Its captain approached the hulk but, fortunately for the Imperium, decided against a boarding action. Instead, he returned to human space, and notified Battlefleet Obscura.

From the *Windrush's* data, the vessel was conclusively identified as a Genestealer-infested space hulk and code-named *Sin of Damnation*. Like its predecessor, the vessel was still dormant, relying on its near invisibility to escape detection. Like all hulks, the *Sin of Damnation* was a unique combination of technologies. The ship's origins could span galaxies and hundreds of millennia. Intact, it could yield enormous value to the Imperium.

Three Gothic class battlecruisers were despatched to investigate - the *Intolerance*, the *Indestructability* and the *Righteous Power*. As the ships travelled towards the hulk an astropathic request for help was broadcast, which was promptly answered by the Blood Angels. Their First Company was on its way back to Baal, and could easily make a diversion.

The Blood Angels arrived a few hours after the Imperial ships, and the commanders immediately held a conference on the flagship, *Intolerance*. It was decided to attempt a boarding action, and, if this failed, the hulk would be fusion bombed down to a fine powder by the three Imperial battlecruisers.

The first stage of the operation was a thorough scan. To avoid alerting the dormant Genestealers, this had to rely on less effective, passive sensors. As such a scan could only pick up details of the vessel's peripheral areas, an autonomous Cyber-Altered Task (recon) Unit (C.A.T.) was teleported to the outer decks. The unit would move down into the vessel's inner levels and would analyse the hulk's computer systems. Once the data were gathered, the C.A.T. was programmed to return to the outer decks for retrieval.

The passive scan showed the hulk to be every bit as vast as the one attacked six hundred years earlier. Inside was a seemingly random distribution of rooms and corridors, linking clusters of motors, cryogenic chambers, life support systems and maintenance functions.

It was estimated that the ship contained in excess of 42.000 dormant Genestealers. Even the entire Chapter of the Blood Angels could not hope to destroy even a fraction of this force. The Marines' only hope lay in the fact that the bulk of the aliens seemed to take some time to come out of hibernation.

A first wave of one hundred Marines was launched. Their objective was either to disable the cryogenics, or to introduce lethal toxins into the chambers, killing the Genestealers as they were re-activated. Only when this was achieved would the remainder of the Chapter be sent on board...

MISSION ONE: SUICIDE MISSION

Mere seconds before the Chapter's vanguard crashed aboard the vessel, the first wide spectra scans were made. The ship was bombarded with a flash of radiation, giving the first detailed views of its inner layout. The initial analysis located a number of escape-pod clusters, dotted around the vessel's outer levels.

In an earlier engagement, large numbers of Genestealers had attempted to escape into space. To avoid this danger, the attendant Battlecruisers were equipped for a light pattern bombing of the surrounding space, should any vessel appear to be escaping. This would have little impact on the Hulk but would hamper the Marines' command structure.

The largest escape cluster was situated well beyond the defensive perimeter, in the centre of several larger, cryogenic clusters. Any squad moving into the area was unlikely to re-appear, but nonetheless an attack was launched.

Objectives

The Marine player is attempting to deliver a flamer hit on the Launch Control Room. The Genestealer player is attempting to keep the Marine player from doing this.

Forces

Marines: The Marine player has one squad. It consists of a Sergeant armed with a storm bolter and power sword, one Marine armed with a heavy flamer, and three Marines armed with storm bolters.

Genestealers: The Genestealer player begins the game with two Blips counters in the entry areas of his choice. The Genestealer player receives one reinforcement Blip per turn.

Deployment

Marines: The Squad deploys on the shaded corridor shown on the map.

Genestealers: The Genestealer player may place his starting force and subsequent reinforcements at the entry areas shown on the map.

Victory

Marines: The Marine player wins by scoring a flamer hit at any square in the Launch Control Room. The moment he scores the hit, he wins and the game ends.

Genestealers: The Genestealer player wins the moment he kills the Flamer Marine, or if the heavy flamer runs out of ammunition before firing into the Launch Control Room.

LEGEND:
- ○ DOOR
- ⊠ MARINES DEPLOY
- ▲ STEALER ENTRY AREA
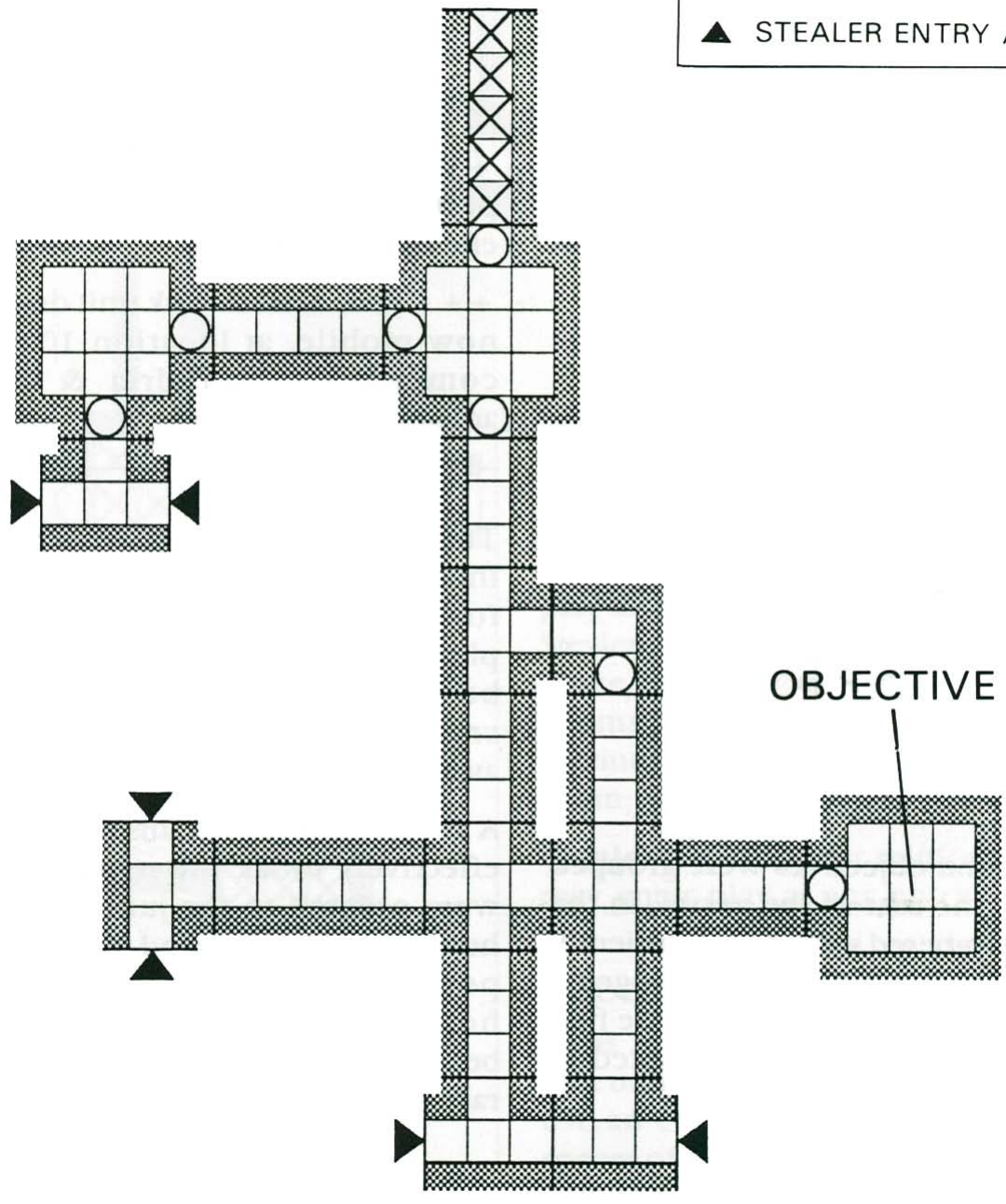
OBJECTIVE

MISSION TWO: EXTERMINATE

Provided the first wave succeeded, the objectives of the projected second stage were: to completely seal all escape routes, neutralise the ships realspace motors, and seize control of its control rooms. Once these objectives were achieved the Marines would move out to take control of the rest of the vessel.

Most of the objectives were grouped towards the rear of the vessel, in the lower numbered sectors, conveniently away from the bulk of the cryogenic clusters. The largest group in the first wave landed here, and attempted to establish a beachhead.

The ship's layout was, by now, thoroughly analysed. The likely routes for an alien advance had all been plotted. The first enemy attacks would be delivered from the closest cryogenic cluster, a mere kilometre away from the landing area.

A key junction along this route would effectively block the route. Marines were ordered to the junction, three hundred metres beyond the projected perimeter defences. Here, it was hoped, they could cover the beachhead area by slowing down the rate of enemy reinforcement.

Whatever their vessel's command structure, the aliens had the intelligence to devote their full attention to the dormant Genestealers in the closest cryogenic cluster. These emerged in a surprisingly short time, and streamed down the predicted pathway. The advancing Marines reached the junction and spread out to check the nearby rooms for unspotted aliens. The sweep was finished with only seconds to spare. By the time the Marines reported the area secure, several hundred Genestealers were converging on their position.

The Marines were outnumbered by over sixty to one. Even before they closed into combat it was obvious that it was only a matter of minutes before they were wiped out. Despite the overwhelming odds, they fought with courage and valour. *Any* Genestealer casualties won time to construct the defensive perimeter. This would be extremely precious to the main force at the beachhead.

Objectives
The Marine Squad is clearly doomed. It is only a matter of time before it is destroyed by the numberless forces of the rampaging Genestealers. To a man, the Marines have one overriding desire: to take out as many Genestealers as they can before they go down. The Genestealers merely wish to destroy the Marines with minimal casualties.

Forces
Marines: The Marine player has one squad. It consists of a Sergeant armed with thunder hammer and storm shield, one Marine armed with an assault cannon, one Marine armed with storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player has no starting forces, but receives two reinforcement Blips per turn.

Deployment
Marines: The Marine Squad begins play dispersed. In turn, the Marine and Genestealer players place one Marine in any space, with any facing, in any of the rooms shown on the map. No two Marines may begin play in the same room; the Marine player places first.

Genestealers: The Genestealer reinforcements may enter play at any entry area.

Special Rules
Blips and Genestealers are not allowed to lurk off-board, nor are they allowed to use an entry area that is within six spaces of a Marine. If, at the end of the Genestealer player's turn, any Genestealers or Blips are lurking off-board, they are automatically lost (though the Marine doesn't count them towards victory; see below). In the unlikely event that the Marines manage to block all entry areas, the Genestealers lose immediately.

The Marine player needs a pen and paper to record the number of Genestealers he kills. The easiest way to do this is to place all casualties in the box tray as they occur, total up the number at the end of the Genestealer player's turn, and then return the models to the Genestealer player. Note that Flamed Blips count as however many Genestealers they represent, but the Marine player *does not* count Genestealer models lost because Blips converted in places where they could not deploy into their full number of models.

Victory
The Marine player wins if he kills 30 Genestealers before his Squad is destroyed; otherwise, the Genestealer player wins.

○ DOOR
⊠ MARINES DEPLOY
▲ STEALER ENTRY AREA

9
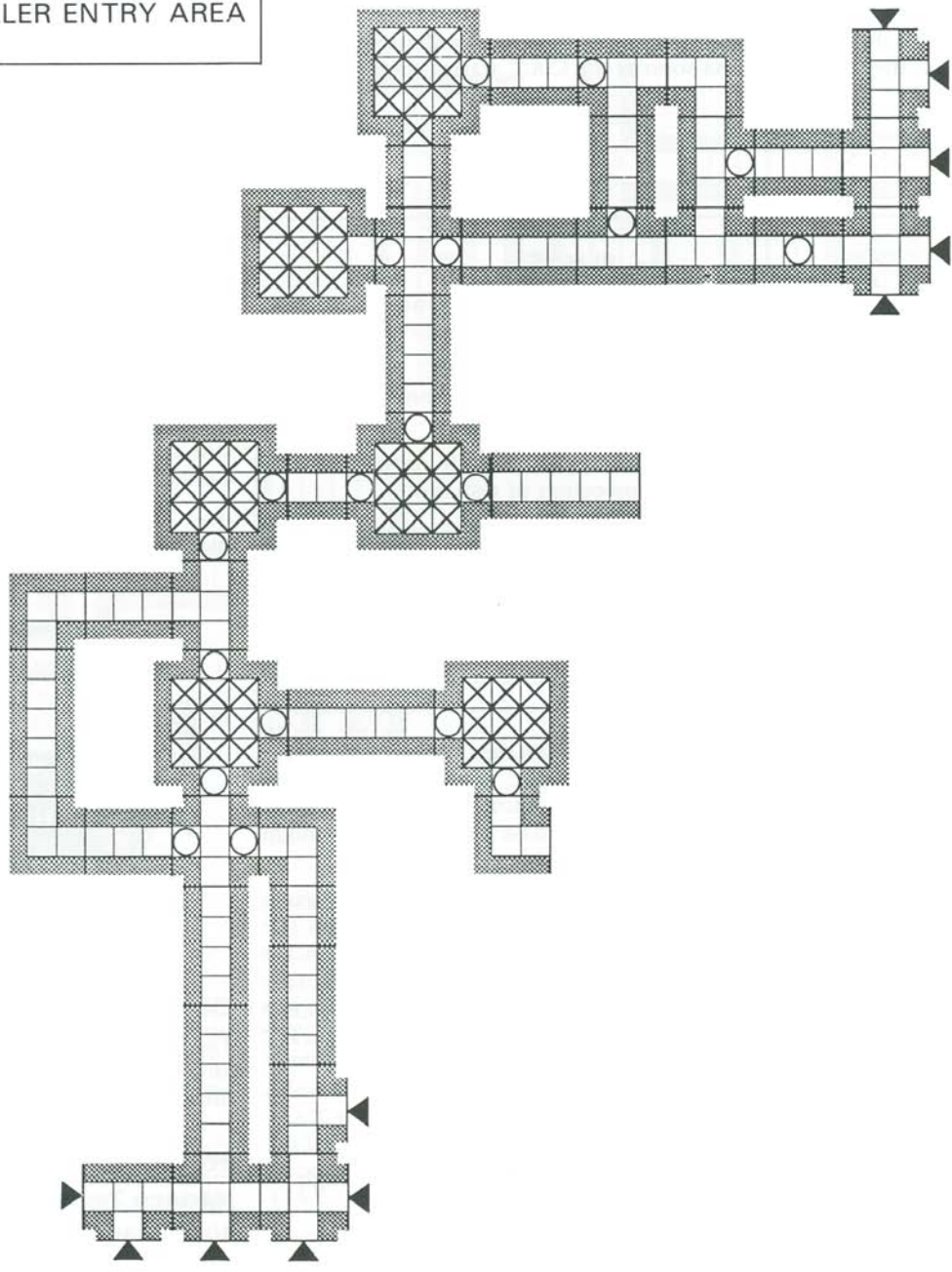
MISSION THREE: RESCUE

As the Marines moved into position, the Cyber-Altered Task (C.A.T.) unit had effortlessly invaded the Hulk's arcane command systems, in the vulnerable period while they were being powered up. Within seconds of impact it had amassed all the data it required on the Hulk's cryogenic systems, both their layout and their security

The C.A.T. stored this information, disengaged from the computer net and, as programmed, began carefully working its way towards the outer decks. As soon as the C.A.T. started moving, it was located by the continuing wide spectra analysis.

Two whole companies were despatched to retrieve the unit. They advanced from the perimeter, behind the cover of the embattled outer squads, and away from the growing Genestealer concentration. They made very good   progress. The companies encountered very light resistance and capably obliterated it without casualties.

When they were within two sectors of the C.A.T., the first major resistance was encountered. A large concentration   of enemies was advancing against the flank of the Marines' line of advance. One squad, moving faster because it was alone, was ordered to fetch the C.A.T. The remainder of the force turned to form a defensive position, and wipe out the approaching Genestealers.

Contact with the C.A.T. was made with relative ease, but the Genestealers closing around the two computers' defensive base looked like they might leave the squad cut off.

When more Genestealers appeared to attack the isolated squad it seemed the Genestealers had realised the C.A.T's significance, and were merely containing the larger force. This was the Marines' first serious setback. The whole invasion seemed in the balance.

One squad was ordered to break out and reinforce the returning squad. As the two squads moved towards each other, the surrounding aliens launched their attack. If the C.A.T. was lost, Captain Raphael would have no choice but to order the nuclear bombardment.

Objectives
The Marines must retrieve the C.A.T. and bring it safely back to the drop ship.

Forces
Marines: The Marine player has two full squads.
Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
Squad 2 consists of a Sergeant armed with thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with a storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: No forces at the start of play, but three Blips per turn as reinforcements.

Deployment
Marines: One Squad begins in either or both of the shaded corridor sections labelled 'A' ; the other begins in either or both of the shaded corridor sections labelled 'B'. One of the Marines in corridor section 'A' is carrying the C.A.T. (see below).

Genestealers: The Genestealer reinforcements may be brought in at any of the Genestealer entry areas.

Special Rules

The C.A.T.

The C.A.T. Counter: Place the C.A.T. counter in the space with the Marine who is carrying it. The C.A.T. counter is assumed to take up no space in the square: a square with the C.A.T. in it may be moved into or through as normal. In addition, the C.A.T. does not block LOS. If a door is closed on a square containing the C.A.T. by itself, roll a dice to see which adjacent square the C.A.T. goes to.

Carrying the C.A.T.: A Marine may carry the C.A.T. with no penalty to movement, fire, or close assault.

Picking up the C.A.T.: A Marine entering a square with the C.A.T. can pick it up for 1 AP. A Marine may choose to drop the C.A.T. in a square as it moves, leaving the C.A.T. behind as he moves on. A Marine will automatically drop the C.A.T. when he is killed.

Genestealers are allowed to enter the square with the C.A.T. but cannot pick it up or move with it. This means that a Genestealer that enters the square with the C.A.T. must leave it behind if it moves on.

Moving the C.A.T. on its Own: When the C.A.T. is not being carried by a Marine during an End Phase, roll a dice: on a 1-3 the Genestealer player moves the C.A.T. ; on a 4-6, the Marine player moves it. The C.A.T. moves up to three spaces; it pays nothing to turn. The C.A T. may move into or through occupied spaces; it may not, however, move into a space with a closed door or into a burning corridor section.

Victory
The Marine player wins if he gets the C.A.T. off the map through one of the exit points shown on the map. Otherwise, the Genestealer player wins.
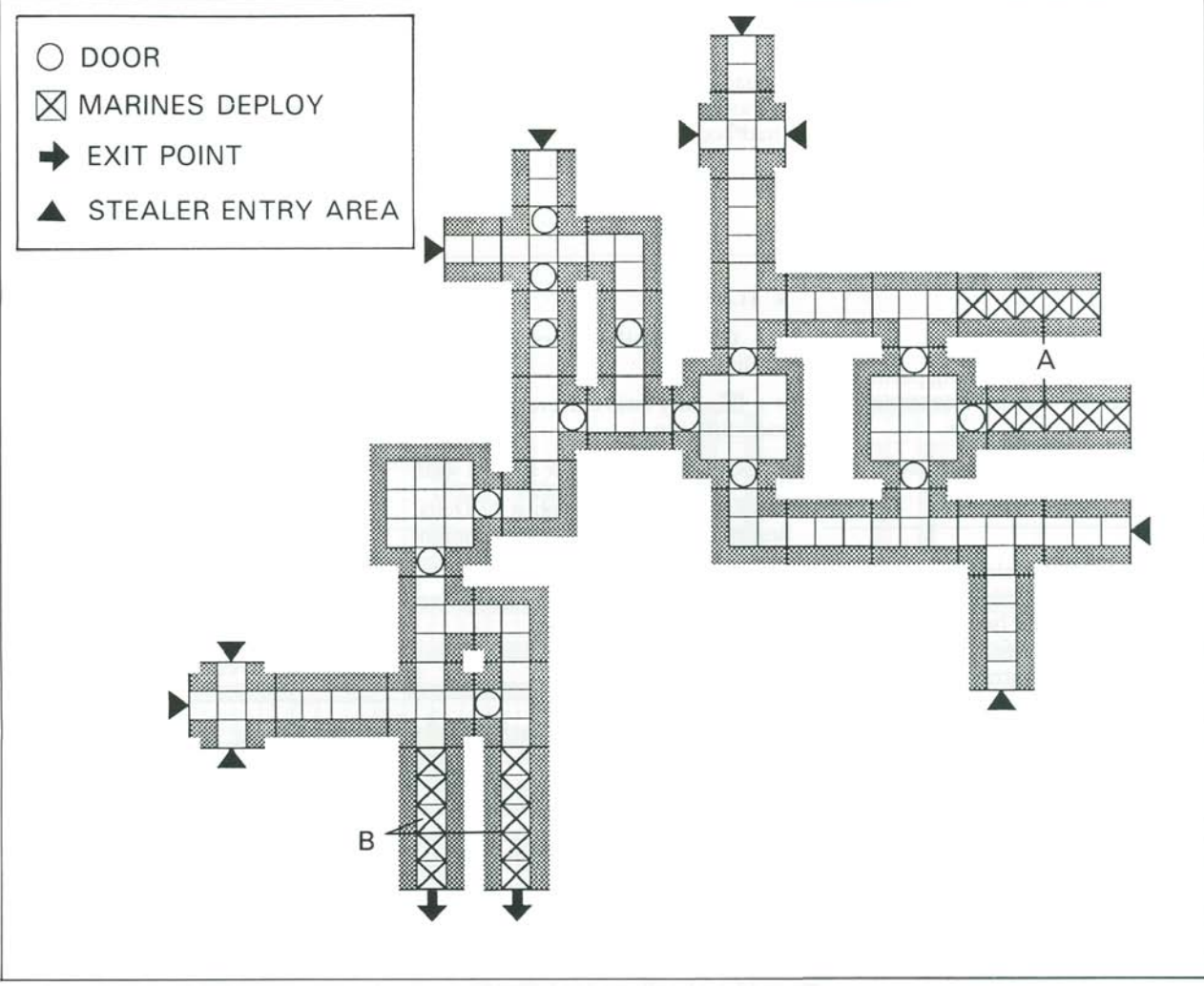
MISSION FOUR: CLEANSE AND BURN

With the arrival of Tech Marine support squads, several key points along the beachhead perimeter were reinforced, and the Marine squads provided with vast stockpiles of ammunition. Marines with Assault Cannon covered all the important junctions. Each squad had access to its own vast ammunition stockpile.

When the Genestealers launched the attack on the Marine defence perimeter, all hell broke loose. The fighting was intense, vicious, brutal and bloody. The warriors of both sides fought with fanatical zeal, and total disregard for their own lives. After the engagement, it was estimated that well over a thousand Genestealers were involved in the attack. Even with constant re-supply by their Tech Marines, the Marines suffered massive problems with ammunition shortages and weapons failures. All their reserves were committed, including the Tech Marines. In the event, the attack was repulsed, but only just. The Marines suffered over 50% casualties.

As the Genestealer attack finally subsided, the overstretched command back-up noticed something strange. A group of Tech Marines, showing almost zero life signs, seemed to be moving, away from the perimeter. The Marines were alive, although only just. Although Captain Raphael had very little time and, as few as thirty Marines left, he knew that the Chapter's Gene Seed could not be allowed to fall into enemy hands. He also realised the possible diversionary value of their operation.

Captain Raphael re-organised his remaining forces into six full squads. Four of these were assigned to the cryogenic attack, while two were despatched to deal with the wounded Marines.

These two squads had neither the time nor the numbers to attempt to rescue the Tech Marines. Even if they had, the beachhead perimeter was being abandoned, there was nowhere safe to guard the wounded. Captain Raphael decided that the Tech Marines would have to be sacrificed. The two squads were ordered to locate them, and quickly put them out of their misery.

Objectives

The Tech Marine captives are being held in two rooms, those labelled 'Gene Banks' on the map. To kill the captives and protect the Chapter's gene seed, the Marines must 'cleanse' each room by hitting it with a flamer shot or by firing two shots from the assault cannon into the room. The assault cannon may target an empty square in order to achieve this objective.

Forces

Marines: The Marine player has two full squads.

One consists of a Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.

The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: No forces at the start of the game. The Genestealers receive two Blips per turn as reinforcements.

Deployment

Marines: Each of the Squads must deploy on one of the two shaded corridors shown on the Map.

Genestealers: Reinforcements may be brought in at any of the entry areas shown on the map.

Special Rules

When one of the target rooms takes a Flamer hit or two assault gun hits, it has been cleansed. To show this, put a Flamer marker face-down on the room during the End Phase. The face-down marker has no effect on play: it just serves as a reminder that the room has been purged.

Victory

The Marine player wins by cleansing both Gene Banks. The Genestealer player wins if the Marine carrying the heavy flamer and the Marine carrying the assault cannon are killed or run out of ammunition before achieving their objective.

Legend:
○ DOOR
⊠ MARINES DEPLOY
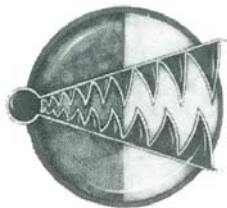▲ STEALER ENTRY AREA

GENE BANK

GENE BANK
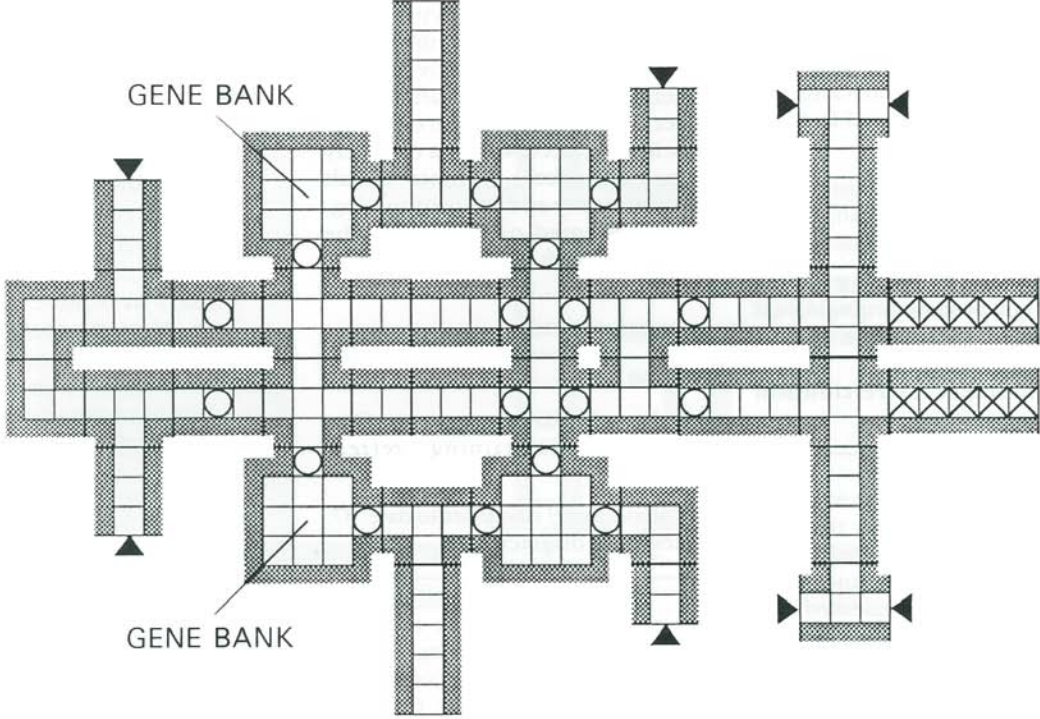
MISSION FIVE: DECOY

The ducting cluster identified by the C.A.T. was in a room more than four sectors away from the Marine's beachhead. The first wave was left with almost no reserves. Although the struggle along the perimeter was a pageant of acts of courage, valour, strength, efficiency and heroic slaughter, the forces thrown against it required the Marines to commit their entire reserve. Although this vast wave attack had been stemmed, and the invaders wiped out, the Marines were forced to abandon the perimeter, form an outward facing circle, and advance through extremely light opposition towards the target area.

As they moved it became obvious that a second wave, much larger than the first, was beginning to emerge from its cryogenic slumber. Surveillance from the command module assessed this second force as having a strength of 4.000, while the remaining 30.000 or more Genestealers were commencing their recovery cycles.

By the time they were within two sectors of the target room, the Marine phalanx was down to slightly less than 22 Marines. The area around the target room was, apparently by coincidence, occupied by a relatively strong enemy force. A frontal assault would be costly and time consuming. Victory seemed once more to be slipping through the Marines' grasp.

The order was issued to sacrifice almost half of the remaining Marines for a decoy action. If they could draw enough of the enemy away, the room could easily be taken. If they could keep going long enough they would buy precious seconds for the cryogenic attack.

Forces

Marines: The Marine player has two squads.
One consists of a Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player begins play with three Blips. He receives two reinforcements per turn.

Deployment

Marines: The Marine player deploys one full Squad on each of the shaded corridor sections shown on the map.

Genestealers: The Genestealer player's starting forces and reinforcements may arrive at any of the entry areas he chooses.

Special Rules

A Marine pays 1 AP to move off the map at the exit point. Once exited, a Marine is out of play. He cannot re-enter the map.

Victory

The Marine player wins by moving a total of five Marines off of the map through the exit point shown on the map.

Objectives

The Marines are attempting to reach a nearby cryogenics cluster just to the south of the sectors shown on the map, both to destroy the several thousand Genestealers interned within before they can activate, and to draw off Genestealers from the real target of the assault.

Legend:
- ○ DOOR
- ⊠ MARINES DEPLOY
- ➡ EXIT POINT
- ▲ STEALER ENTRY AREA
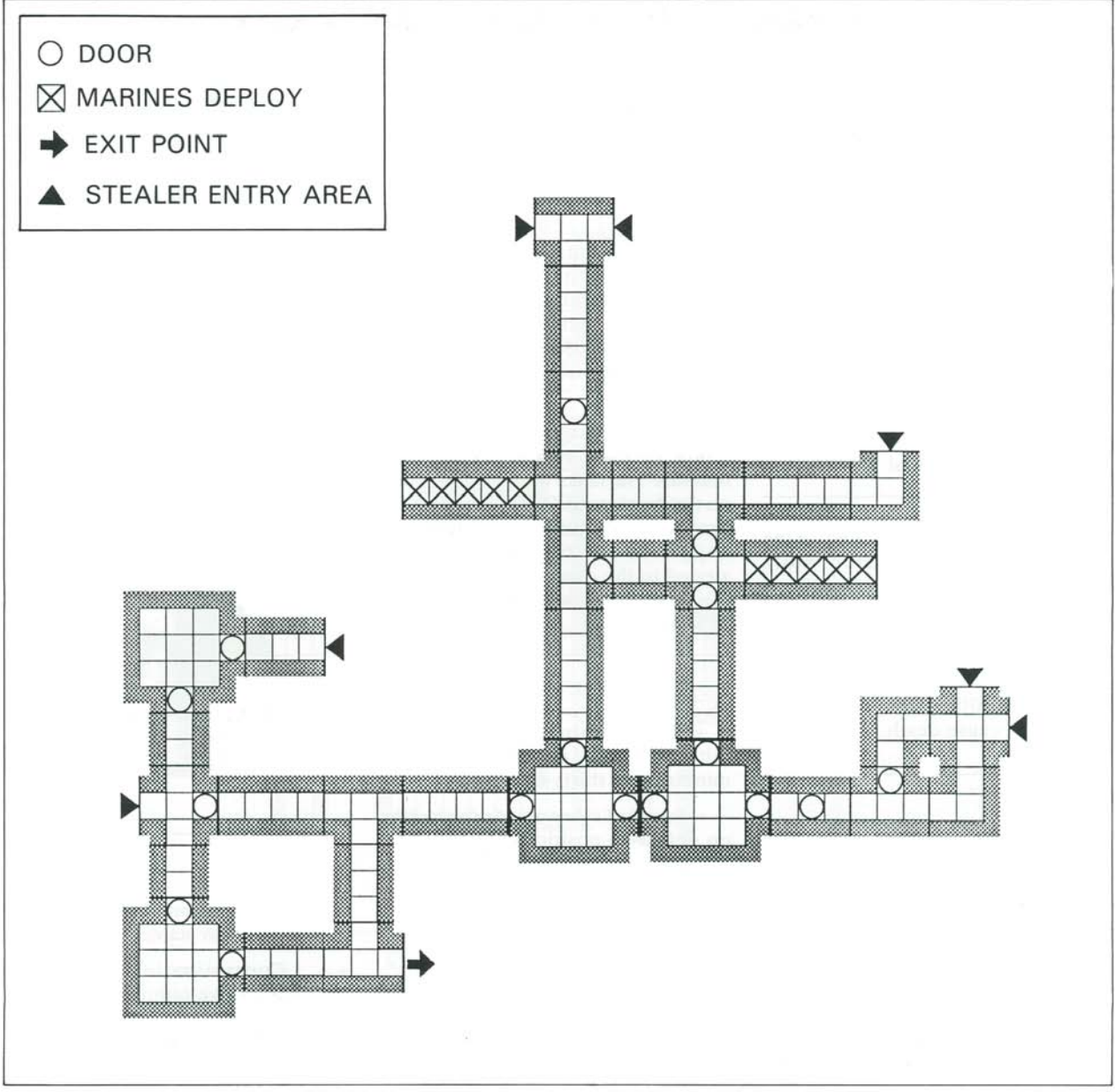
MISSION SIX: DEFEND

Once the Genestealers had been drawn off, the last two squads were able to move into position in the target room. From detailed evaluation of the data from the task unit, it was decided to attempt the toxin attack, rather than trying to power down the cryogenics.

The toxin used, had been tested on the pure Genestealers captured while escaping, after the earlier Blood Angels' engagement. The poison was utterly lethal to humans in even almost undetectable doses. When tested on Genestealers it was found that a dose more than 100 times higher was required to cause death.

From experiments on the captives, it was observed that the dosage was critical. If the full dose was not not achieved, the toxin appeared to have no impact on the Genestealer. When the full dose was administered, the alien died instantly.

Because of the large dose required, the contamination would take several minutes. The tanks were placed in line on the ducting, and the contamination process was begun. Immediately this happened the Genestealers were alerted to the danger. All their active forces began moving towards room 123-Alpha-6.

Both sides were aware of what was about to happen. If the Marines could keep the aliens at bay long enough, the vast bulk of the re-awakening Genestealers would be wiped out before they even left their cryogenic chambers. If one single Genestealer could make it to the ducts it would be disaster. The ducts were thin and fragile. A single rent would dissipate the toxin, saving the dormant Genestealers.

As the last two squads moved to form a defensive cordon, they picked up readings of the Genestealers massing against them. As the last Marine moved into position, there was complete silence across the com-net. The final act of the first wave had begun.

Objectives

The Marines must defend the duct room until all of the toxins have been released into the cryogenic atmosphere circulation system. If they keep the Genestealers from destroying the fragile ducting, before the toxins have been released, all of the hibernating Genestealers will be destroyed as they awaken. Then all that will be left is the mopping-up of the several thousand already active Genestealers.

Forces

Marines: The Marine player has two squads.

Squad 1 consists of a Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, and two Marines armed with storm bolters.

Squad 2 consists of a Sergeant armed with a thunder hammer and storm shield. a Marine armed with an assault cannon, one Marine armed with storm bolter and chain fist, one Marine armed with storm bolter and a Marine with lightning claws.

Genestealers: Two Blips. Each turn two Blips arrive as reinforcements.

Deployment

Marines: The Marine player is allowed to set up his men anywhere on the map.

Genestealers: The Genestealer player may bring on his Blips at any of the entry areas.

Special Rules

Duration: The game ends at the end of the turn that the stack of Blips runs out for the second time.

Weapon Limitations: Because of the danger of breaching the ducts, the flamer or assault cannon may not be fired into or out of the Control Room or the adjacent corridor. If one is fired, the game ends immediately as a Genestealer victory.

Victory

To win, a Genestealer must enter the Control Room and attack the northern wall (the one the furthest from the door) in close assault combat (as if it were a door). If the Genestealer rolls a 6, it has breached the ducts, and the Genestealers win. If the Marines keep this from happening until the stack of Blips runs out for the second time, they win.

CONTROL ROOM
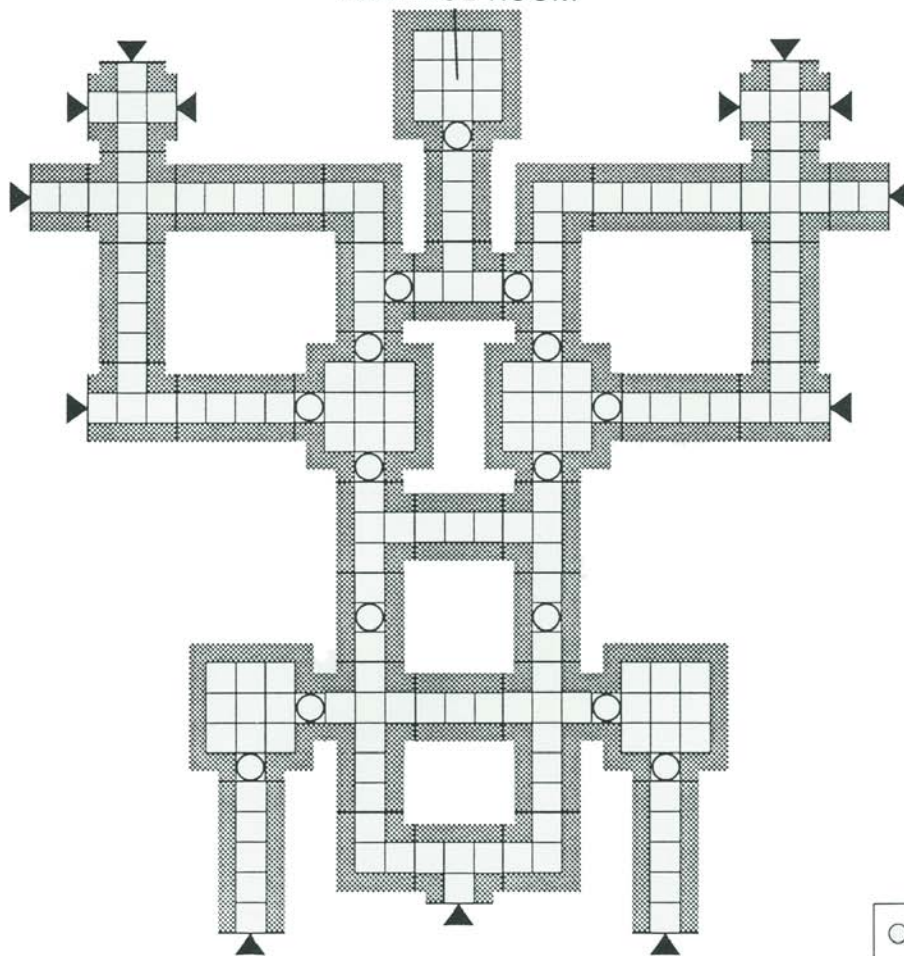
○	DOOR
▲	STEALER ENTRY AREA

DEATHWING

The commanding officer of Deathwing, the newly-renamed Marine company of the Dark Angels, inspected the squad in the boarding torpedo with reserved pride.

A small battered transport ship, codenamed *The Spore*, had dropped out of warp space less than a week ago and recently had drifted into the fringes of space the Chapter's ship was patrolling.

A preliminary reconnaissance team had returned over two hours ago. The news they brought back was horrible, but not unexpected: the ship was overrun with Genestealers.

The Marines' primary assault wave met with heavy opposition, but eventually a bridgehead was established. The secondary wave landed and, without sustaining serious casualties, advanced through the bridgehead to form a perimeter of defence.

Intelligence began pouring in. The first Cyber-Altered Task (C.A.T.) units, sent back information confirming the commanding officer's fears - total decontamination of the ship would be nearly impossible. All available data suggested that the total annihilation of the ship was the most prudent course of action.

The commander realised, however, that if the Marines could obtain a copy of the ship's log, the Inquisition would be able to retrace the course of the ship and investigate all planets along that route as possible sites of contamination. Intelligence reports suggested that the likelihood of such a log existing on board the ship was extremely high.

He made the decision without hesitation. He could not allow the Genestealer plague that had nearly destroyed his own home planet to inflict itself upon the rest of the Empire.

He glared levelly at the Marines arranged before him. They were each as prepared for battle as a Space Marine could be. He gave the order and the third wave of boarding torpedoes blasted away into the endless darkness of space.

Ahead, the infested ship loomed largely.

MISSION ONE: ALARM CALL

Upon landing, the commander observed that the perimeter of defence had been holding up under the ferocious Genestealer attacks, but it still needed to be totally secure before the Marines could begin the search for the log.

He ordered the squads of the tertiary wave to shore up gaps in the perimeter as some Marines from the second wave were unaccounted for.

The casualties in sector Delta Five were suspicious - five Marines had been left unconscious, but not dead. All indicated they had been psychically attacked and stunned. The unconscious Marines were unable to revive on their own.

Two Marines were trying to bring back all five unconscious Marines while fighting off the Genestealers looking to exploit the hole in the perimeter.

They had to quickly rescue the whole squad and fight back to safety through the massed foe before the Genestealers could break through the perimeter wall.

Objectives

The Marine player is attempting to rescue the unconscious Marines. The Genestealer player is attempting to kill all conscious Marines.

Forces

Conscious Marines: The Marine player has two conscious Marines. They consist of one Librarian armed with storm bolter and force axe, and one Marine armed with storm bolter and chain fist.

Unconscious Marines: The Marine player also has one squad of unconscious Marines. It consists of one Sergeant armed with a storm bolter and power sword, one Marine armed with a heavy flamer, and three Marines armed with storm bolters.

Genestealers: The Genestealer player begins the mission with two Blips, and receives two reinforcement Blips per turn.

Deployment

Conscious Marines: The Marine player deploys the conscious Marines on the entry squares marked on the map.

Unconscious Marines: The unconscious Marines begin the game one in each room. The players take turns placing the unconscious Marines in any square in any room not already occupied by another Marine model. Place the models face down to show they are unconscious. The Marine player places first.

Genestealers: The Blips may enter play at any entry area.

Special Rules

Awakening: Reviving a Marine costs 1 AP. Any Marine can revive another Marine in one of his front squares. A revived Marine is stood up in their square with any facing desired, but may not take an action until the turn after he is awakened.

Genestealers will not attack an unconscious Space Marine, as they are concerned with a more immediate threat: the conscious Space Marines! Unconscious Space Marines block movement through a square, but not shooting.

The Sergeant: The Marine player does not gain the possibility to redraw a Command Counter until the Sergeant has been revived.

Victory

The mission carries on until there are no conscious Marines left in play. In order for the Marines to win, the Marine player must have woken up at least three of the unconscious Marines, and the Librarian and two other Marines must have exited the map. Any other result is a Genestealer victory.

DOOR
MARINES DEPLOY
STEALER ENTRY AREA
BULKHEAD

ENTRY

EXIT
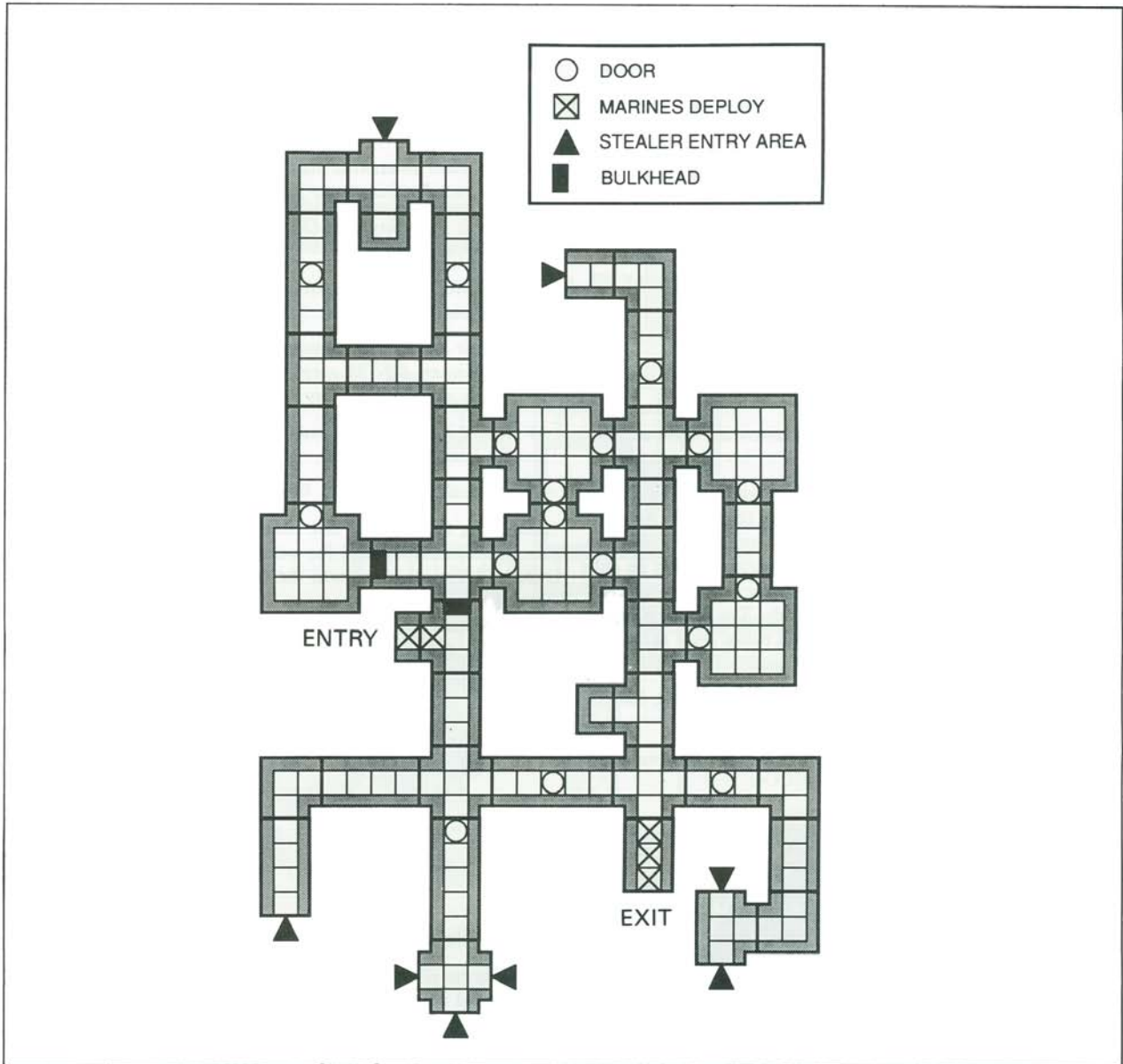
MISSION TWO: THE SHIP'S LOG

The ship's log would show where *The Spore* had come from and the route it had taken to get into the Dark Angels' territory.

Any and all planets along the route recorded in the ship's log were possible sites of infection. With this data, the Imperium would be able to hunt down and destroy the Genestealer enclaves, potentially saving populations of several worlds. The mission was a sacred and vital trust, and victory would mean great accolades for the Deathwing company.

Locating the log had not been difficult. Acquiring and returning with it through the now-alerted foe would be the test of the Marines' mettle. Ultimate glory was the reward for success. The only prize for failure: death.

Objectives

The Marine player is attempting to get *The Spore's* log from the control room at the top of the map and bring it back for examination. The Genestealer player is trying to prevent this from happening.

Forces

Marines: The Marine player has two full squads.

Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.

Squad 2 consists of a Sergeant armed with thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with a storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: No forces at the start of the game, but each turn two Blips arrive as reinforcements.

Deployment

Marines: The two squads start on the marked corridor.

Genestealers: Reinforcements may be brought on at any of the marked entry areas.

Special Rules

The Marine player can secure Genestealer Entry Areas.

The Ship's Log:

The Log Counter: Place the Log counter in the space with the Marine who is carrying it. The Log counter is assumed to take up no space in the square: a square with the Log in it may be moved into or through as normal. In addition, the Log does not block LOS. If a door is closed on a square containing the Log by itself, roll a dice to see which adjacent square the Log goes to.
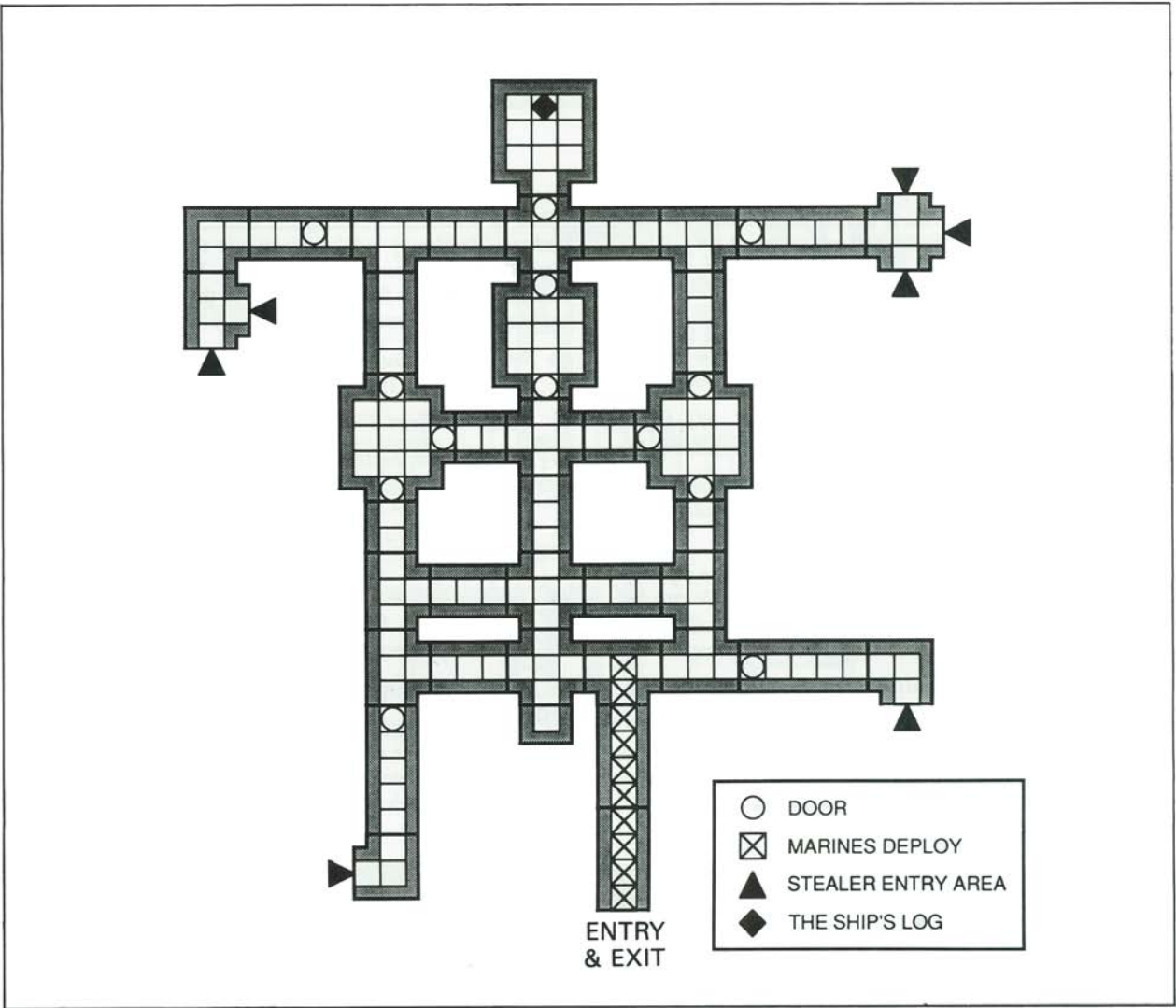
Carrying the Ship's Log: A Marine may carry the Log with no penalty to movement, fire, or close assault.

Picking up the Ship's Log: A Marine entering a square with the Ship's Log can pick it up for 1 AP. A Marine may choose to drop the Log in a square as it moves, leaving the Log behind as he moves on. A Marine will automatically drop the Log when he is killed.

Genestealers are allowed to enter the square with the Log but cannot pick it up or move with it. This means that a Genestealer that enters the square with the Log must leave it behind if it moves on.

Victory

The Marine player wins if he gets the Ship's Log off the map via the Exit corridor. Failure to retrieve the Ship's Log is a Genestealer win.

Legend:

- ○ DOOR
- ⊠ MARINES DEPLOY
- ▲ STEALER ENTRY AREA
- ◆ THE SHIP'S LOG

ENTRY & EXIT

MISSION THREE: SEEK AND RETRIEVE

On any long travels, a ship's log does eventually become full when all its memory has been used. When this happens, the captain or scribe simply removes the current volume from its stand and replaces it with another. Back volumes of the log are usually kept on a shelf in the captain's library or in his quarters.

It has been discovered that the ship's log that had been recovered was the second of two volumes completed since the Genestealers had overrun the ship. Another retrieval team was sent into enemy territory to obtain the other volume.

Unfortunately, this retrieval team was met with heavy opposition as they reported through the comm-net. In a desperate move, two perimeter squads were dispatched to recover the volume that the retrieval team had failed to return with.

Knowing that the host of Genestealers that the retrieval team had fallen to would be waiting for them, the two perimeter squads were fearlessly led into the sector where the last transmission had come from. Would they go for the closest rooms hoping for a quick find, or head for the far room and sweep back down?

Objectives
The Marine player must locate (see *Searching the Rooms* below) and bring back the volume of the ship's log which was lost by the retrieval team. The Genestealer player must prevent this from happening.

Forces
Marines: The Marine player has two squads.
Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
Squad 2 consists of a Sergeant armed with thunder hammer and storm shield, a Librarian armed with storm bolter and force axe, a Marine armed with an assault cannon, one Marine armed with a storm bolter and one Marine armed with lightning claws.

Genestealers: The Genestealer player begins the game with one Blip and receives two reinforcement Blips per turn.

Deployment
Marines: The Marine player deploys one squad on each of the marked corridors.

Genestealers: Reinforcements can arrive at any of the marked entry areas.

Special Rules

The Marine player can secure Genestealer Entry Areas.

Searching the Rooms: The log can only be found in one of the four rooms marked on the map with a number. A room cannot be searched while there are live Genestealers in it. Searching a room takes 3 APs. A Marine must enter any square in a room to search it. After a room has been searched, the Marine player rolls a D6. If the result is equal to or higher than the number marked in that room, the volume has been found. The Genestealer player then places the ship's log counter on any square in that room.

The Long Search: If three of the four numbered rooms have been searched without finding the Volume, it is automatically in the last numbered room. A Marine must still spend 3 APs in that room to locate the log.

The Ship's Log Counter: Place the Log counter in the space with the Marine who is carrying it. The Log counter is assumed to take up no space in the square: a square with the Log in it may be moved into or through as normal. In addition, the Log does not block LOS. If a door is closed on a square containing the Log by itself, roll a dice to see which adjacent square the Log goes to.

Carrying the Ship's Log: A Marine may carry the Log with no penalty to movement, fire, or close assault.

Picking up the Ship's Log: A Marine entering a square with the Ship's Log can pick it up for 1 AP. A Marine may choose to drop the Log in a square as it moves, leaving the Log behind as he moves on. A Marine will automatically drop the Log when he is killed.

Genestealers are allowed to enter the square with the Log but cannot pick it up or move with it. This means that a Genestealer that enters the square with the Log must leave it behind if it moves on.

Victory
The Marine player wins by finding the volume and carrying it off the map through one of the entry corridors. The Genestealer player wins if the volume is not retrieved.

DOOR
MARINES DEPLOY
STEALER ENTRY AREA

4   4

5   5

ENTRY
& EXIT
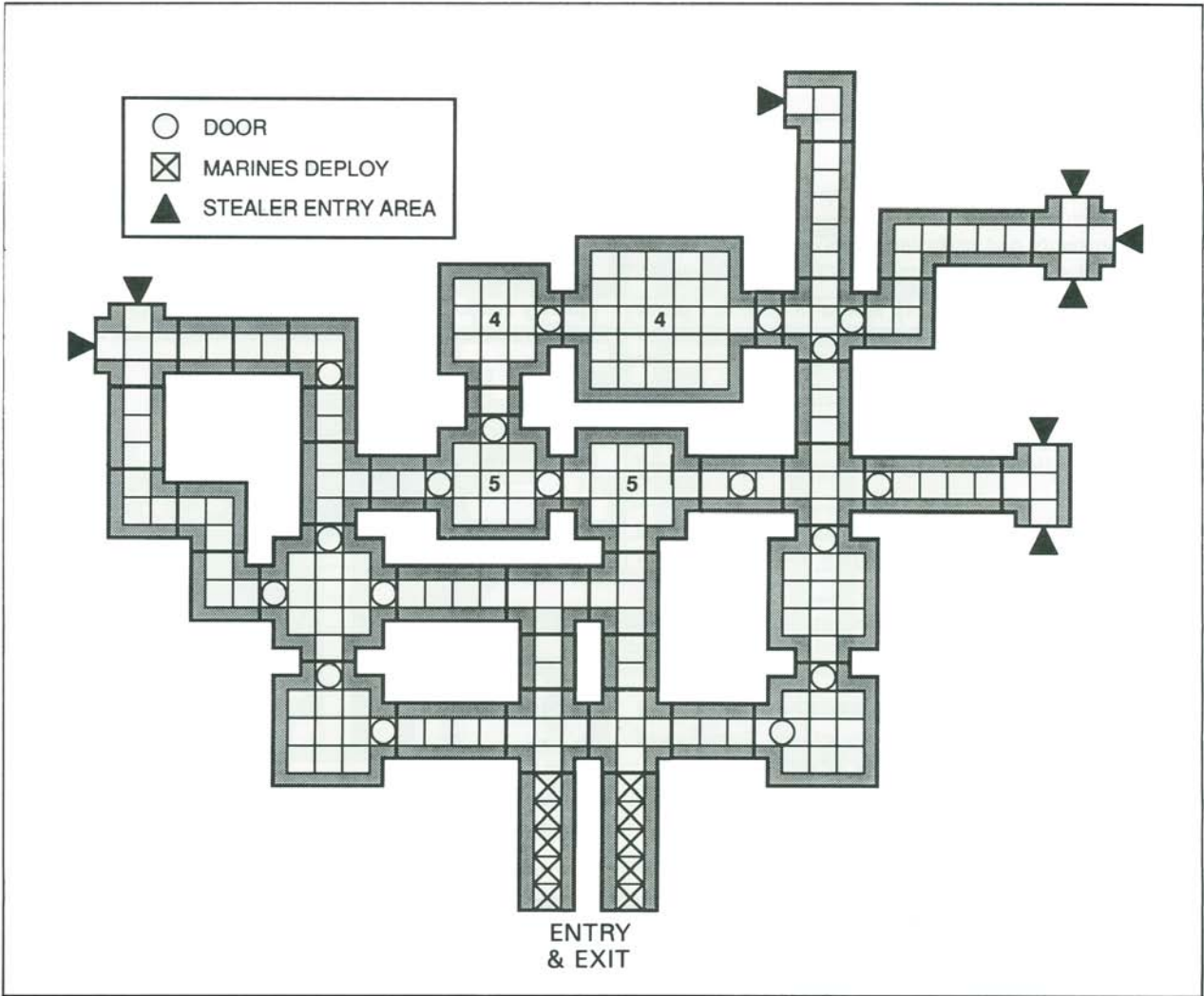
MISSION FOUR: REGROUP

The defence perimeter was in shambles, and the commanding officer daringly took the initiative to bring the battle to the enemy. He ordered all the other squads in his proximity to regroup and to strike into enemy territory.

Immediately, the Marines struck out towards the target sector while the remains of four squads struggled to join up. The squad leaders converged on their beacons attempting to move further into the ship by rallying together and pushing forward across lightly defended sections.

Not knowing how long it would take for the four following groups to join up, the commanding officer had to decide whether to strike quickly and let the groups merge as they progressed, or wait in a defensive position until more troops arrived.
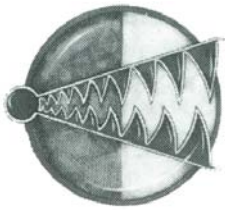
Objectives

The Marine player is attempting to move further into the ship by grouping together scattered Marines and pushing them forward across lightly-defended sections. The Genestealer player is simply trying to kill as many Marines as possible.

Forces

Marines: The Marine player receives the following groups of Space Marines.
Group 1: One Sergeant armed with a thunder hammer and storm shield, and one Space Marine armed with a storm bolter and chain fist.
Group 2: One Librarian armed with a storm bolter and force axe, one Space Marine armed with a heavy flamer, and one Space Marine armed with lightning claws.
Group 3: Three Space Marines armed with storm bolters.
Group 4: One Space Marine armed with a storm bolter, and one Space Marine armed with an assault cannon.

Genestealers: The Genestealer player has no Blips at the beginning of the mission, but receives two reinforcement Blips per turn.

Deployment

Marines: At the end of the End Phase, roll a D6 to see when the next group will come on. A roll of 1-3 means it arrives the next turn, while 4-6 means the turn after that. All groups begin at the rear of the marked entry corridor.

For example, Group 1 enters the board at the beginning of turn l. After turn 1, roll to determine when Group 2 arrives.
A result of 1-3 means they arrive on turn 2, while 4-6 means on turn 3.

Genestealers: The reinforcements may come on at any marked entry area.

Special Rules

A Marine pays 1 AP to move off the map at the exit point. Once exited, a Marine is out of play. He cannot re-enter the map.

Victory

The Marine player wins by moving a total of five Marines off of the map through the exit point shown on the map.

Legend:
- ○ DOOR
- ⊠ MARINES DEPLOY
- ▲ STEALER ENTRY AREA
- ▮ BULKHEAD

EXIT
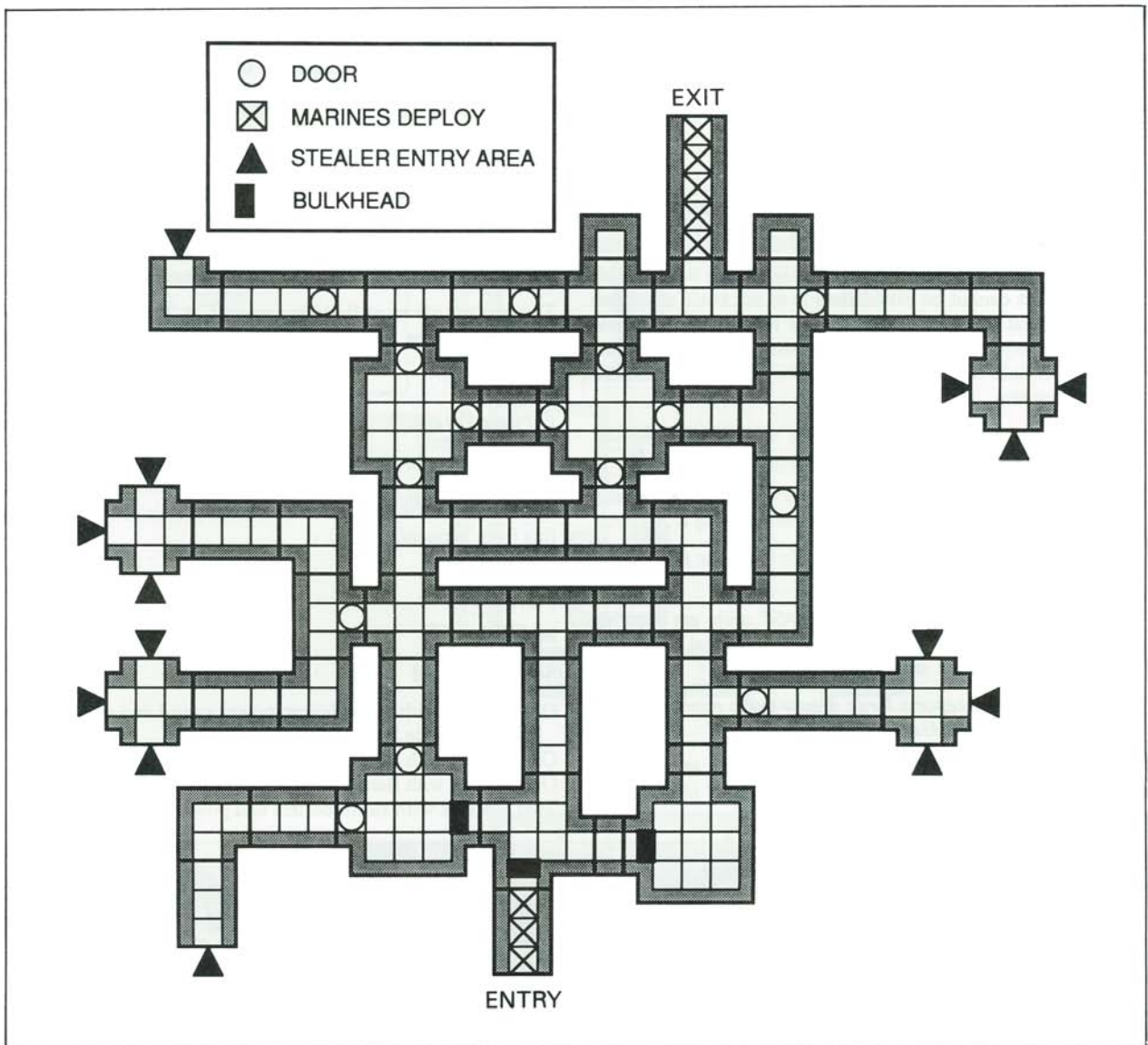
ENTRY

MISSION FIVE: C.A.T. HUNT

The push through the Genestealers' line bought the commanding officer enough time to consolidate his perimeter of defence. Now, he considered his next course of action.

Usual pre-entry procedure for investigating an unknown vessel with which contact cannot be established, is to set loose a number of C.A.T. units that search the ship and record anything of interest.

Unfortunately, it was reported that two out of the three C.A.T. units released on *The Spore* were carrying corrupted or partially wiped data. Only a manual inspection would reveal which was the properly working unit.

The commanding officer ordered two squads to look for the C.A.T. units in a section where the Marines were likely to come in contact with major concentrations of Genestealers.

Objectives

The Marine player is attempting to find the one working C.A.T. out of the three in this area and remove it to a safe area to read the data it contains The Genestealer player is trying to stop this from happening.

Forces

Marines: The Marine player has two full squads.
One consists of a Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player begins play with two Blips. He receives two reinforcement Blips per turn.

Deployment

Marines: The Marine player deploys one squad on each of the marked corridors.

Genestealers: Reinforcements can arrive at any of the marked entry areas.

C.A.T. units: Before the game begins, the Genestealer player decides which of the three C.A.T.s is uncorrupted, and writes it down on a piece of paper. The Marine player is not to be shown the paper until he locates the correct unit.

The Marine player then rolls a D6 and puts a C.A.T. anywhere in the room with that number marked in it on the map. Roll again to place the second and third C.A.T. unit. Each C.A.T. starts in a different room.

Special Rules

The C.A.T. unit

The C.A.T. Counter: Place the C.A.T. counter in the space with the Marine who is carrying it. The C.A.T. counter is assumed to take up no space in the square: a square with the C.A.T. in it may be moved into or through as normal. In addition, the C.A.T. does not block LOS. If a door is closed on a square containing the C.A.T. by itself, roll a dice to see which adjacent square the C.A.T. goes to.

Carrying the C.A.T.: A Marine may carry the C.A.T. with no penalty to movement, fire, or close assault.

Picking up the C.A.T.: A Marine entering a square with the C.A.T. can pick it up for 1 AP. A Marine may choose to drop the C.A.T. in a square as it moves, leaving the C.A.T. behind as he moves on. A Marine will automatically drop the C.A.T. when he is killed.

Genestealers are allowed to enter the square with the C.A.T. but cannot pick it up or move with it. This means that a Genestealer that enters the square with the C.A.T. must leave it behind if it moves on.

**Moving the C.A.T. on its Own:**
The C.A.T. units start the mission moving on their own.

When the C.A.T. is not being carried by a Marine during an End Phase, roll a dice: on a 1-3 the Genestealer player moves the C.A.T. ; on a 4-6, the Marine player moves it. The C.A.T. moves up to three spaces; it pays nothing to turn. The C.A T. may move into or through occupied spaces; it may not, however, move into a space with a closed door or into a burning corridor section.

The uncorrupted C.A.T.: To determine if a C.A.T. is uncorrupted, a Marine must pick it up and examine it. It costs 1 AP to pick it up and a further 1 AP to examine it. Once a C.A.T. has been examined, the Genestealer player announces whether or not it is the uncorrupted unit.

Victory

To win the Marine player must find the uncorrupted C.A.T. and get it off the map via the marked exit corridor. If the proper C.A.T. is not recovered, the Genestealer player wins.

EXIT

DOOR
MARINES DEPLOY
STEALER ENTRY AREA

1

2

4

3

5

6

ENTRY

29
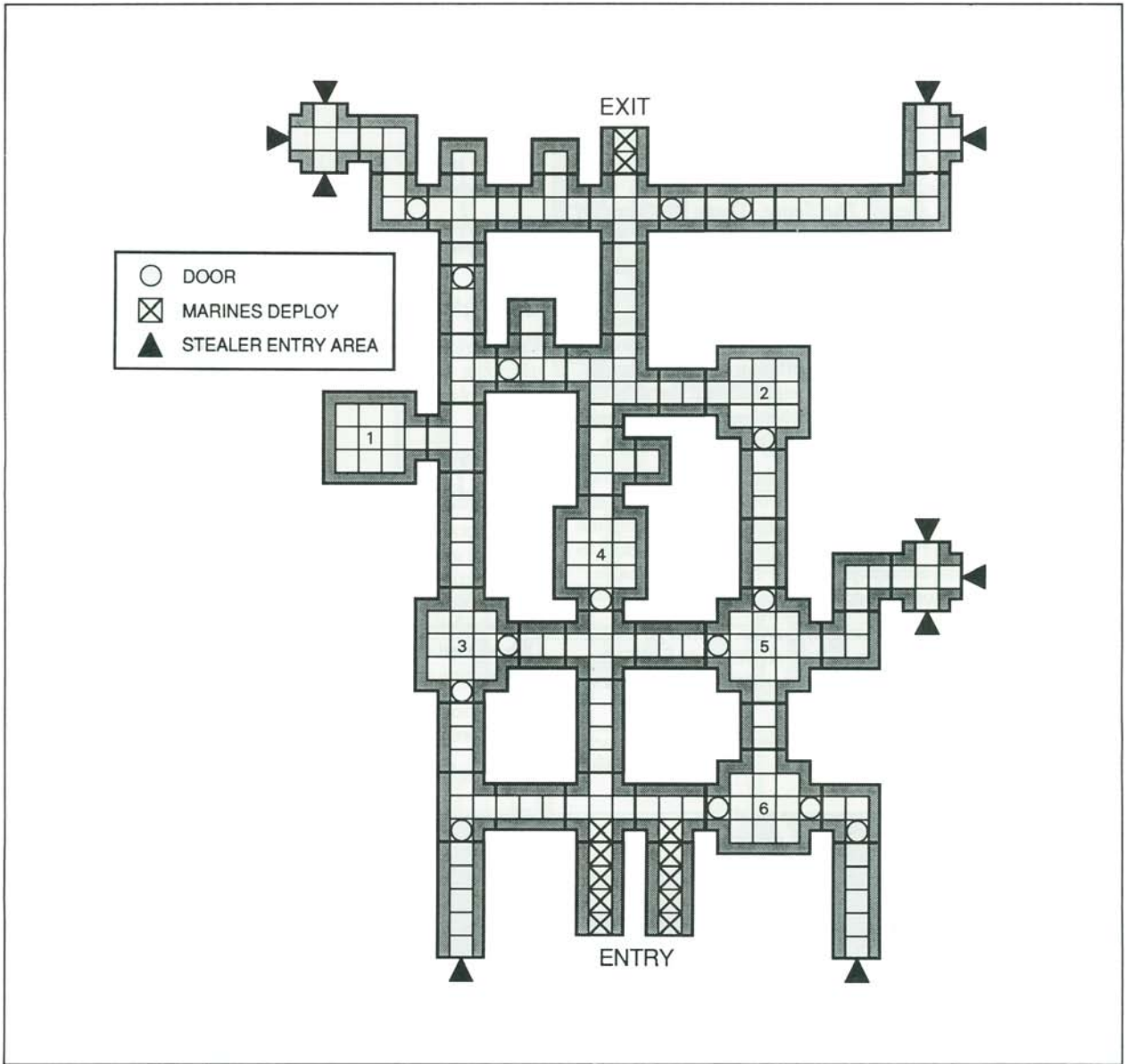
MISSION SIX: THE UNKNOWN LIFEFORMS

The functioning C.A.T. unit bore the commanding officer some startling information. Three similar, alien lifeforms were being kept in stasis aboard *The Spore*. These lifeforms, if captured and returned to the Adeptus Mechanicus on Mars, might prove to be an invaluable find.

The C.A.T. described the creatures as large, six-legged insectoids, far too bulky to be carried back safely to the boarding torpedoes while battling the Genestealer host. However, the room was unshielded from teleportation devices. Possibly, the lifeforms had originally been brought aboard the ship that way. This meant, if a Space Marine could reach one of the lifeforms, he could teleport back to the patrol ship with it in his grasp.

Furthermore, a Marine squad had located a cache of portable power generators and had connected them to the security grid of Sector Alpha Seven, where the lifeforms lay frozen. The Marines could use the generators to block the corridors behind them and hinder the Genestealer's assault long enough for them to complete their mission.

Objectives

The Marine player is trying to abscond with one of the three unknown lifeforms held in stasis in the end room. The Genestealer player is doing everything possible to stop this.

Forces

Marines: The Marine player has the following forces. One Librarian armed with a storm bolter and force axe, a Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, a Marine armed with an assault cannon and a Space Marine armed with lightning claws.

In addition each Space Marine has one of the power field generators.

Genestealers: The Genestealer player begins the mission with one Blip, and receives two reinforcement Blips per turn .

Deployment

Marines: The squad starts on the marked corridor

Genestealers: The Genestealer forces may come on at any of the marked entry areas.

The Unknown Lifeforms: Place the cryogenic tank counter in the proper room as shown upon the map. The lifeforms lie in stasis within.

Special Rules

Power Field Generators: A power field generator is a small device that generates an invisible force field in a sphere centred around itself. They have several uses. one of which is sealing hull breaches in emergency situations. However, in this mission, the Marines have come up with a more appropriate application. They are going to use the generators to delay the Genestealers by blocking off some of the ship's corridors.
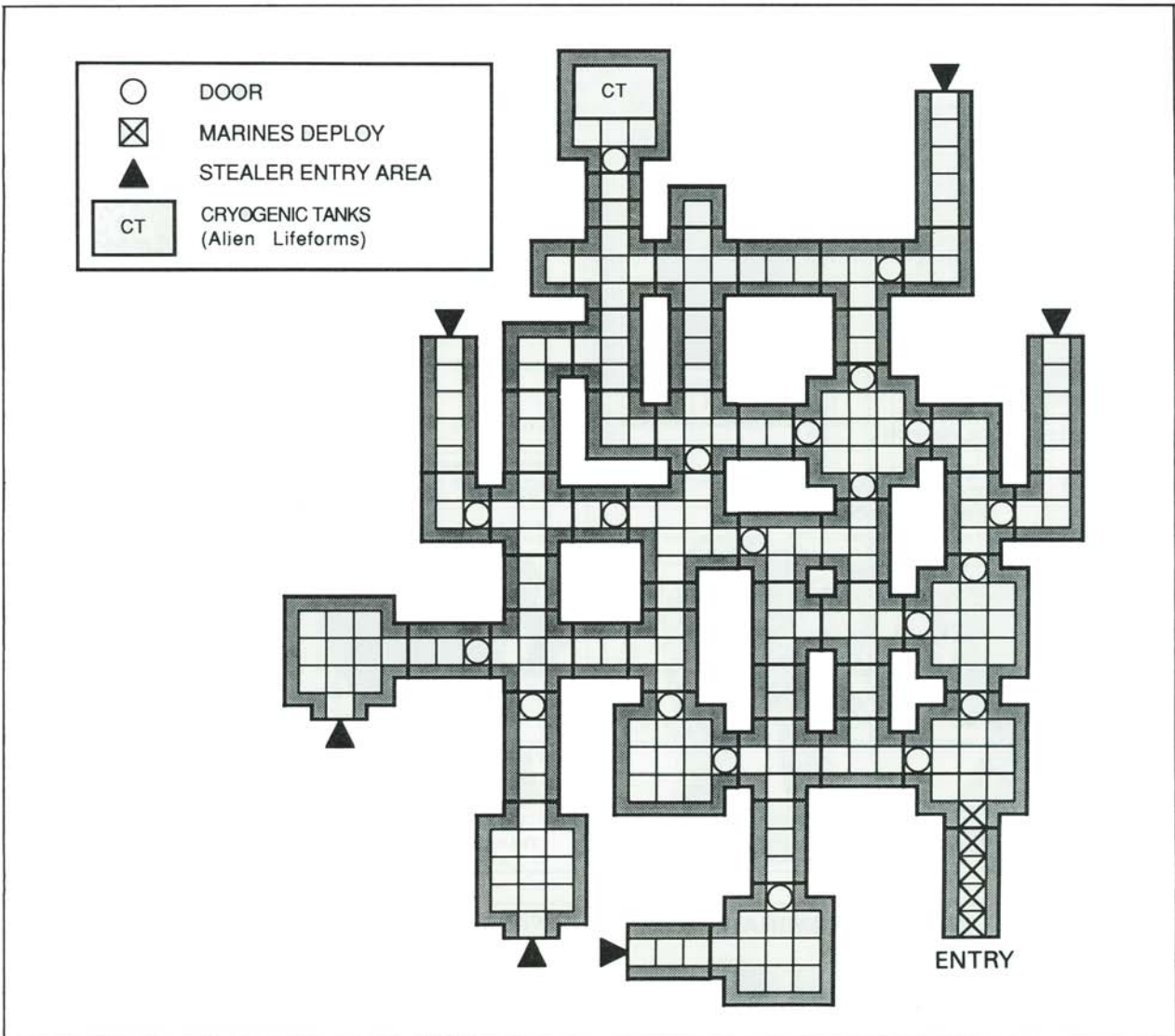
Using Power Field Generators: Priming and throwing a generator costs 2 APs. A Marine can throw a generator up to six squares away in his LOS. To be effective, the generator must go off in a square between at least two opposing walls (i.e. normally, only in a straight corridor section or at the entrance to a room or junction.

Power Field Generator Effects: The field fills the entire square in which it lands, killing any model in that space and completely blocking movement and firing through it but not LOS. It takes a Genestealer 18 APs to fight past a field and destroy the generator. On a piece of paper, keep track of the number of APs a Genestealer has spent on attacking a power field. If an entire turn passes in which a power field has not been attacked. it immediately is restored to full power again.

Marines can only destroy a field and its generator with a power sword, chain fist, thunder hammer, force axe or lighting claws. It costs an appropriately armed Marine 4 APs to do so. Destroyed generators are removed from the board.

Victory

If any Marine reaches the lifeforms and spends 4 APs to teleport back to the ship with one of them, the Marine player wins. Anything less than this is a Genestealer win.

Legend:

- ○ DOOR
- ⊠ MARINES DEPLOY
- ▲ STEALER ENTRY AREA
- CT — CRYOGENIC TANKS (Alien Lifeforms)

ENTRY

THE LAST STAND

The starship landed on the bleak planet, its rockets dying as it impacted on the broken, twisted surface. The huge plume of dust slowly settled to reveal the craft's battered exterior pitted by meteorites, one of its engines completely torn away. No lights flickered inside, no generators hummed, no hatches opened.

The ship seemed dead..

Throughout the Imperium, there are small outposts of Space Marines. They patrol their area of Imperial space and are ready to respond rapidly to defend planets against alien conquest or aid other Imperial forces to quell rebellions.

These outposts can take many forms. Some are concealed within the hollowed-out shells of asteroids. Some are starships or space stations in orbit around a sun or one of its planets. Others may be fortresses on inhabited planets, usually sited far from the populated lands in vast mountain ranges, or on distant volcanic islands, or within the arctic wastes of polar regions. To the local people, the Space Marines may seem semi-mystical godlike beings, formidable and hidden from the common eye by the mists of rumour and legend.

In the system of Perdus Magnus, there is an outpost held by the Blood Angels Chapter of Space Marines. It is buried beneath the surface of a small harsh planet outermost from the star. Above the base, icy gales whip up fine glass-like sand and scour the rocks into strange tortured shapes. The atmosphere contains only gases deadly to the human system. During the months-long night, many of these gases cool to liquid and the contorted rocky statues rise out of a turgid poisonous sea.

The garrison is rotated from time to time, staying at the outpost for months, sometimes even years, depending on the Chapter's other duties. When the alien starship landed on the planet, there were six squads of Space Marines stationed in the outpost. Their garrison duties were almost over - the relief contingent was due any day.

The outpost scanned the starship for signs of life or of the energy flows that might indicate survivors. There was nothing. The craft was completely dead. No man could survive the planet's atmosphere unprotected by a power suit without heat, the blood would quickly freeze - the scouring winds would strip the flesh from a man's bones. All life aboard, it seemed, had died long ago, the crippled starship landing itself before its automatic systems shut down forever. No-one was sent to investigate the derelict ship. There were so many preparations for their departure as soon as the relief garrison arrived.

Two days later the Genestealers attacked.

MISSION ONE: BREAK-IN

The Space Marines were expecting nothing. They were preparing to leave the outpost and were scattered throughout the underground complex. When the outer defences were breached without warning, there was only just time for them to put on their armour. As the Genestealers broke through into the base proper, the artificial atmosphere was sucked out and the planet's own toxic atmosphere seeped in.

The first Genestealers appeared in one of the main access corridors right next to the Space Marine living quarters. They entered the base via the many service and maintenance tunnels from the surface and broke in through the roof of the access corridor.

It wasn't clear to the commander if this was a feint attack or the main thrust of the Genestealer assault. He couldn't chance committing more Marines to this area until he knew the full extent of the enemy strength. The single squad cut off in the living quarters would have to try to close the Genestealer break-in on their own. They were trapped and fighting for their lives.

Objectives

The Space Marine player is trying to block the Genestealers' entry into the access corridor. The Genestealer player is trying to take control of the living quarters section of the complex.

Forces

Marines: The Marine player has one squad. It consists of a Sergeant armed with a storm bolter and power sword, a Marine armed with an assault cannon, and two Marines armed with storm bolters.

Genestealers: The Genestealer player begins with 5 Blips and receives 1 Blip per turn as reinforcements.

Deployment

Marines: The Space Marine player places the squad in the marked rooms.

The Sergeant must start in the centre of the room marked with an S on any facing.

The other Space Marines start one to each room marked with an M, placed in the centre of the room on any facing - the Space Marine player chooses which model goes in which room.

Genestealers: The Genestealers enter play on the square marked with a G. They are coming through a hole in the roof.

It costs 1 AP to jump through the hole to square G. Genestealers do not have to lurk.

The Genestealers move first.

Special Rules

The Space Marine player can secure the entry area by getting a Space Marine within one square of square G.

Victory

Marines: The Space Marine player wins by securing the Genestealer entry point.

Genestealers: The Genestealer player wins by killing all five Space Marines before the entry point is secured.

| ○ | Door | M | Space Marine Deployment Area |
| G | Genestealer Entry Area | S | Space Marine Sergeant Deployment Area |
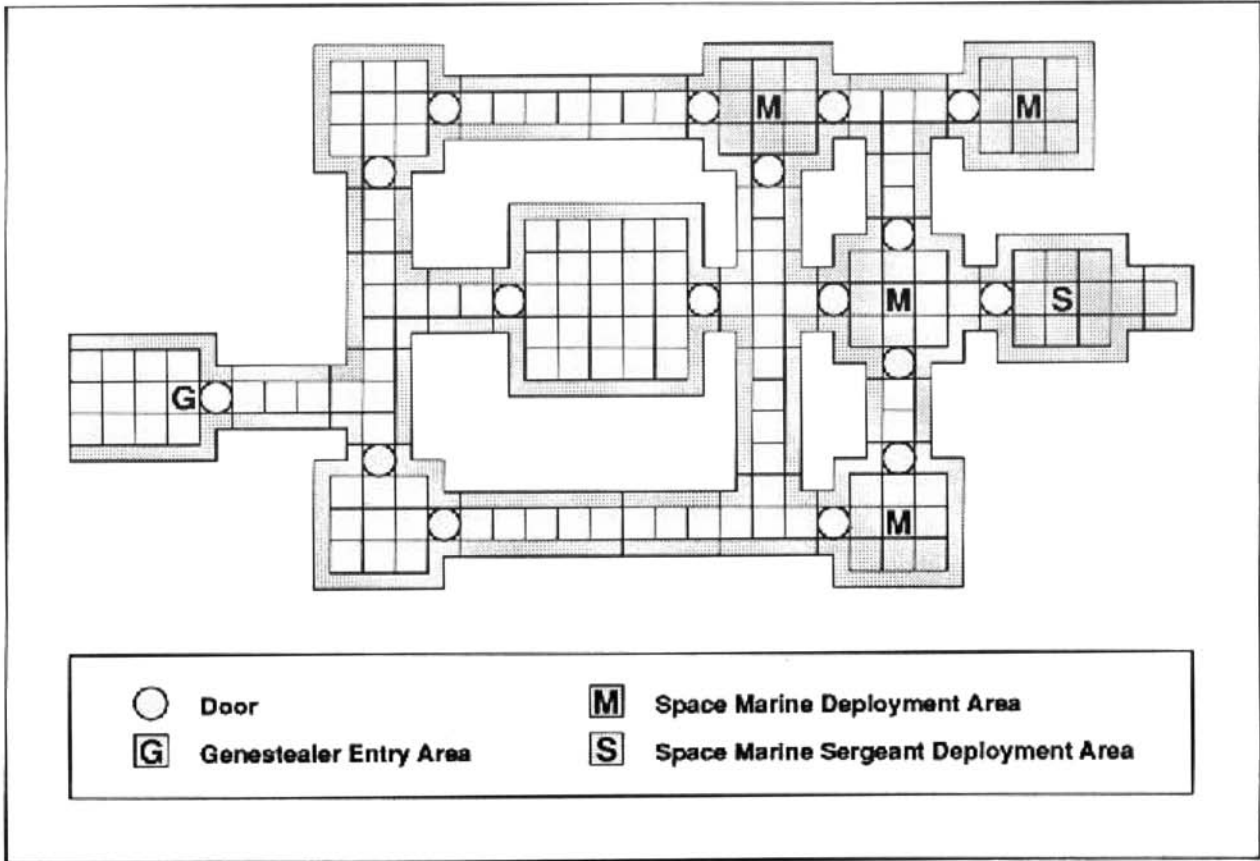
MISSION TWO: THE GENERATOR

The second wave of the Genestealer assault came at the opposite end of the outpost. The Genestealers were trying to isolate and destroy the base's main generator. This time they not only entered an access corridor but came through several points on the perimeter. The Space Marines at this end of the outpost were cut off and surrounded.

But this time, they were better prepared for the Genestealer assault. The vital few minutes between the two waves had given them time to set up their position and activate some of the base's own defences - lasers positioned in the corridors that fire a high energy pulse whenever something crosses beneath them.

If the controls to the main generator were destroyed, the outpost's power would shut down. Doors would be locked in position, the auto fire lasers would stop working and the outpost's distress beacon would no longer have the power to send a warning signal to the incoming ship bringing the relief garrison.

The commander didn't know how close the reinforcements were - had they already heard the distress signal or would they arrive too late? If the main generator fell to the invaders, the Space Marines' chances looked poor.

Objectives

The Space Marine player must stop the Genestealer player from destroying the generator controls - he must also wipe out the attacking Genestealer force. The Genestealer player has a limited force to take out the generator controls and if possible kill all the Space Marines.

Forces

Marines: The Marine player has two squads and four auto fire weapons (see Special Rules).
Squad 1 consists of a Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
Squad 2 consists of a Sergeant armed with a thunder hammer and storm shield, and three Marines armed with storm bolters.

Genestealers: The Genestealer starts with 5 Blips and gets 2 Blips reinforcements for the first 10 turns - after that he gets no more reinforcements.

Deployment

Marines: The Space Marine player first places the four auto fire counters (see special rules). The control panel is placed on square C - this large room is the main generator room. Finally the Space Marine player places his models anywhere on the board, on any facing and set on overwatch if he wants.

Genestealers: The Genestealer player places one starting Blip at each of the five entry areas. The reinforcements can come on at any entry area.

The Genestealers move first.

Special Rules

Auto Fire weapons: The four auto fire weapons are laser guns which can be attached to the ceiling and will fire automatically on any life form passing directly beneath them. The Marine player can place four counters on the board in any corridor sections (not rooms, junctions or turns).
Any model passing over the counter is fired on by the laser. Roll a single dice. A genestealer or a Space Marine is killed on a roll of 6.
If the control panel is destroyed, all the lasers stop firing and the counters are removed.
An unconverted Blip cannot be moved over an auto fire counter - it must stop its move or convert before moving. A Blip cannot be converted so that a model is placed on the counter.

Self-Destruct: Neither the thunder hammer nor the heavy flamer can self-destruct in the main generator room. The heavy flamer cannot be fired into or out of the room.

Control panel: The control panel is destroyed by a Genestealer reaching one of the three squares adjacent to it and spending 1 AP to attack it. A roll of 5 or better on any of the Genestealers three attack dice wrecks the control panel. At this point, all the doors will be locked onto their current position for the rest of the campaign - if they're closed they must be attacked to get past.

Victory

The Space Marine player wins by killing all the Genestealers without the control panel being destroyed. The Genestealer player wins if the control panel is destroyed and all the Space Marines are killed - he may claim partial victory if the control panel is destroyed even though some Space Marines survive.

◯	Door
▲	Genestealer Entry Area
C	Control Panel
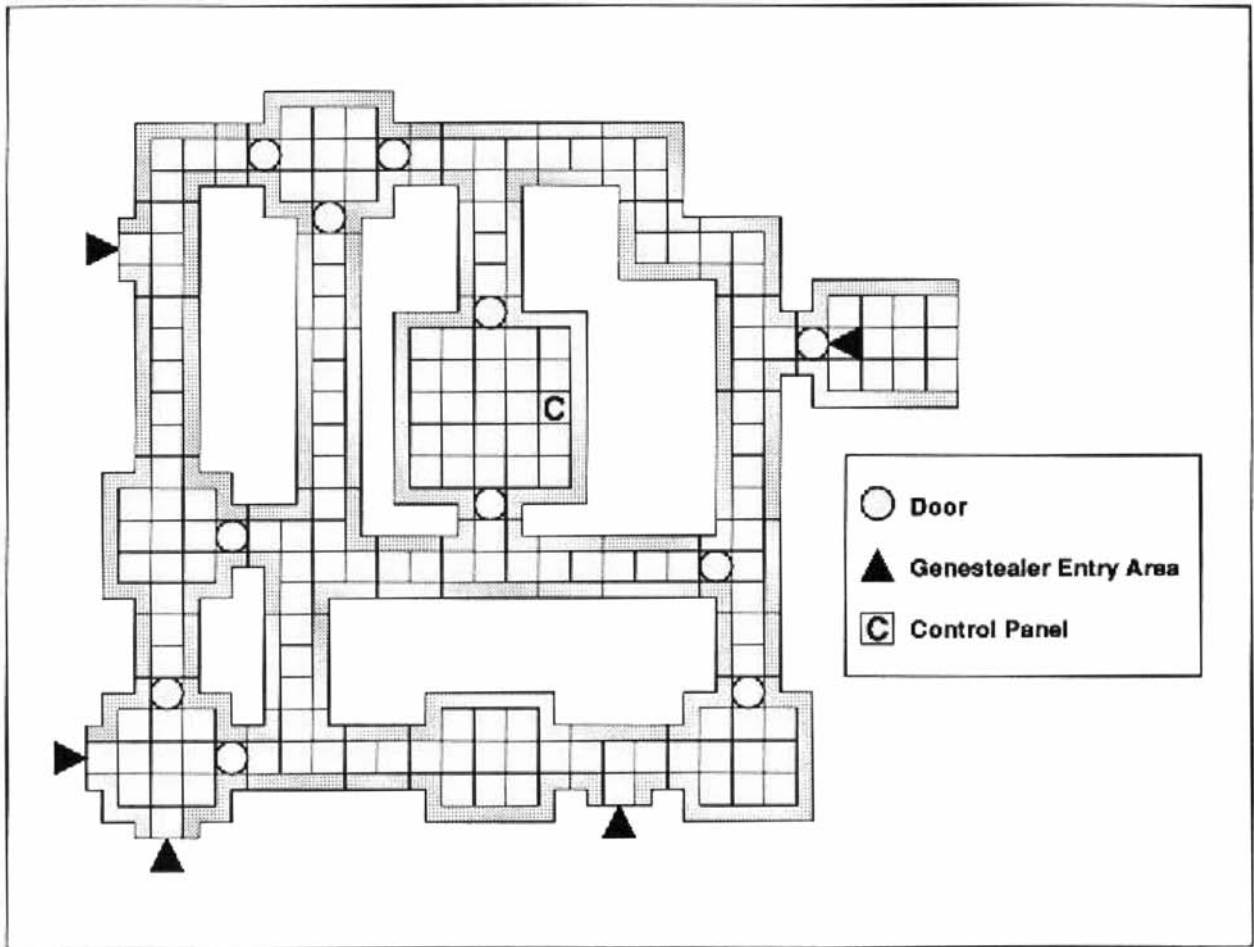
MISSION THREE: THE CHAPEL

While the main generator was under attack, the chapel was also stormed. Genestealers broke in at four points on the perimeter accessed by tunnels from the surface. The commander had pulled his Space Marines out of this area when the generator was assaulted, but realised he would have to hold this flank if they were to stand any chance.

He ordered two squads to return to the chapel and purge it of the alien defilement. This was not only a tactical decision, although holding this flank was vital. It would be a shameful dishonour to allow the Genestealers to destroy the precious Chapter relics that were stored in the chapel. Here were held Memento Mori of some of the Chapter's heroes and of the great victories fought by garrisons from this outpost.

If the Space Marines were to survive, then the Chapter relics would survive with them and their honour would be upheld. Their prayers were to the Emperor and their thoughts were of the Chapter's heroes as they advanced to retake the flank.

Objectives

The Space Marine player is attempting to purge the chapel and secure all the Genestealer entry areas. The Genestealer player must stop this from happening.

Forces

Marines: The Marine player has two squads.

Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Marine armed with a heavy flamer, two Marines armed with storm bolters and one Marine armed with lightning claws.

Squad 2 consists of a Sergeant armed with thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with a storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player starts the game with 4 Blips and receives 2 Blips per turn as reinforcements. Once two areas have been secured, the Genestealer player receives just one reinforcement per turn.

Deployment

Marines: The Space Marine player deploys all his models in the marked area.

Genestealers: The Genestealer player places one starting Blip at each of the four entry areas. The reinforcements can come on at any entry area.

Special Rules

Securing areas: The Space Marine player is trying to secure the Genestealer entry areas. Once two areas have been secured, the Genestealer player receives just one reinforcement per turn.

Space Marine reinforcements: Reinforcements arrive at the Space Marine deployment area at the beginning of the Space Marine player's third turn. They consist of two Marines armed with storm bolters.

Victory

The Space Marine player wins by securing all entry areas and killing all the Genestealers in play. He gets a partial victory if the entry areas are secured but all the Space Marines are killed.

The Genestealer player wins if all the Space Marines are killed and at least one entry area is still open.

THE CHAPEL

○ Door   ▣ Space Marine Deployment Area

▲ Genestealer Entry Area
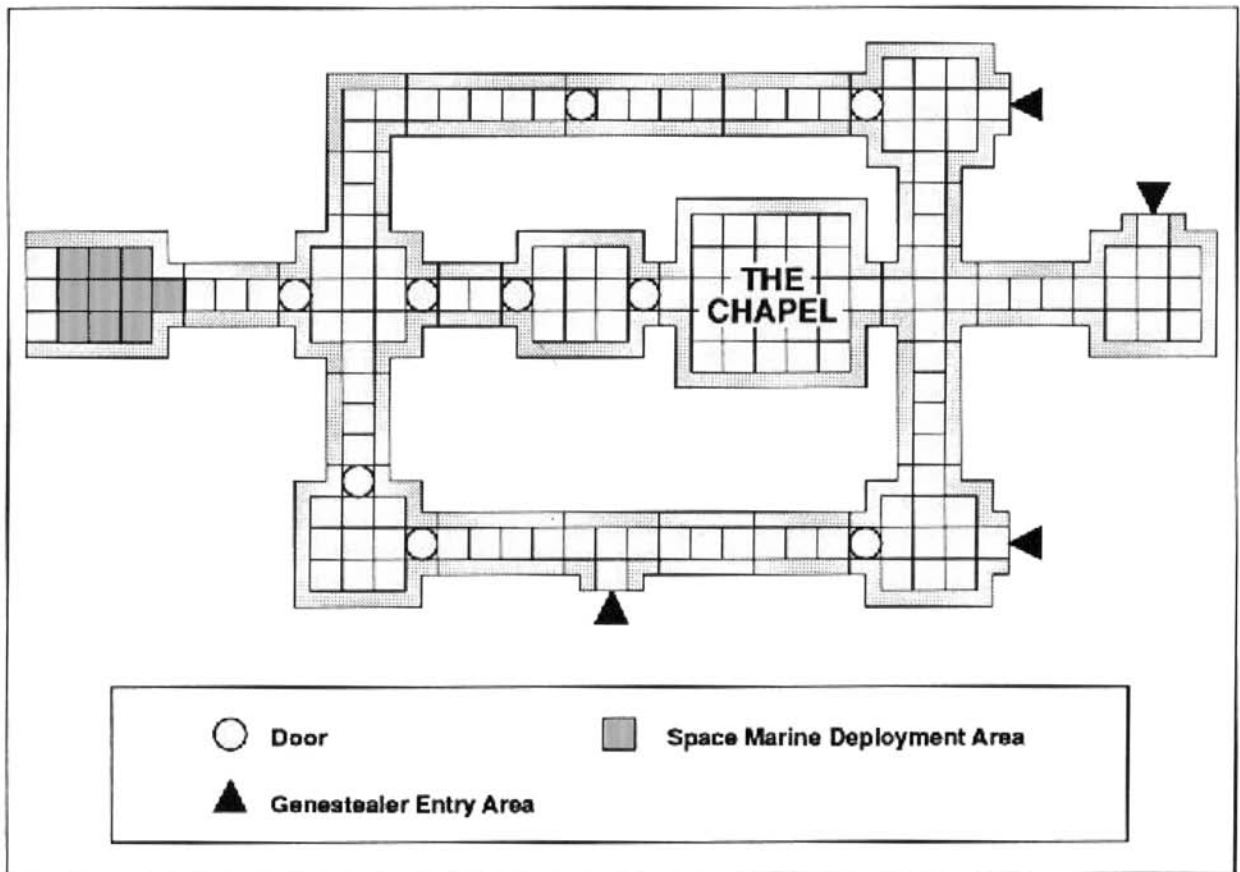
MISSION FOUR: THE LAST STAND

The outpost's communications had been cut early in the assault by Genestealers on the surface. Now they could only transmit within the base. But they were able to receive faint signals from outside. Although the messages were too distorted by static for decoding, it was obvious that the relief garrison had arrived and was attempting to communicate with the outpost.

Had the distress signal been received? Did the reinforcements know that the base was under attack by Genestealers or were they about to walk into a trap? The commander had to believe that his brother Marines knew they were in danger. The only hope was to hold out until the reinforcements arrived. If they ever arrived.

The commander ordered his men to retreat to the outpost's central core. So far this area was safe. But before the Space Marines could regroup, the Genestealers launched their final assault and broke through into the core. It wouldn't be long before their weight of numbers told against the few surviving Space Marines.

It was a race against time. Could the Space Marines hold out until the relief garrison arrived from the surface?

Objectives
The Space Marine player is attempting to hold control of as many of the rooms in the central core as possible. The Genestealer player is attempting to take over the base before the relief garrison arrives.

Forces
Marines: The Marine player gets the models listed below plus any survivors from the previous missions (see special rules).
One Librarian armed with storm bolter and power axe, a Sergeant armed with a storm bolter and power sword, a Sergeant armed with thunder hammer and storm shield, a Marine armed with a heavy flamer, a Marine armed with storm bolter and chain fist, and a Marine armed with storm bolter.

Genestealers: The Genestealer player starts with 10 Blips and gets 2 Blips reinforcements for the first 12 turns - after that he gets no more reinforcements.

Deployment
Marines: The Space Marine player places one Space Marine anywhere in each of the marked rooms on any facing and set on overwatch if he wants.

Genestealers: The Genestealers enter play at either of the three marked entry areas.

The Genestealers move first.

Special Rules
Game turns: Keep track of the game turns. The total game lasts for 15 turns but there are several important events during the game:
Turn 4 - Space Marines reinforcements arrive at the core (see reinforcements below).
Turn 13 - the relief garrison arrives outside the complex and no more Genestealer reinforcements enter the complex.
Turn 14 - the Genestealer player wins if all the Space Marines in the complex are dead.
Turn 15 - the relief garrison enters the complex and the game ends.

Space Marine reinforcements: Reinforcements arrive at the start of Space Marine player's third turn.
Reinforcements arriving at entry point 1 : a Marine armed with an assault cannon, and two Marines armed with storm bolters.
Reinforcements arriving at entry point 2 : a Marine armed with lightning claws, and two Marines armed with storm bolters.

Victory
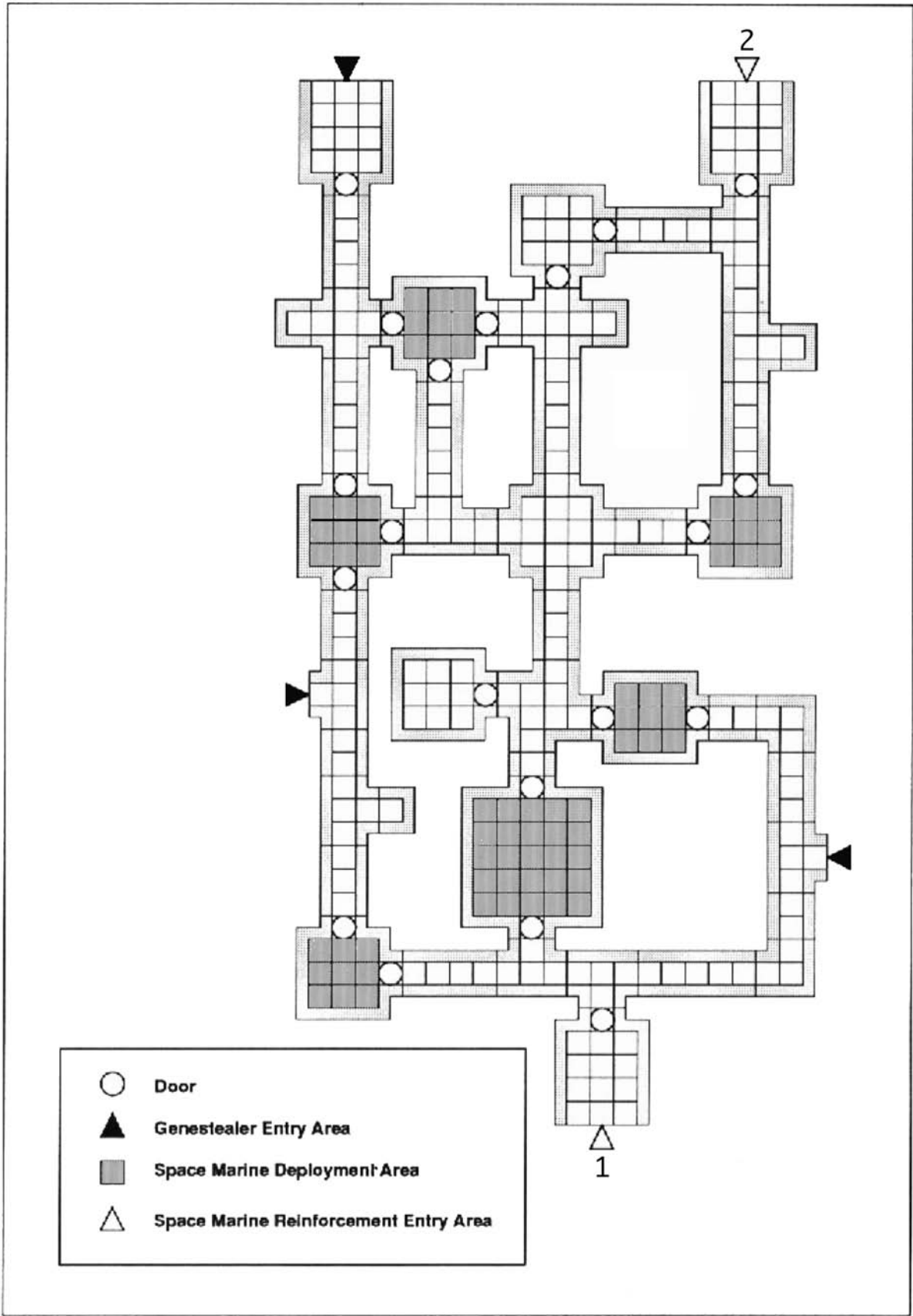There are five possible outcomes to the game.
Total Space Marine victory - the Space Marines kill all the Genestealers before turn 15.
Partial Space Marine victory - there are still Genestealers in the complex at the start of turn 15 but there are Space Marines in at least three rooms.
Draw - there are still Space Marines alive at the start of turn 15 but they occupy less than three rooms.
Partial Genestealer victory - the Genestealer have taken over the whole complex by the start of turn 14 and there are no surviving Space Marines.
Total Genestealer victory - the Genestealers have totally wiped out the Space Marines by the start of turn 12.

Legend:

○ Door

▲ Genestealer Entry Area

▨ Space Marine Deployment Area

△ Space Marine Reinforcement Entry Area

GENESTEALER INVASION

The outline of the huge derelict spaceship loomed through the dense mist. It had crash-landed a few days ago - the automated re-entry systems saved the ship from destruction, but it had buried itself deep into the soft earth of Septimus V.

At the airlocks, squads of Space Marines waited for the command to enter the ship. The Tech Marines were concentrating hard, focusing their energy on the menacing signals from within the ship, trying to locate their source. The signals were weak but there was a sense of tension, of power temporarily held in check.

The Space Marine commander was loth to send his Marines into such an uncertain situation, but the faint markings on the side of the spaceship dated from the Dark Age of Technology - the chance of recovering the lost knowledge that might have survived the millennia was worth the risk.

With a final weapons check and an invocation to the Emperor, the air locks were breached and the first squads sent inside.

Special Rules

Crates

Genestealers usually ignore much of the cargo left upon a ship by the former inhabitants as it often is useless for their purposes.

The crates that hold this cargo block LOS and movement while intact. They can be attacked in the same way as doors, and should be replaced with an appropriately-sized rubble counter or flipped over if destroyed.

Crates can also be destroyed by a flamer hit. Roll a D6 for each crate in the section; it is destroyed on a 6. Crates cannot be moved.

Rubble

Ships are often damaged during a Genestealer invasion or subsequently fall into disrepair. This can leave large amounts of rubble in the ship. While Rubble does not block LOS, it hinders movement through it. It cost's an additional +1 AP to enter a rubble space. For example, a Marine pays 2 APs to move forward into a rubble space.

When a Marine fires a storm bolter or an assault cannon burst at at target in or behind a rubble space, there's a chance the shot is deflected by the rubble. If hit, the Genestealer player rolls a D6. On a 5 or 6 the shot is deflected and has no effect. If the shot passes through or into more than one rubble pile, the Genestealer player rolls for each.

The Genestealer player does not get to roll if the shot passes diagonally next to some rubble unless the other diagonal is blocked, too. Rubble has no effect upon any other types of attack. Also, rubble cannot be destroyed or cleared away.

MISSION ONE: AMBUSH

The reports from Septimus V had indicated low levels of threatening activity in the hulk. First contact confirmed the reports but, beyond this, there was no sign of life aboard the space hulk.

A handful of squads were sent into the hulk to scout it and to investigate the deepest and most dangerous levels of the hulk to search out the source of the activity.

The squads advanced slowly, checking each area and declaring it clear - the hulk was apparently deserted, abandoned long ago to the ravages of deep space. At the end of their first sweep, they approached the control centre at the heart of the space hulk. A few screens flickered dimly with the dying energies of the hulk's power plant but the control centre was otherwise quiet.

Suddenly the scanners went wild. There were blips everywhere! There was movement on all sides as the Genestealers poured in.

They were caught in an ambush!

Objectives

The Space Marine player is attempting to get his forces clear of the ambush area. The Genestealer player is simply trying to kill as many Space Marines as possible.

Forces

Marines: The Marine player has one squad. It consists of a Sergeant with storm bolter and power sword, a Librarian with storm bolter and force axe, a Marine with assault cannon, a Marine with lightning claws, and a Marine with storm bolter.

Genestealers: The Genestealer player begins with 4 Blips and receives 1 Blip per turn as reinforcement.

Deployment

Marines: The Space Marine player places the squad anywhere on the two marked sections, on any facing and on overwatch if he chooses.

Genestealers: The Genestealer starting forces enter as 1 Blip at each of the four primary entry areas. Reinforcements can come on at any entry area, primary or secondary.

**The Genestealers move first.**

Special Rules

The Space Marine player can secure entry areas.

Victory

The Marine player wins by getting at least three Space Marines off the board al the marked exit point.

The Genestealer player wins by stopping any Marines from reaching the exit point. Anything else is a draw.

EXIT

Door

Primary
Genestealer
Entry Area

Secondary
Genestealer
Entry Area

Space Marine
Deployment
Area

45
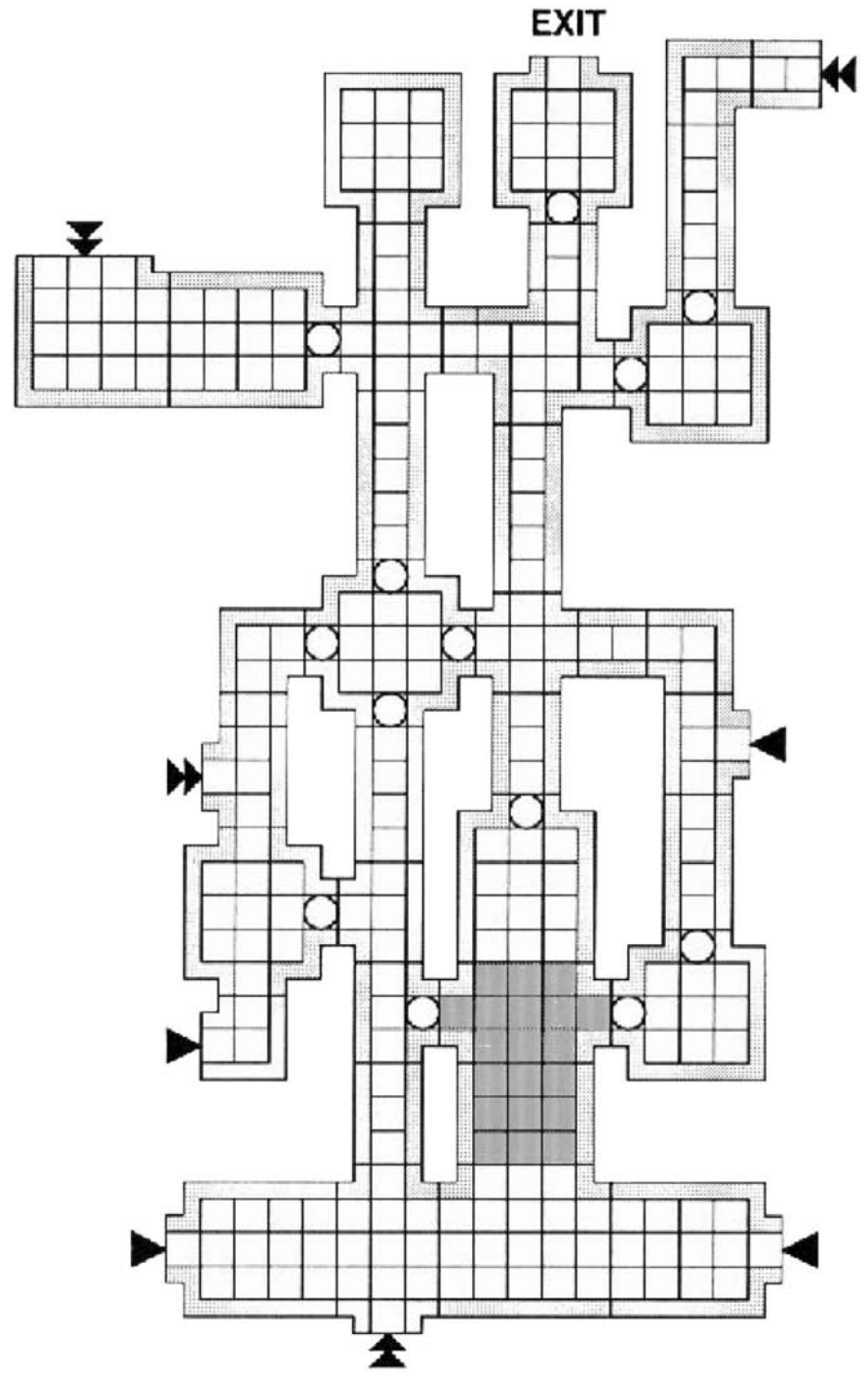
MISSION TWO: REGROUP

The Genestealers had hit hard. They'd caught the Marines in prepared ambushes and cut them off. The Marines had been expecting some alien activity but hadn't been prepared to the numbers of Genestealers facing them. Many of the squads had been wiped out.

The survivors were cut off and scattered around the hulk. They knew that the second assault would be launched by the main body of Space Marines but it would be some time before they were relieved. They were ordered to link up ready to strike in force once the second wave of Space Marines attacked.

To regroup, the remaining squads had to fight their way through heavily-defended corridors. But unless they could join together, they faced certain death - the outnumbering Genestealer force would overcome them by sheer force of numbers.

Objectives

The Space Marine player is trying to link up the remains of different squads and move them all out of the danger area. The Genestealer player is trying to wipe out as many units as possible.

Forces

Marines: The Marine player has three partial squads:
Squad A - a Sergeant with storm bolter and power sword, a Marine with an assault cannon, and a Marine with storm bolter.
Squad B - a Sergeant with thunder hammer and storm shield, and a Marine with storm bolter.
Squad C - a Librarian with storm bolter and force axe, a Marine with heavy flamer, and a Marine with storm bolter.

Genestealers: The Genestealer player has no starting forces, but receives two reinforcement Blips per turn.

Deployment

Marines: Each unit starts on the relevant marked section.

Genestealers: The Genestealer reinforcements may enter play at any entry area.

Special Rules

Crates and Rubble: The players take it in turns (Marine player first) to place all the crate and rubble counters in the 3-wide corridor sections. These cannot be placed where they would block movement totally - there must always be a clear route through.

Victory

The Marine player wins by getting at least one Marine from each squad, including at least one of the Sergeants or Librarian, off the board at the marked exit point.

The Genestealer player wins by killing all the Marines. Anything between these two conditions is a draw.

A

B

C
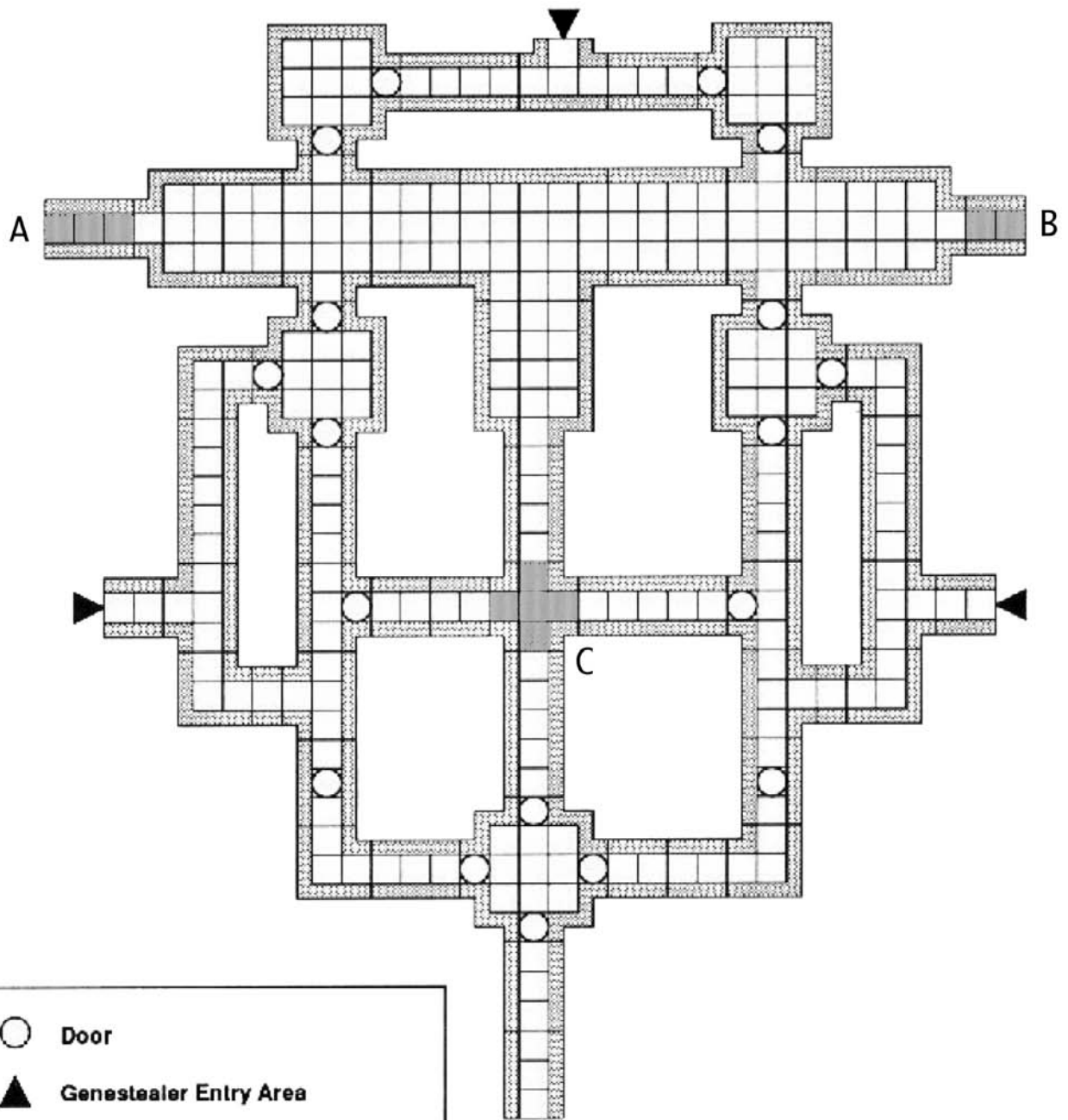
○ Door

▲ Genestealer Entry Area

▓ Space Marine Deployment Area

EXIT

47

MISSION THREE: HAMMER AND ANVIL

Finally the order to launch the second wave came through. From the outer areas of the hulk, squads would punch their way through, destroying the Genestealers and smashing their defensive cordon to reach the Marines remaining inside.

At the same time, the surviving Marines in the ship would launch a counterattack to break out - the Genestealers would be caught from both sides and their resistance crushed.

But precious time had been lost in the initial scouting and regrouping manoeuvres- the Genestealers were getting stronger by the minute as more of them came out of hibernation from their long travel through space.

Objectives

The Marine player is attempting to get squad A (the reinforcements) through to squad B's deployment area (B) by moving the survivors of squad B back to help. The Genestealer player is particularly trying to kill the Sergeants and the Librarian.

Forces

Marines: The Marine player has two squads.
Squad A consists of a Librarian with storm bolter and force axe, a Sergeant with thunder hammer and storm shield, a Marine with an assault cannon, a Marine with a heavy flamer, and a Marine with storm bolter and chain fist.
Squad B consists of a Sergeant with storm bolter and power sword, a Marine with lightning claws, and a Marine with storm bolter.

Genestealers: The Genestealer player begins with 2 Blips and receives 2 Blips per turn as reinforcement.

Deployment

Marines: Each unit deploys in their respective area marked on the map.

Genestealers: The Genestealer reinforcements may be brought in at any of the Genestealer entry areas.

The Genestealers move first.

Special Rules

The Marine player may secure entry areas. If all the entry areas on one side of the board are secured, the Genestealer player goes to only 1 reinforcement blip per turn.

Crates and Rubble: The players take it in turns (Marine player first) to place all the crate and rubble counters in the 3-wide corridor sections. These cannot be placed where they would block movement totally - there must always be a clear route through.

Victory

The game ends when all the Marines are either dead or in squad B's deployment area (B).

The Marine player wins if he gets the Librarian, a Sergeant and at least to others to squad B's deployment area (B).

The Genestealer player wins by killing the Librarian and both Sergeants. Anything else is a draw.
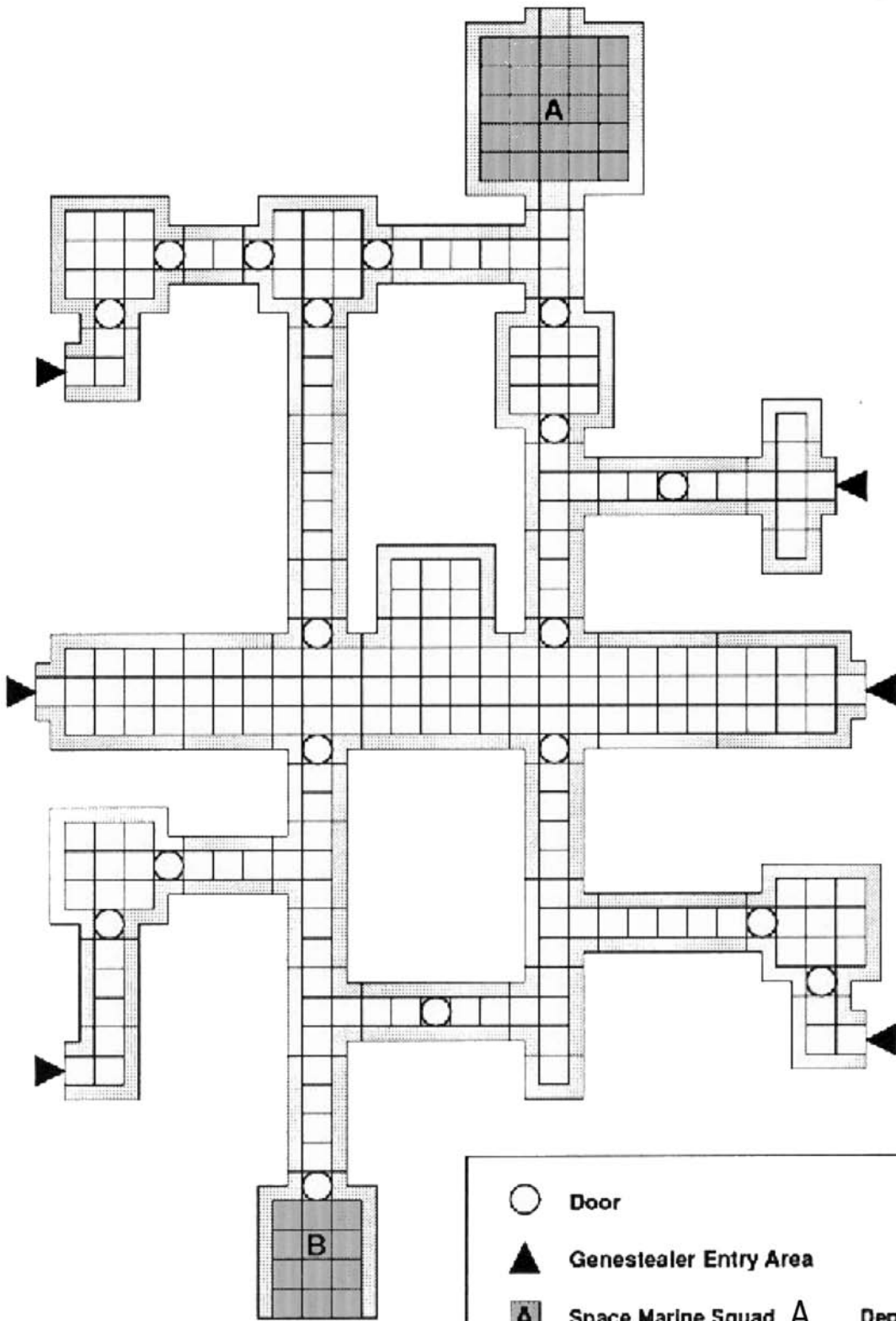
	Door
▲	Genestealer Entry Area
A	Space Marine Squad A Deployment Area
B	Space Marine Squad B Deployment Area

MISSION FOUR: SEARCH AND DESTROY

During the fierce fighting of the break-out action, some squads found cryogenic tanks showing signs of recent. It became clear to the Space Marine commander that there were many Genestealers still in hibernation.

If the Space Marines could locate and destroy these Genestealers before they awoke, their task in clearing the hulk would become much easier.

Squads were ordered to search for cryogenic tanks as they moved through the hulk. To give their commander better idea of the enemy they were facing, the Space Marines were ordered to report on the contents of any cryogenic tanks they found. Once a tank's, content had been investigated, it was to be destroyed.

Objectives

The Space Marine player is trying to locate an occupied cryogenic tank in one of the six rooms. The Genestealer player is trying to stop the Space Marines from finding and destroying the tank.

Forces

Marines: The Marine player has one squad consisting of a Sergeant with storm bolter and power sword, a Librarian with storm bolter and force axe, a Space Marine with assault cannon, a Marine with lighting claws, and a Marine with storm bolter and power glove.

Genestealers: The Genestealer player starts with 2 Blips and gets 1 Blip per turn as reinforcements.

Deployment

Marines: The squad deploys in the marked area.

Genestealers: The Genestealers may be brought in at any of the entry areas shown on the map.

Special Rules

The Marine can secure entry areas.

Finding the Cryogenic Tank: The first time a Marine gets direct LOS into a room that might contain the tank (as shown on the map), the Marine player rolls a dice. If the number rolled is a 6, that room contains the cryogenic tank. If not, then that room is empty. If three of the four rooms have turned up empty, the fourth room automatically has the tank in it. Once the tank has been located, the Genestealer player places the cryogenic tank counter in the room in any position.

Completing the Mission: Once the tank has been found, the Marine player must check it out and destroy it. First a Space Marine must enter a square directly touching the tank and then spend a further 2 APs or CPs to report to the commander on the contents of the tank. Then the tank must be destroyed. Once the report has been made, any Marine may destroy the tank.

For ranged weapons, count the tank as being as though as a Genestealer. For close assaults, the attacking Marine must score a 7 or more to destroy it.

For example: A storm bolter destroys the tank on a roll of 6 on either dice; a Sergeant could destroy it on a roll of 6 (with the +1 Sergeant bonus giving a result of 7).

Victory

The Space Marine player wins by making a full report on the cryogenic tank and then destroying it.

The Genestealer player wins if no Marines reach the tank. If a Marine reaches the tank but fails to report or reports but the tank is not destroyed, the game is a draw.
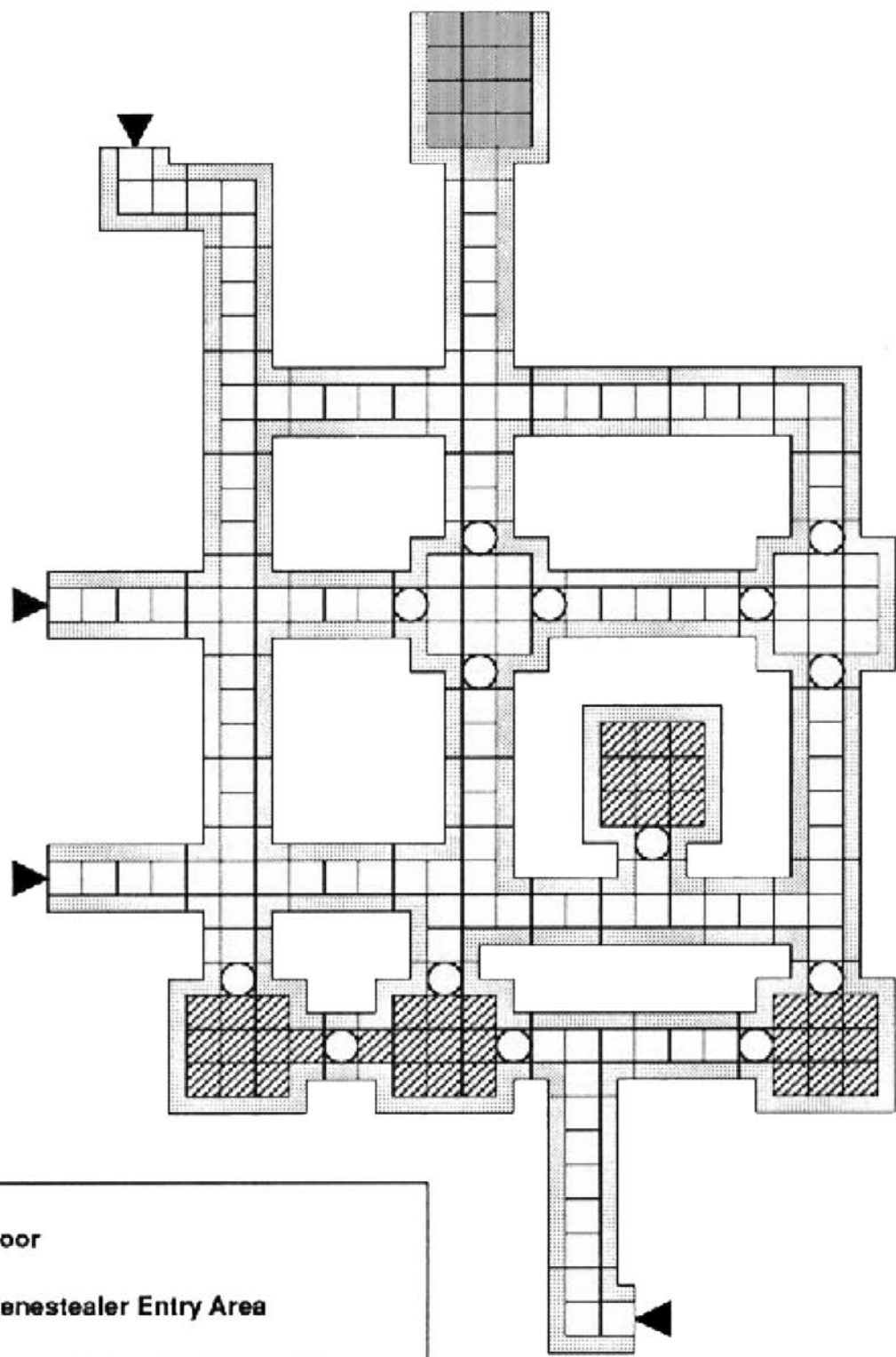
Door

Genestealer Entry Area

Space Marine Deployment Area

Possible Cryogenics Area

MISSION FIVE: HOLD AND SECURE

As the Space Marine commander analysed the reports from his squads, it became clear that the crashed hulk contained a high number of Genestealers. At the same time, the mysterious source of menacing energy deep within the ship was growing ever stronger. All the evidence pointed to the presence of a Genestealer Patriarch, the most powerful of Genestealers, whose presence would threaten the survival of the Space Marines assaulting the hulk.

It was obvious that., as yet, the Patriarch was still partially dormant from his long voyage through space. But the stirrings of his power were becoming stronger. If the Marines couldn't locate and destroy him before he regained his full power, their mission was surely doomed. They had to strike hard and fast before the Patriarch awoke and took control of his brood, but it was a dangerous race against time - the Marines first had to locate the dormant Patriarch.

Following the guidance of the Tech Marines, they closed in on the core of cold fury that seemed to burn at the heart of the ship. If they could secure several key areas, they would win the chance to launch a fast and deadly strike to destroy the Patriarch before they were overrun.
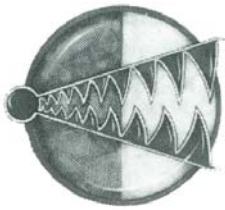
Objectives

The Marine player is attempting to secure all the Genestealer entry points. The Genestealer player is trying to kill as many Marines as possible to stop this from happening.

Forces

Marines: The Marine player has one squad, consisting of a Sergeant with storm bolter and power sword, a Sergeant with thunder hammer and storm shield, a Librarian with storm bolter and force axe, a Marine with heavy flamer, a Marine with storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer doesn't get any starting forces but receives 2 Blips per turn as reinforcements (see Special Rules).

Deployment

Marines: The Marines start in the marked room.

Genestealers: One Blip per turn must arrive at the special entry point (see Special Rules) but the other Blip can arrive at any of the entry points.

Special Rules

Securing areas: The Space Marine player is attempting to secure all the Genestealer entry points.

The Special entry point is a ladder coming up from a service tunnel running under the room. If the special entry point is secured, the Genestealer player is reduced to 1 Blip reinforcement per turn.

Victory

The game ends at the End Phase of turn 15. If all the entry points have been secured, the Marine player wins. If all the Marines are dead and at least one entry point is still open, the Genestealer player wins. Any other result is a draw.
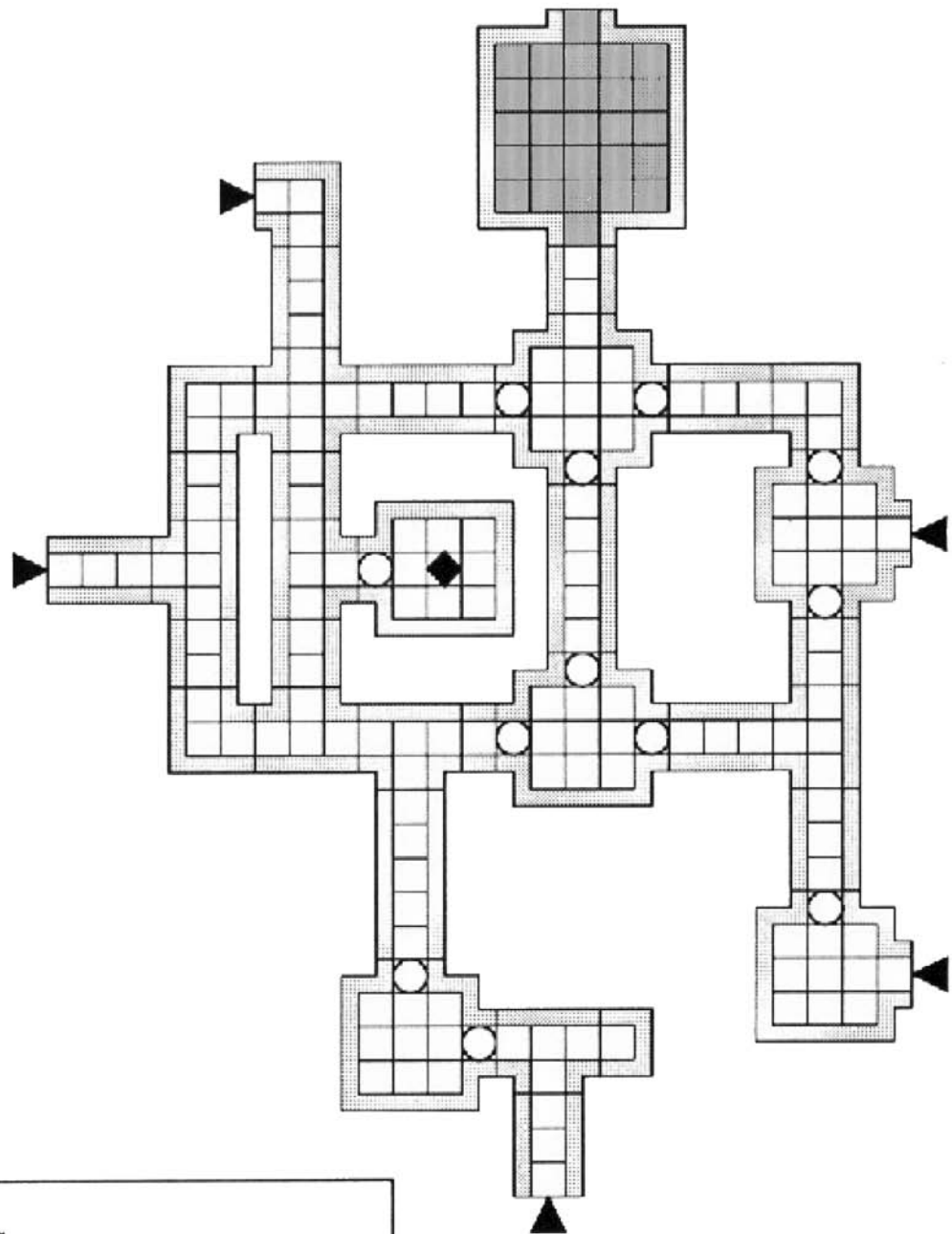
Symbol	Description
◯	Door
▲	Genestealer Entry Area
◆	Special Genestealer Entry Area
▨	Space Marine Deployment Area

MISSION SIX: FINAL CONFLICT

As squads secured their areas and reported them clear, the Patriarch's location was narrowed down to one small area of the hulk. The nearest Marines were dispatched to destroy the Patriarch before it had fully recovered from hibernation. There was no time to assemble a full attack force - the Marines at hand would have to act fast and decisively to remove the threat.

With the Patriarch destroyed, the remaining Genestealers would be disorientated and without guidance - it would be a long and hard fight to kill them all, but in the end the outcome was certain. If the Patriarch survived, the Marines in the hulk were almost certainly doomed - those outside would have to stand off and destroy the hulk by bombardment, losing any valuable information about its origin that might have been recovered from the data banks inside.

While the other Marines were ordered to break out of their positions to cause a diversion, a three-pronged attack was launched to overcome the ever-strengthening defences of the Genestealers. The success of this whole operation now depended upon the actions of these few Marines who were fighting for their own and their brothers' lives.

Objectives
The Space Marine player is trying to kill the Patriarch before it awakes and the Genestealer player is trying to wipe out the attackers before they reach the Patriarch's room.

Forces
Marines: The Marine player splits the following force into three units of three. The two Sergeants and the Librarian must be in different units.

A Sergeant with storm bolter and power sword,
a Sergeant with thunder hammer and storm shield,
a Librarian with storm bolter and force axe,
a Marine with assault cannon,
a Marine with heavy flamer,
a Marine with lighting claws,
a Marine with storm bolter and chain fist,
and two Marines with storm bolters.

Genestealers: the Genestealer player starts with 3 Blips and gets 1 Blip per turn as reinforcements for the first two turns and 2 Blips per turn from then on.

Deployment
Marines: One unit starts in each of the three marked Deployment areas.

Genestealers: The 3 starting Blips are placed in the room marked Guards. One reinforcement Blip must come on at a primary entry point. When 2 Blips are allowed, the second one must come on at a secondary entry point. A Patriarch model is placed in the marked room.

Special Rules
Crates and Rubble: The players take it in turns (Marine player first) to place all the crate and rubble counters in the 3-wide corridor sections. These cannot be placed where they would block movement totally - there must always be a clear route through.

Guards: The 3 Blips in the room marked Guards must stay in that room. They are the last line of defence. They may be converted at any time, but cannot leave the room. They are placed by the Genestealer player with any facing required.

The Patriarch: The room marked on the map contains the Patriarch. Until turn 10, the Patriarch is still partially dormant and cannot fight itself. From turn 10 onwards the Patriarch is fully awake.

Once awake, the Patriarch has 6 APs like other Genestealers but rolls 4 dice in close assault, each with a +3 bonus. Whether it's partially dormant or fully awake, the roll to kill the Patriarch is the same as that for a Genestealer.

Victory
The game ends when either the Patriarch has been killed or all of the Marines have been killed. If the Patriarch is killed before it is fully awake (i.e. before turn 10), the Marine player wins. If the Marines fail to even enter the Patriarch's room, the Genestealer player wins. Anything else is a draw.
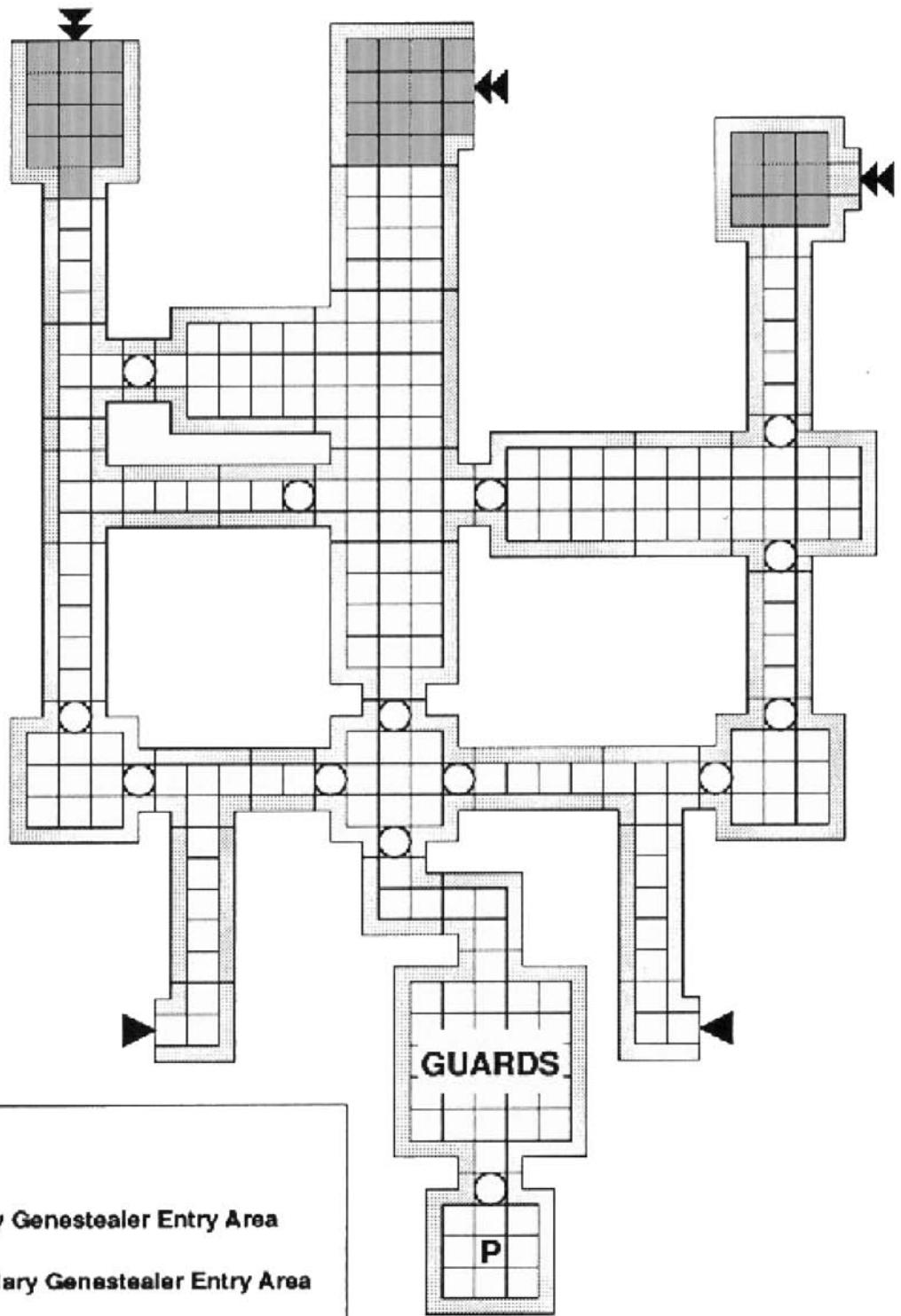
○	Door	
▲	Primary Genestealer Entry Area	
♠	Secondary Genestealer Entry Area	
▨	Space Marine Deployment Area	
P	Patriarch	

NECROMUNDA

Necromunda is a world of mines, factories, refineries and processing plants. The planet is a vast powerhouse of industry, making thousands upon thousands of different items for use throughout nearby planetary systems. Nothing which can contribute to the planet's output has been left untouched. Mountains have been reduced to rubble for the ore they contain. Oceans have been turned into little more than chemical sludge ponds. The once fertile plains have disappeared under huge urban developments of great housing and factory blocks, forming new ranges of man-made mountains every bit as tall as the long-since flattened natural land features. These huge towering urban complexes are known as city hives, and their individual peaks or towers are called city spires.

The spires and their under-cities seethe with humanity, from the noble families who live at the top of the spires above the perpetual smog layers, to the fugitives, outlaws and mutants who scrape a mean existence far beneath the planet's surface. Among the countless billions who populate Necromunda are those who have been fortunate enough to break free of the planet, at least temporarily, and work as crew on the great starships that trade between the local systems and carry Necromunda's tithe to the Imperium.

It may have been one of these spacefarers who first brought the infection to the planet. Returning dazed as the sole survivor on a salvaged ship or picked up from a floating wreck, such an individual would soon disappear into the vast sea of humanity that fills the hives. And no-one would notice that anything was wrong until his child was born.

Even then, mutants are common enough, hunted by the forces of the Governor, Lord Helmawr, and hidden by terrified parents who fear that the taint of heresy and mutation might bring their own execution. The man and his family would find refuge amongst the mutant gangs and vermin of the under-city. And there the infection would spread, unchecked and unrecognised until it was too late.

When bloody revolution broke out in the Nautilus, one of the small spires of the Acropolis Hive, troops from the planetary defence force were swiftly dispatched to suppress the rebels. Rumours that mutants and psykers were involved brought the witch-hunting Venators onto the scene.

Even these hardened warriors, accustomed to fighting the obscene mutants of the under-cities, were not prepared for what met them. Many of the rebels had three or four arms and strange elongated heads, their skin tinted a bruised blue-purple colour. And alongside these mutants fought terrifying four-armed beasts that tore men in two and knew no fear. The Necromundan forces quickly withdrew having already suffered fearsome losses.

Lord Helmawr asked for assistance from the Space Marine contingent that maintained a permanent base on the planet. From their fortress monastery high on the side of the Palatine Spire, a task force of Ultramarine Terminators launched their assault. If the Genestealer infection was to break out of the rebellious spire, it could mean the necessary extermination of thousands, even millions of Necromundans.

MISSION ONE: FIRST BLOOD

The first objective of the Marines is to isolate the Nautilus spire and ensure that the Genestealers can't escape out into the main part of the Acropolis Hive. From the reports of the Necromundan forces, the Marines worked out that most of the Genestealers were confined to a small area in the upper part of the Nautilus spire, presumably defending their Patriarch.

Squads of Marines, supported by Necromundan troops, were ordered to move through the lower parts of the spire and eradicate the rebels there. These were mostly Human brood brothers, fanatical supporters of the Genestealer rebellion but not themselves polluted by the mutating infection.

In the upper parts of the spire, a smaller force of Marine squads was concentrated. Their task was to exterminate the purestrain Genestealers and kill the Patriarch - without a leader, the revolution would soon die out. The first task was to seal off the upper levels to prevent the Genestealers breaking out into the Acropolis and to stop any potential reinforcements.

One squad was detailed to destroy the lifts that formed a vital link with the main body of the spire.

Objectives

The Marine player is trying to kill all the Genestealers guarding the lifts and destroy the lifts. The Genestealer player is trying to keep this possible escape route open.

Forces

Marines: The Marine player has one squad. It consists of a Sergeant with storm bolter and power sword, a Librarian with storm bolter and power axe, one Marine with heavy flamer, and two Marines with storm bolters.

Genestealers: The Genestealer player begins the mission with 10 Blips, but doesn't receive any reinforcements (see Special Rules).

Deployment

Marines: The Space Marine player brings each model in at a different entry area. The entry areas are set by the Marine player at the start of the mission as explained in the Special Rules.

Genestealers: All 10 Blips are placed on the board before the game begins (i.e. before the Marine player picks his entry areas).

Special Rules

Marine Entry Areas: During the first turn, after the Genestealer player has placed his Blips, each Marine blasts his way into this level of the spire with high explosives.

It takes 1 AP to blow a hole in the roof, the Marine is then placed on the map where he entered through the hole. The position of the entrance point is marked using e.g. a power field generator counter.

If a Blip is in line of sight from the Marine's entry point, it is converted before the Marine jumps down.

Lifts: Use a Disposal Chute tile to represent a lift. Once the door to a lift has been opened or destroyed, the lift can be destroyed by a Marine with the same roll result as needed to destroy a door.

If the door to a lift is destroyed, the lift still works until the lift itself is destroyed.

Lift Doors: Whenever a lift door is opened (rather than destroyed), the door stays open until the End Phase of that player's turn - it then closes automatically.

Genestealer Reinforcements: If either of the lifts is still working by the tenth Genestealer turn, the Genestealer player gets one reinforcement Blip per turn per working lift.

The Blip starts in the lift and is converted immediately it's placed on the board. It cannot lurk under any circumstances.

A lift holds maximum four Genestealers - if the Blip is for any more than four, the extra Genestealers are lost.

Reinforcements have 2 APs less than usual in their first turn to represent the time coming up in the lift. The first Genestealer out of the lift must also use 1 AP to open the door if it hasn't been destroyed - remember the door will always be closed at the start of the turn.

If any Genestealers remain in the lift at the start of a Genestealer turn the Genestealer player doesn't get a reinforcement Blip for that lift in that turn. The Blip is lost and can't be saved up for a later turn.

Victory

If the Marine player destroys both lifts and all the Genestealers, the mission is a Marine victory. If the lifts are destroyed but no Marines survive the mission, it is a partial Marine victory.

If either lift is left intact, the mission is a Genestealer victory.

◯	**Door**	
⬤	**Lift Door**	⬛ **Lift**
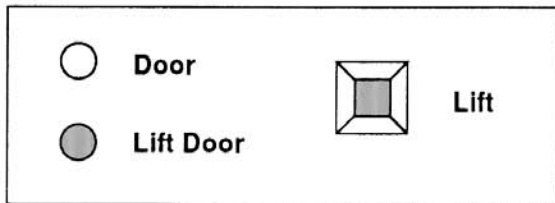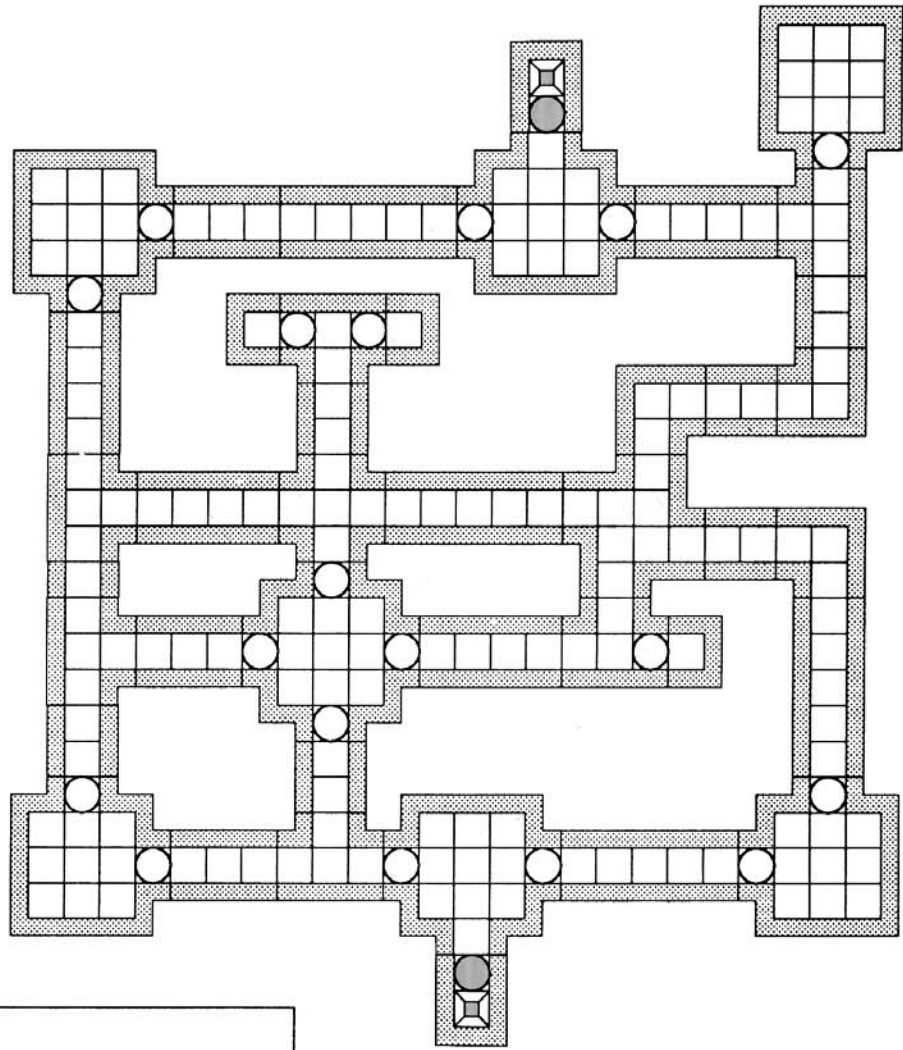
MISSION TWO: NO WAY OUT

Simultaneous with the first assault, a pair of squads were sent along an wide access corridor that led into the Acropolis Hive proper. This corridor formed a key part of the rail link that was originally used to supply the Nautilus spire. It fell into disuse long ago when the spire was largely abandoned and the rails, mechanisms and carriages have long since been scavenged and turned to more productive uses by the spire's clans.

As the Marine squads advanced, the Genestealers were breaking through from above in an attempt to gain control of the old railhead. If they could occupy the access tunnel and keep a route open to the Acropolis, they could flee if the battle went against them.

Once in the vast Acropolis Hive, hunting them would be impossible.

Objectives

The Marine player is trying to hold off the Genestealers for 15 turns. The Genestealer player is trying to kill all the Space Marines within the same time limit.

Forces

Marines: The Marine player has two full squads.
Squad 1 consists of a Sergeant with storm bolter and power sword, a Librarian with storm bolter and power axe, a Marine with heavy flamer, and two Marines with storm bolters.
Squad 2 consists of a Sergeant with thunder hammer and storm shield, a Marine with assault cannon, one Marine with lightning claws, and two Marines with storm bolters.

Genestealers: For the first 12 turns, the Genestealer player gets one Blip per turn for each entry area open (see Special Rules).

Deployment

Marines: The Marines start in the marked corridor.

Genestealers: One Blip enters at each of the entry areas created - see the Special Rules.

Special Rules

Genestealer Entry Points: At the start of the first Genestealer turn, 2 entry point counters (e.g. a power field generator counter) are placed by the Genestealer player to mark holes in the roof - these are the first two Genestealer entry areas.

At the start of the fourth Genestealer turn, a third entry point counter is placed, then a fourth counter at the start of the eighth Genestealer turn.

These counters can be placed anywhere in the complex, except in the wide corridor sections.

Genestealers do not need to lurk for one turn unless a Marine is standing on a square adjacent to the entry point counter.

Securing Entry Areas: The Marine player can secure entry areas but the Marine model must be standing on the square containing the entry point (power field generator) counter.
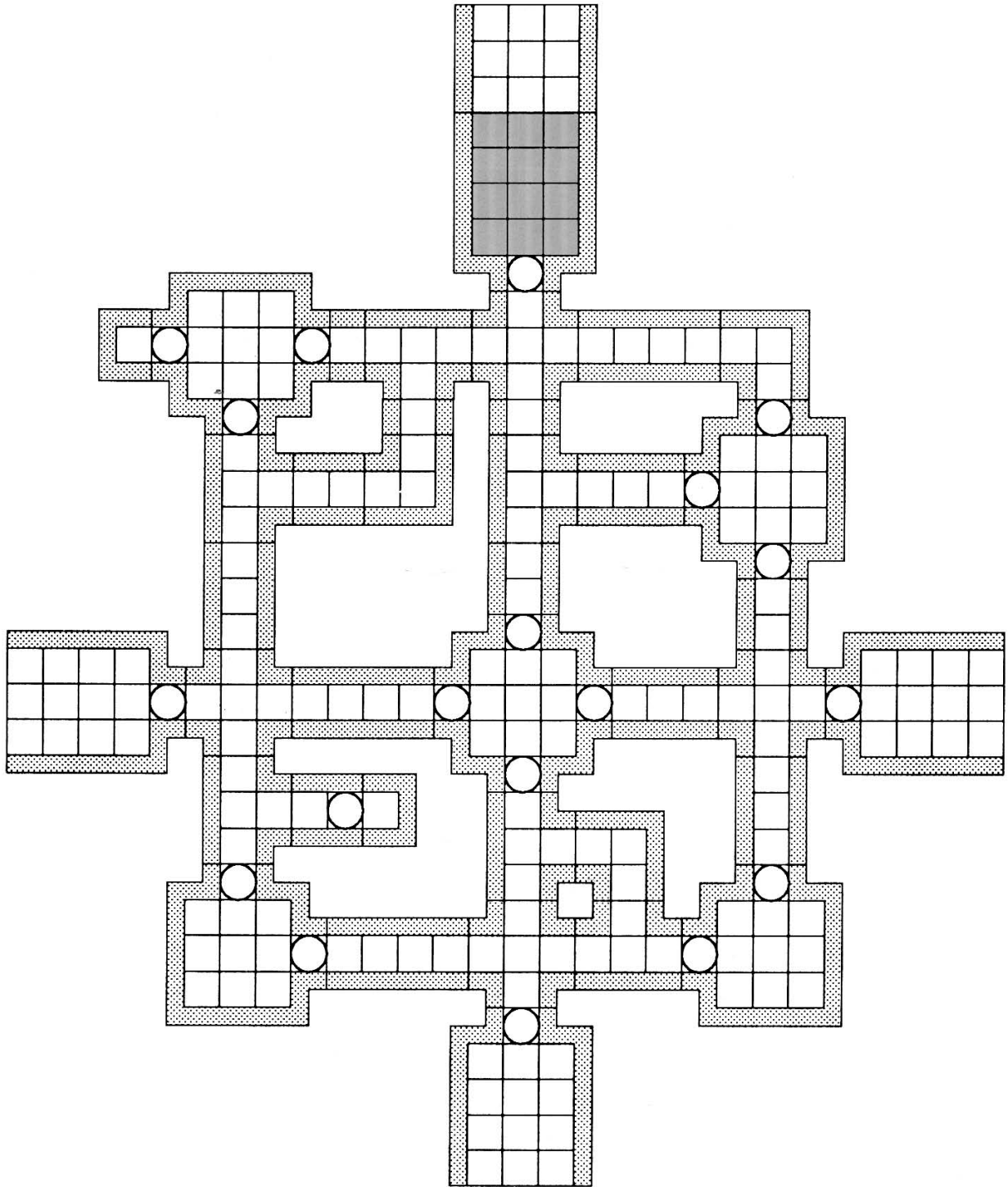
Victory

The mission ends after turn 15.

If all the Genestealers have been killed and 4 or more Marines are alive, it is a Space Marine victory.

If any Genestealers remain alive but 4 or more Marines are alive, the mission is a partial Marine victory.

If less than 4 Marines survive, the mission is a Genestealer victory.

| $\bigcirc$ | **Door** | ▨ | **Space Marine Deployment Area** |

MISSION THREE: KILLING GROUND

With the earlier reconnaissance and the reports from the first two assault groups, it became clear that the main body of the Genestealer forces had been contained and isolated. There was now only one place they could break out - through a main access corridor that led to a vast array of sub-corridors and service tunnels.

If the Marines could push the Genestealers back beyond this corridor, the first part of their task would be complete and they could concentrate on exterminating the surviving Genestealers.

Two squads were sent to move rapidly through the lightly-defended areas of the spire and strike at the key corridor. Their mission was to kill the Genestealers massing at this point and secure the corridor from further incursions. Facing them was a strong Genestealer force, already in position to thwart their attack.

Objectives

The Marine player is trying to eliminate all the Genestealers while stopping any Genestealers getting past. The Genestealer player is trying to get Genestealers off the far side of the board or kill all the Space Marines. The mission ends after 12 turns.

Forces

Marines: The Marine player has two full squads.

Squad 1 consists of a Sergeant with storm bolter and power sword, a Librarian with storm bolter and power axe, a Marine with heavy flamer, and two Marines with storm bolters.

Squad 2 consists of a Sergeant with thunder hammer and storm shield, a Marine with assault cannon, one Marine with lightning claws, and two Marines with storm bolters.

Genestealers: Five of the Blips (chosen at random) are the Genestealer starting force. The other Blips come on as reinforcements at 2 Blips per turn.

These are all the Blips the Genestealer player gets. As each Blip is converted, it is discarded. After 11 turns, the Genestealer player will run out of reinforcements - don't shuffle the Blips and work through them again.

Deployment

Marines: The Marine player deploys one squad on each of the marked corridors.

Genestealers: The Genestealer starting force is placed as 1 Blip in each of the five rooms. Reinforcements come on at the marked entry areas.

Special Rules

Lurking: The Genestealers must get past the Marines and into the rest of the complex. Therefore, the Genestealers are charging forwards almost heedless of the enemy. They only lurk if a Marine is within 2 squares of an entry area.

Escaping Genestealers: If a Genestealer gets off the board at one of the Space Marine entry areas, it is safe. It can't later return to the game.

Victory

The mission ends after Genestealer turn 12. If there are no Genestealers left alive, the mission is a Marine victory.

If there are Genestealers in the main corridor but not on the Marine side of the complex (above the dotted line), the mission is a partial Marine victory.

If there are Genestealers on the Marine side of the complex (above the dotted line), or if there are no Marines left alive, the mission is a Genestealer victory.
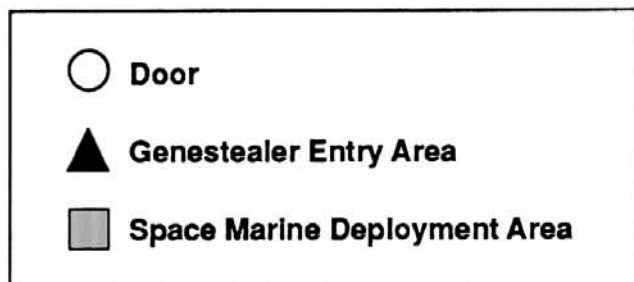
If two or more Genestealers get off the board before the 12 turns are over, the Marine player immediately loses - the game is a Genestealer victory.

SPACE MARINE SIDE
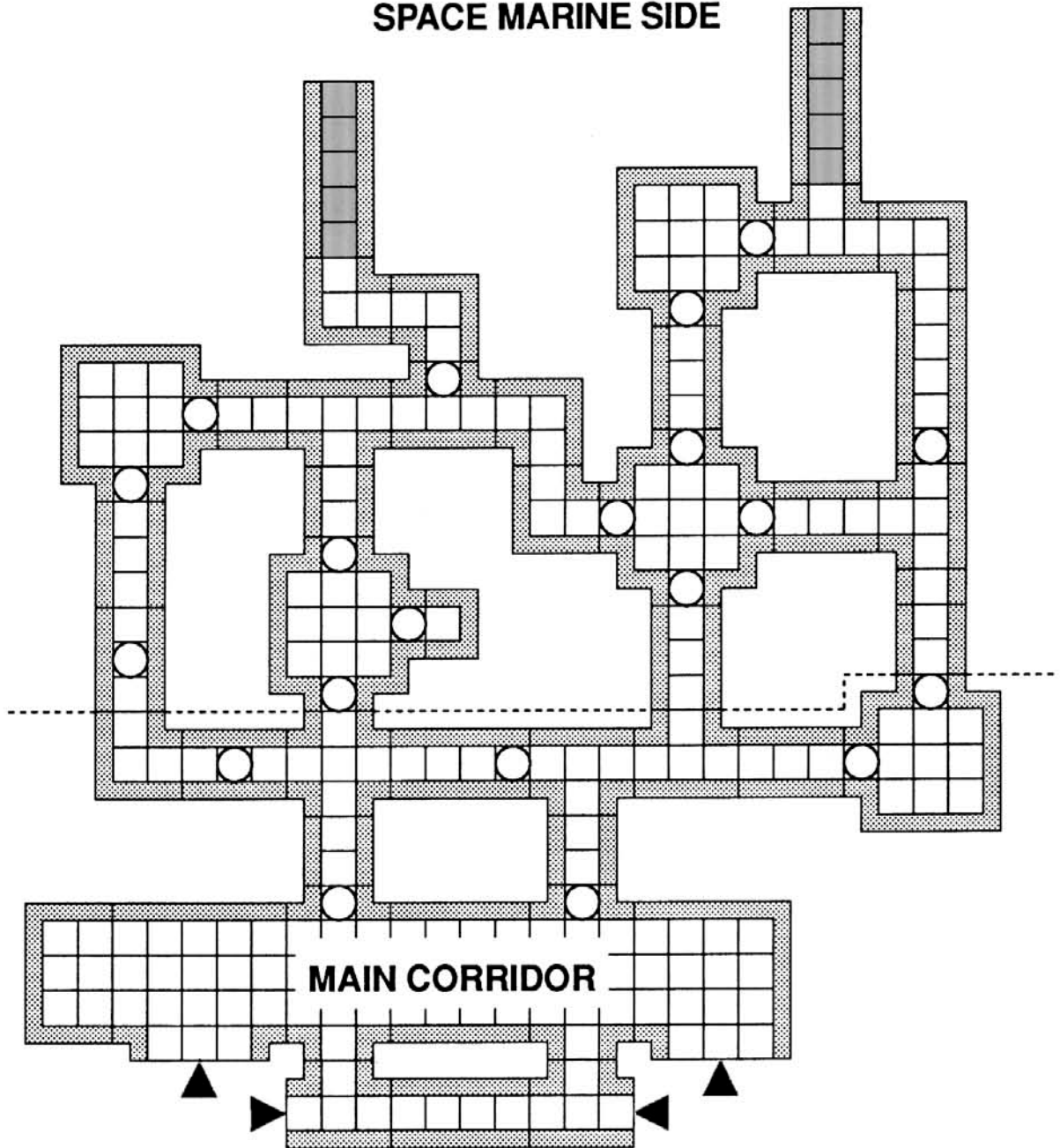
MAIN CORRIDOR

GENESTEALER SIDE

○ Door

▲ Genestealer Entry Area

▨ Space Marine Deployment Area

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MISSION FOUR: INTERROGATION

The final assault force of the Marine first wave was ordered to discover where the Patriarch and the main Genestealer defences were located within the Nautilus spire. Once their location was found, the Marines' final strike could begin - they didn't want to waste valuable time or lives searching through the winding tunnels of the spire, prey to ambush by Genestealers. To pinpoint the Genestealers, the Marines had to interrogate the computers that ran the few remaining automatic services in this part of the spire.

They were convinced that the Genestealers had been resident long enough for their location to show through the use of access tunnels, energy points and so forth. If they were wrong, it could mean sending the Marines on a wild goose chase - or worse, into a trap.

Reaching the computers was going to be difficult. Extracting the information while holding off the Genestealers in this area would be near impossible. But it was the only way to finish the rebellion swiftly and save the rest of the Acropolis from infection and certain death.
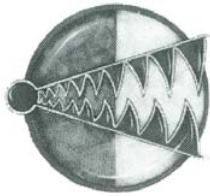
Objectives

The Marine player is trying to secure information from the computers. The Genestealer player is trying to stop this by killing the Marines or destroying the control panel.

Forces

Marines: The Marine player has two full squads.
Squad 1 consists of a Sergeant with storm bolter and power sword, a Librarian with storm bolter and power axe, a Marine with heavy flamer, and two Marines with storm bolters.
Squad 2 consists of a Sergeant with thunder hammer and storm shield, a Marine with assault cannon, one Marine with lightning claws, and two Marines with storm bolters.

Genestealers: The Genestealer player starts with 2 Blips and gets 2 Blips reinforcements per turn. When the Marines reach the control panel, the reinforcements increase to 3 Blips per turn.

Deployment

Marines: The Marine force starts in the marked corridor section.

Genestealers: The Genestealers may enter at any of the marked entry areas.

Special Rules

The Marine player may secure entry areas.

Reaching the Control Panel: When the first Marine reaches the control panel, 1 AP may be spent switching on the auto fire weaponry.

It then takes a total of 25 APs to get all the information needed from the computer.

Make a note of each AP spent by a Marine to gather information. Although the APs can be spent by different Marines in different turns, only one Marine can gather data in any given turn.

Destroying the Control Panel: As soon as the first AP is spent on gathering information, the Genestealers become aware of the Marines' intentions and start trying to destroy the control panel - from this point, the Genestealers' reinforcements go up to 3 Blips per turn.

The control panel can be destroyed on the same roll as to destroy a door.

Auto Fire Weapons: At the beginning of the game, the Space Marine player places four auto fire counters on the board in any corridor sections (not rooms, junctions or turns). These counters represent automatic laser guns fixed into the ceiling which fire on any life form passing directly below them.

At the start of the mission, the auto fire weapons are not yet activated - they can be turned on at the control panel for 1 AP .

Once activated, any model passing over the counter is fired on by the laser. Roll a single dice. A Genestealer or Marine is killed on a 6.

If the control panel is destroyed, all the lasers stop firing and the counters are removed.

An unconverted Blip cannot be moved over an auto fire counter - it must stop its move or convert before moving. A Blip cannot be converted so that a model is placed on the counter.

Victory

If the Marine player spends 25 APs on gathering information, the mission is a Marine victory.

If at least 15 APs are spent on gathering information, the mission is a partial Marine victory.

If less than 15 APs are spent on gathering information before all the Marines are killed or the control panel is destroyed, the mission is a Genestealer victory .
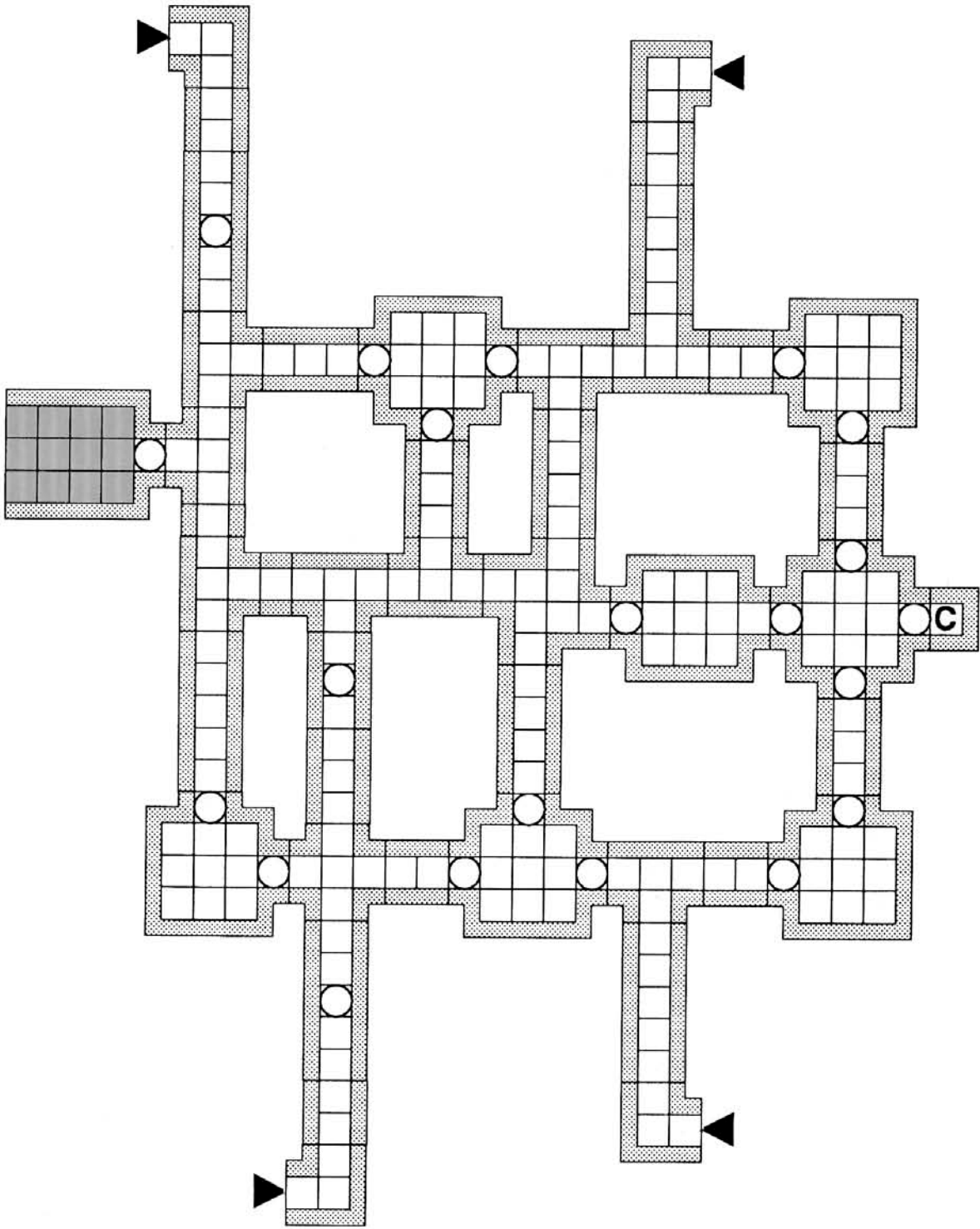
○	Door	▲ Genestealer Entry Area
C	Control Panel	▨ Space Marine Deployment Area

MISSION FIVE: DIVIDE AND CONQUER

The interrogation of the computers was successful. Combined with reconnaissance reports and bio-scanning of the spire, the Marines had discovered there were only two main concentrations of Genestealers left. One was gathered to defend their Patriarch. The other group had been sent into the lower levels in an attempt to break through to the Acropolis.

Thanks to the earlier isolation manoeuvres, this second group of Genestealers had failed in their task. They were now returning to the Patriarch. Within the narrow confines of the spire's tunnels, the Marines knew that they couldn't face such a large force and win. The only hope was to catch the two groups separately before they joined.

Two fresh squads from the second wave were detailed to guard the access corridors from the lower levels and stop the Genestealers breaking through to regroup. Ten Marines formed a line that no Genestealer would cross.

Objectives
The Marine player is trying to hold off the Genestealer reinforcements while the Genestealer player is trying to break through the cordon and get some Genestealers off the marked corridor section. The game lasts for 15 turns.

Forces
Marines: The Marine player has two full squads.
Squad 1 consists of a Sergeant with storm bolter and power sword, a Librarian with storm bolter and power axe, a Marine with heavy flamer, and two Marines with storm bolters.
Squad 2 consists of a Sergeant with thunder hammer and storm shield, a Marine with assault cannon, one Marine with lightning claws, and two Marines with storm bolters.

Genestealers: The Genestealer player begins play with two Blips. He receives two reinforcement Blips per turn.

Deployment
Marines: The Marine player places his models anywhere on the board on any facing and set on overwatch if he wants.

Genestealers: The Genestealer forces can come on at any of the marked entry areas.

The Genestealers move first.

Special Rules

Crates and Rubble: Before the game begins, the Marine player can place all the crate and rubble counters anywhere on the board.

Doors: Before the game begins, the Marine player may decide to open (but not destroy) up to 6 doors.
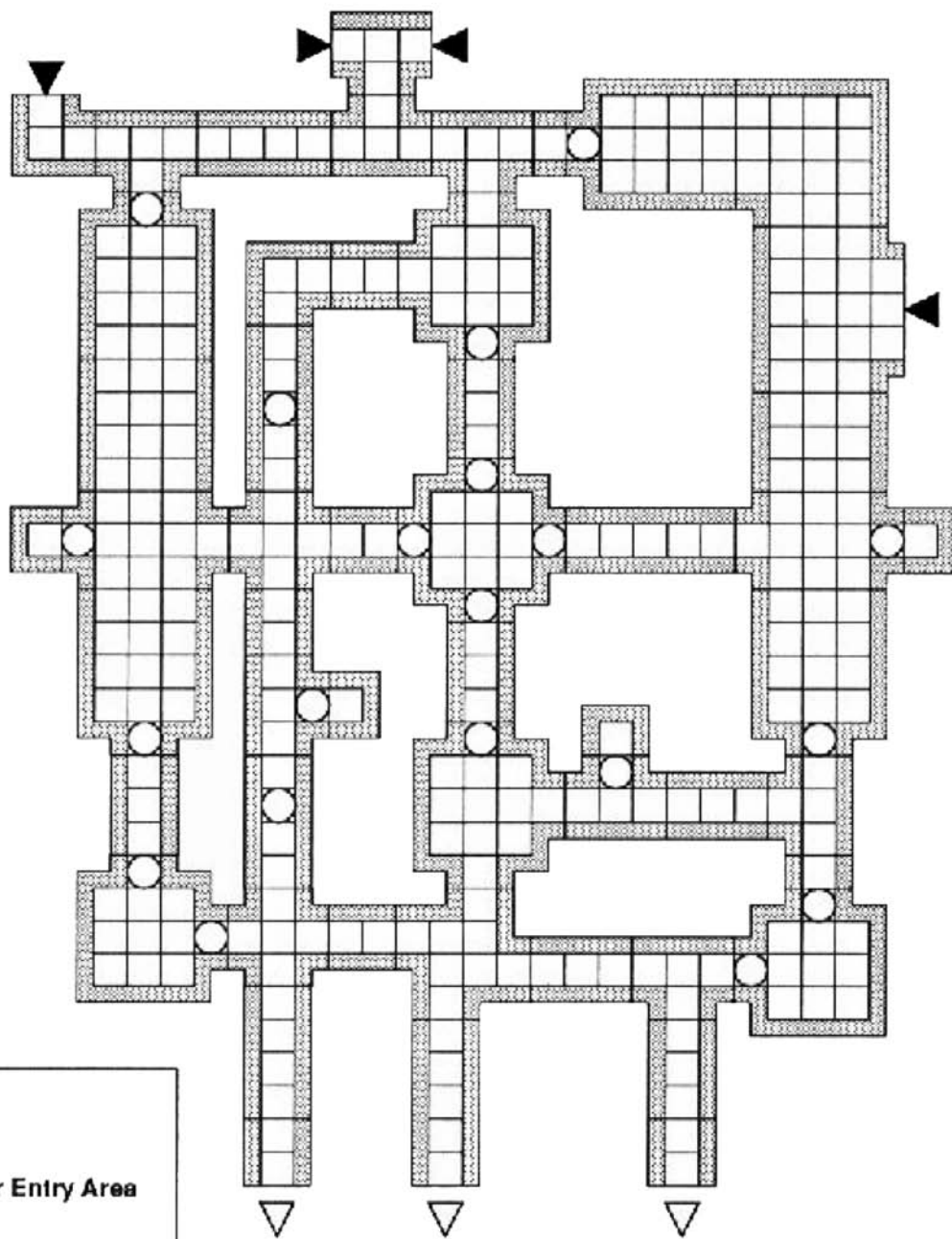
Victory
The game ends after turn 15.

If no Genestealers get off board at their marked exit areas, the mission is a marine victory.

If between 1 and 5 Genestealers get off the board, the mission is a partial Marine victory.

If 6 or more Genestealers get off the board, the mission is a Genestealer victory.

◯ Door

▲ Genestealer Entry Area

△ Genestealer Exit Area

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MISSION SIX: POISON

With many of the Genestealers now cut off from their Patriarch, the Marines had only one objective - the death of the brood's leader. But the Patriarch and a number of Genestealers had sealed themselves into a nigh-impenetrable fortified position at the top of the spire - they had obviously been prepared for such an eventuality. The Marines knew they would win but the losses could be terrible.

The answer was in the spire plans that had been retrieved from the computer banks. A heating and air duct ran the whole height of the spire and could be accessed from many levels. Too narrow for the Genestealers or Marines to enter, it could still be used to deliver a deadly poison to the Genestealers' sealed fortress.

The earlier missions to trap the Genestealers had paid off! The Marines had two canisters of a deadly nerve agent that had been specially developed by Imperial xenobiologists - it was known to affect even the hardy metabolisms of Genestealers. If just one canister of this nerve agent could be introduced into the heating duct, it would rise up and flood the Genestealers' fortified position. The Marines could kill the Patriarch and his remaining forces without having to take losses. Only the Genestealers between them and the air duct stood in the way of total victory.

Objectives

The Marine player is trying to get at least one of the canisters to the air shaft. The Genestealer player is trying to stop the Marines.

Forces

Marines: The Marine player has two reinforced squads.
Squad 1 consists of a Sergeant with storm bolter and power sword, a Librarian with storm bolter and power axe, a Marine with heavy flamer, and three Marines with storm bolters.
Squad 2 consists of a Sergeant with thunder hammer and storm shield, a Marine with assault cannon, one Marine with lightning claws, two Marines with storm bolters, and a Marine with storm bolter and chain fist.

Genestealers: The Genestealer player begins the mission with 2 Blips, and receives 2 reinforcement Blips per turn .

Deployment

Marines: The squads starts on the marked corridor sections.

Genestealers: The Genestealer forces may come on at any of the marked entry areas.

The Unknown Lifeforms: Place the cryogenic tank counter in the proper room as shown upon the map. The lifeforms lie in stasis within.

Special Rules

The Space Marine player may secure entry areas.

Carrying a Canister: The canisters of microbiological agent are heavy so the Marines carrying them cannot move more than 4 squares per turn - CPs can't be used to move them further. A Marine carrying a canister cannot use his weapons, but the canister can be put down for 1 AP in order to fire. Picking up a canister costs 2 APs.

If a Marine carrying a canister is attacked in close combat, he can't defend himself and is automatically killed. If a Marine carrying a canister is killed, or if he puts it down and moves off, another Marine can pick up the canister - this costs 2APs. A Marine armed with lightning claws cannot pick up a canister. The canisters cannot be destroyed.

Mark the Marine carrying a canister, or the position of a dropped canister, with a counter.

One a Marine carrying a canister reaches the air shaft, it takes 1 AP to arm the canister and 1 AP to drop it in the shaft.

Genestealers ignore the canisters and can't pick them up.

Victory

If an armed canister is placed in the air shaft the mission is a Marine victory - the poison will spread throughout the upper parts of the spire and kill the Genestealers.

Any other result is a Genestealer victory.
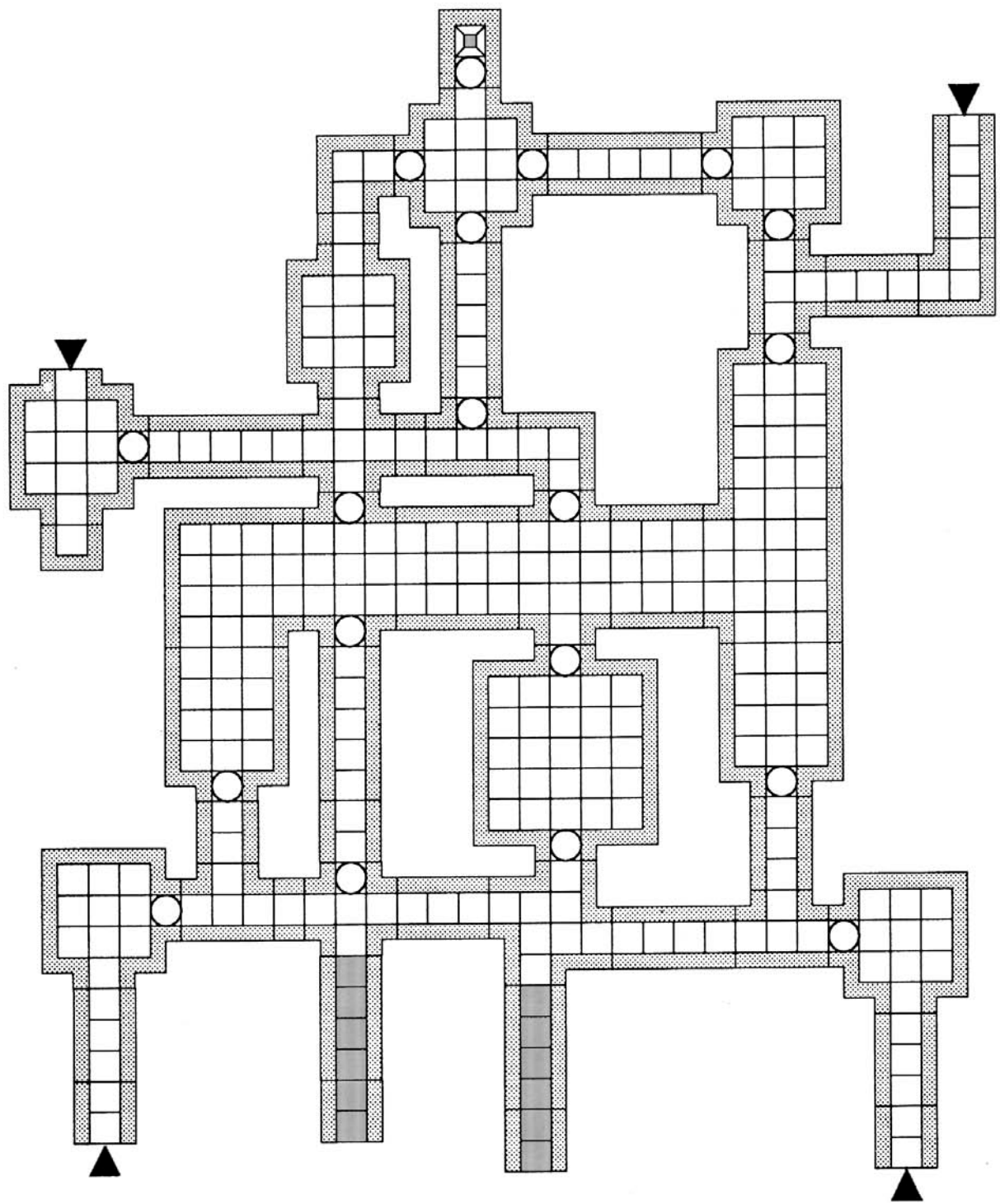
○	**Door**	
▲	**Genestealer Entry Area**	

▨	**Space Marine Deployment Area**	
⊠	**Air Shaft**	

Space Hulk 2nd Edition Campaigns

SPAWN OF EXECRATION

The hulk was spotted by a Space Wolves' scout vessel, doing a routine patrol on the edge of the area of warp/real space overlap known as the Eye of Terror. The ship's Astropath broadcast the hulk's location back to the Chapter's home world, Fenris, from where the information was passed on to Earth. The majority of the Space Wolves were away, fighting a campaign against Chaos Renegades on the other side of the Eye of Terror. As one of their companies prepared for mobilisation, the Space Wolves received a message from the Blood Angels First Company, who had just arrived at the space hulk. Because of the uncertain nature of astropathic communication, the Blood Angels had received the Space Wolves' message two weeks *before* it had been sent. Once again, fate had led the Blood Angels into battle with the Genestealers.

The commanding officer of the Blood Angels' force, named the hulk *Spawn of Execration*. The massive ship was so huge it dwarfed the Imperial craft that gathered round it. The hulk seemed to be a compacted mass of old spaceships and space debris. Incredibly, scans revealed the thing was powered, and registered large numbers of life signs. The sheer size and density of the hulk meant the scanners were unable to penetrate much further than the outermost layers. It would be logical to assume the life forms were Genestealers, but this close to the Eye of Terror the presence of other, more Sinister, occupants could not be ruled out.

There was only one way to find out: the Marines would have to board the hulk and investigate. No matter what evils lurked aboard this floating wreck nothing would be allowed to stand against the might of the Blood Angels.

MISSION ONE: BREAK THROUGH

The Sergeant checked the scanner again. Seconds ago it had been clear, now he could see a few green Blips at the edge of the dial. As he watched, more and more Blips appeared, and started moving in to his squad's position.

The enemy were approaching fast, and their speed seemed to indicate that they were, after all, Genestealers. Although the area had been clear when the squad had emerged from the boarding torpedo, the enemy had been quick to detect the intruders' presence and move into contact with them.

They had their orders: no matter how heavy the opposition they must not turn back, as the only chance to get the rest of the force safely on board the hulk lay in opening the doors to the cargo bay. A sensor sweep had shown that the controls for the doors lay in this section of the hulk. It was hoped that a quick strike by a single squad would not seem sufficiently threatening to alert the foe. So far the plan was working and the squad was now close their objective, but things were about to get tougher.

A final check of the scanner showed that the first of the foe were nearly upon them, just round the corner ahead. Very soon they would get their first sight of a Genestealer. With a terse command he ordered the squad to halt and ready their weapons, Despite all his years of service, when the first wave of Genestealers tore towards them down the corridor. The Sergeant nearly froze with horror before his instincts and training took over. He fired his storm bolter again and again at the monsters. Behind him, his men fired continuously, raking the corridor with explosive shells, but no matter how many Genestealers they killed, more flung themselves forward, screaming with alien fury,

Forces

Marines: The Marine player has one squad. It consists of a Sergeant armed with a storm bolter and power sword, one Marine armed with a heavy flamer, and three Marines armed with storm bolters.

Genestealers: The Genestealer player begins the mission with four Blips, and receives one reinforcement Blip per turn .

Deployment

Marines: The squad starts on the marked corridor

Genestealers: At the start of the game one Blip is placed outside each entry area.The reinforcement Blips may enter at any of the marked entry areas.

Computer Console: Place a one square token flipped face down on the square marked as the Computer Console Square on the map.

Special Rules

Computer Console: To activate the computer console that opens the cargo bay doors, a Marine must stand on the Computer Console Square (see Map) and face one of the walls in that corner. It costs 2 APs to activate the computer console to open the cargo doors and win the game.

Victory

The mission ends in a Marine player victory if the cargo doors are opened. The mission ends in a Genestealer victory if all the Marines die before the doors are opened.

Objectives

The Marines are heading for the computer console, which they must use to open the cargo bay doors. The Genestealers must stop this by killing all the Marines before the doors open.

○ DOOR

▨ MARINES DEPLOY

▲ STEALER ENTRY AREA

▦ COMPUTER CONSOLE SQUARE
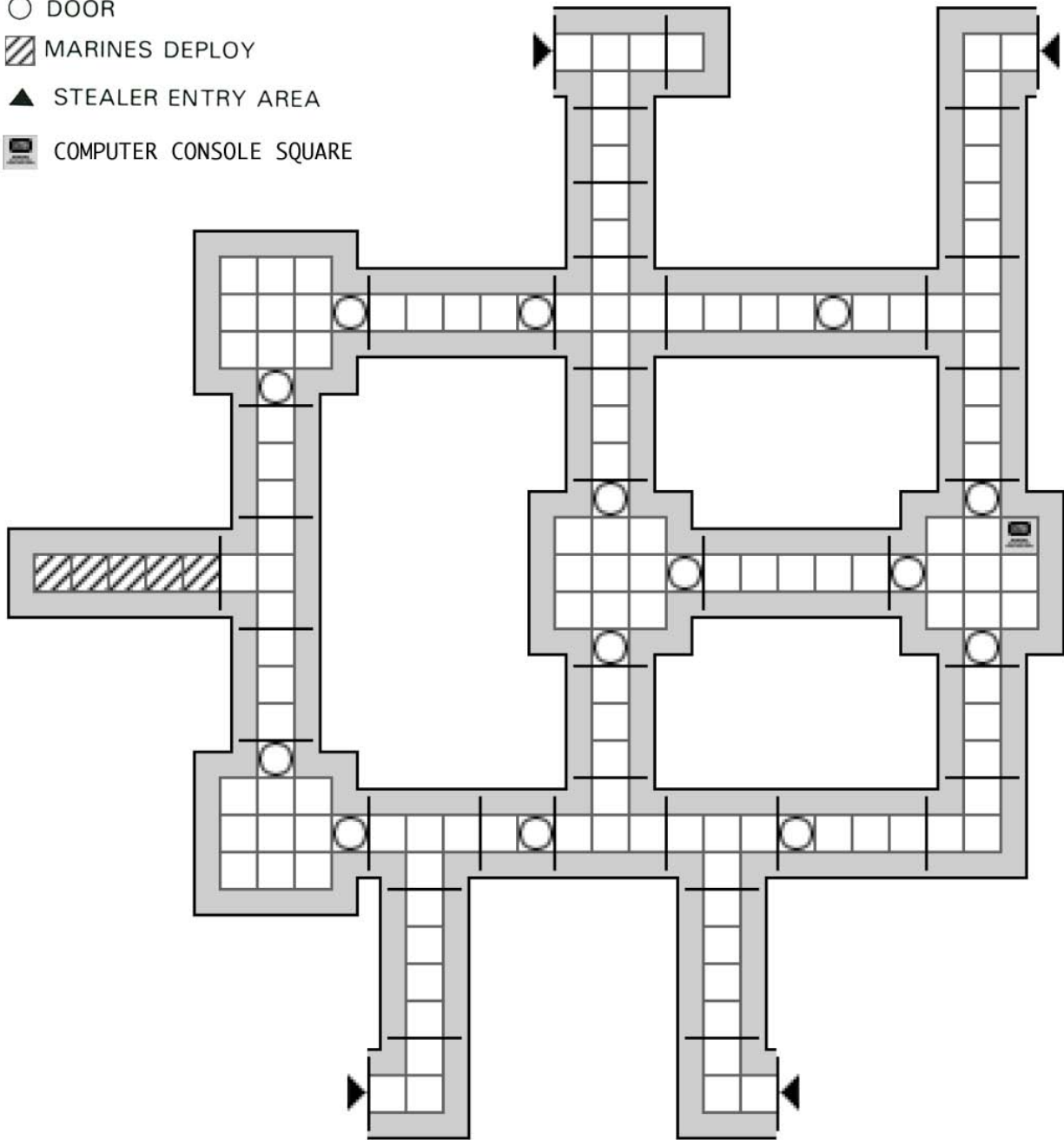
MISSION TWO: FORGE AHEAD

All of the Space Marines had seen the pictures of the Genestealers sent back by the cameras and there was no denying how deadly they were. Storm bolter fire could kill them, and heavy flamers were particularly effective, but in close combat the sheer strength and ferocity of a Genestealer was more than a match for even a Space Marine.

They watched as the Genestealers ripped through a solid steel door in seconds, tearing it apart with great slashes of their claws before forcing their bodies through the rents and leaping at an isolated Marine. Point blank storm bolter blew the first two back into the door, a third Genestealer dodged the worst of the blast and latched its teeth into the Marines' head, bearing him backwards down onto the floor with a mighty crash. With two snaps of its teeth it smashed through the helmet and tore off his head in a spray of blood.

How many Genestealers were on the hulk? The Blood Angels had no way of telling. They must continue their reconnaissance. The terrible witnessed death of this Marine made the commander even more determined to destroy the Genestealers and seize the hulk.

Working to the original plan, he split his forces into smaller units and sent them into the hulk. The opposition would be fierce, but this was no time subtlety: courage, firepower and faith would prevail. Some Marines would fall, but ultimately they would emerge triumphant. Of their victory, the commander was assured.

Objectives

Two squads of marines must destroy at least 25 Genestealers and then exit the map. The Genestealers want to destroy the Marines.

Forces

Marines: The Marine player has two squads. One consists of a Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters. The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player starts play with one Blip in each room (total 6 Blips), and receives one reinforcement Blip per turn.

Deployment

Marines: Start the two squads in the two marked corridors on the map.

Genestealers: The Genestealer reinforcements may enter play at any entry area.

Special Rules

Leaving the map: A Marine pays 1 AP to move off the map at the exit point. Once exited, a Marine is out of play. He cannot re-enter the map. Genestealers are not allowed to exit the map.

Lurking: For this mission, each Blip is only allowed to lurk for a single turn. On its second turn, each Blip must either move onto the board or convert and then enter the board.

Victory

Once 25 Genestealers have been killed, the surviving Marines must make their way off the board using the exit point shown on the map. The Genestealer wins if no Marines get off the board alive. The Marine player wins if four or more Marines get off the board. One, two or three Marines getting off the board should be considered a draw

○ DOOR

▨ MARINES DEPLOY

▲ STEALER ENTRY AREA

⬕ EXIT POINT
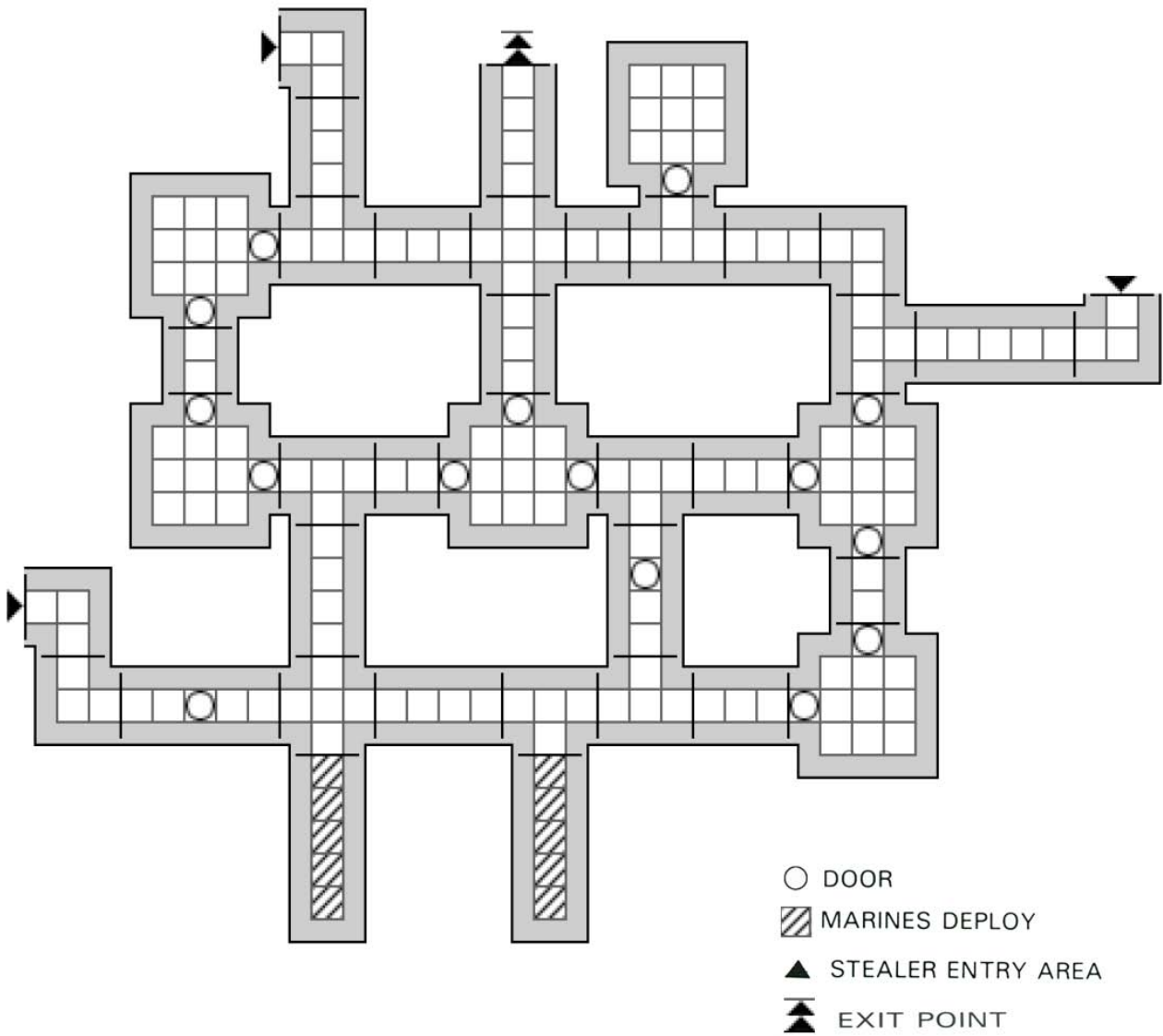
MISSION THREE: REGROUP

The Sergeant fired again and finally the Genestealer went down. Quickly he swung around to the right and snapped off a shot at another monster as it bounded toward him. The shot hit his second target on the neck, blowing its head from its body and ichor sprayed the corridor as yet another alien died.

There seemed to be thousands of them and they still keep coming. These Genestealers were a foe like no other he had ever fought, incredibly hard to kill. His armour already bore a triple gouge from the claw of a Genestealer that seemed to keep coming through the unrelenting hail of his overwatch before he could cut it down with his power sword.

Seconds earlier, a Marine had been caught at an intersection by Genestealers coming at him in two directions. Even his heavy flamer had not been enough to protect him. Thankfully they now had another heavy flamer since another squad had linked up with them after the death of their Sergeant, but they had lost yet another Marine since. Shooting in both directions up and down the corridor, no one had noticed the two Genestealers running upside down along the ceiling until it was too late. They had dropped down on a Marine's head and had torn his armour open and disembowelled him before being themselves blown apart in a hail of vengeful storm bolter fire from the other Marines.

The Sergeant turned back to the right. His scanner showed further Blips approaching just as his communicator came alive again. The other units were also suffering heavy casualties, many squads had been lost, while the number of Genestealers seemed infinite. The commander had finally been forced to accept that the hulk could not be cleared by such a small force, and ordered the units pulled back together. With a feeling of relief the Sergeant told his tired men they were pulling back.

Objectives

The Marine player is trying to get at least three Marines off the board by leaving through the exit corridors shown on the map. The Genestealer player is trying to kill the Marines.

Forces

Marines: The Marine player has two incomplete squads. Squad 1 consists of a Sergeant armed with storm bolter and power sword and three Marines armed with storm bolters.
Squad 2 consists of a Marine armed with a heavy flamer, and two Marines armed with storm bolters.

Genestealers: At the start of play one Blip is placed in room A and one Blip in room B as indicated on the map. The Genestealer player receives two Blips per turn as reinforcements for the first 8 turns. Only one reinforcement Blip may be placed per entry area. After the 8th Genestealer turn no further reinforcements may be taken.

Deployment

Marines: Place one squad in one of the deployment corridors shown on the map and the other squad in the other deployment corridor.

Genestealers: Only one reinforcement Blip may be placed per entry area. After the 8th Genestealer turn no further reinforcements may be taken.

Special Rules

Leaving the map: A Marine pays 1 AP to move off the map at the exit point. Once exited, a Marine is out of play. He cannot re-enter the map.

Track Turns: It is important to track how many turns have passed because the Genestealer player stops receiving reinforcements at the beginning of his ninth turn.

Victory

The Genestealer wins if all the Marines are killed. The Marine player wins if three or more Marines get off the board. One or two Marines getting off the board should be considered a draw.

A

B
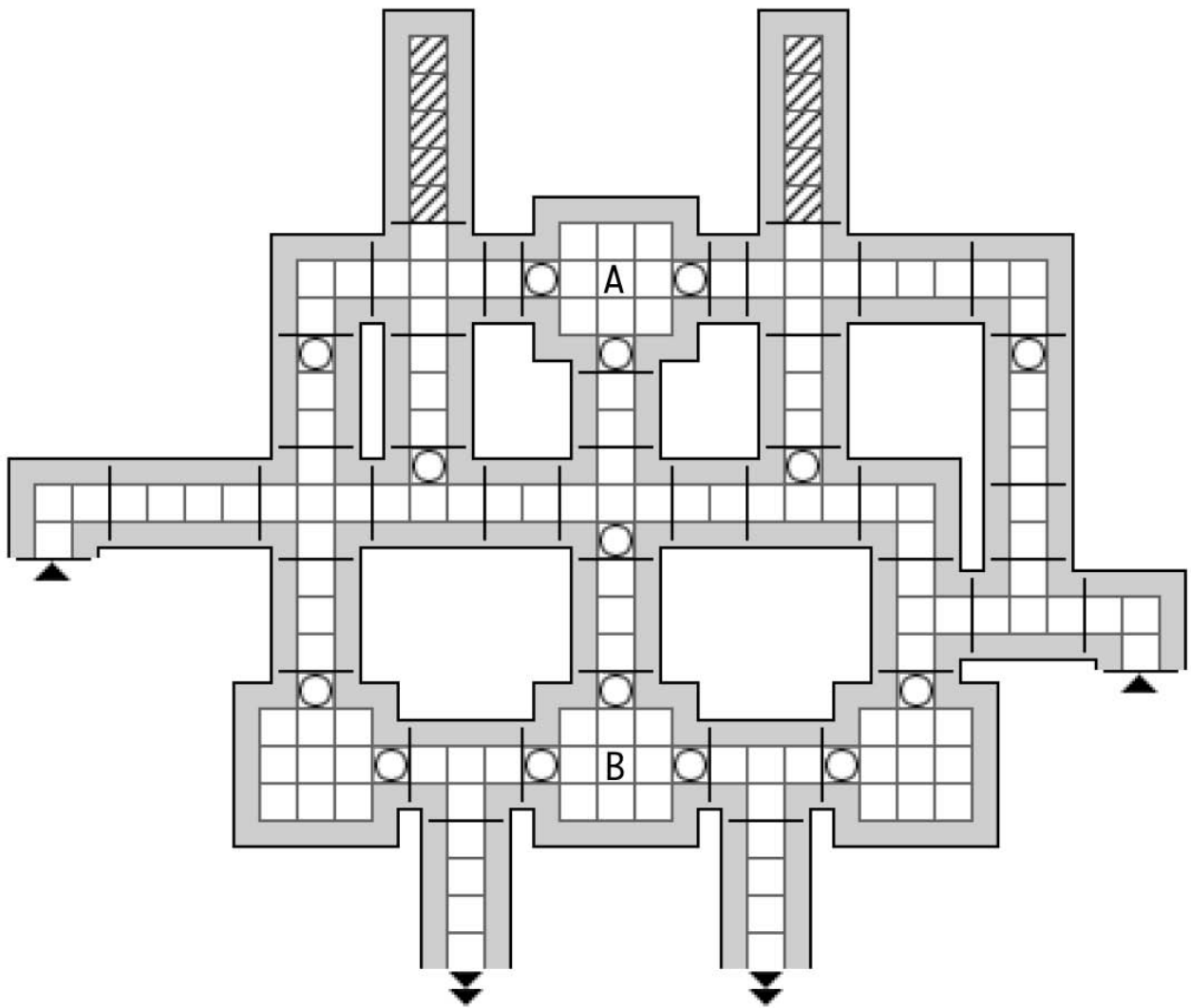
○ DOOR
▨ MARINES DEPLOY
▲ STEALER ENTRY AREA
▲ EXIT POINT

MISSION FOUR: CAPTURE

As the flames died down the view ahead cleared the Sergeant could see the charred bodies of the Genestealers heaped on the floor. The heavy flamer had done its work well. He ordered the squad to continue its advance, giving thanks that although the squad had been hastily assembled from the few Marines that had reached the regrouping area they seemed to have melded into a team very quickly.

As the Marines waded through the blackened remains one of the Genestealers slowly raised its head and let loose a terrible cry. The Sergeant blasted it at point blank range with his storm bolter and the thing dropped back down onto the pile of its dead brethren.

The commander had ordered all the Marines to pull back to the boarding craft. The Sergeant guessed things were going badly. The boarding force had obviously suffered severe casualties, and almost all the surviving Marines were wounded. The commander was a proud man, not fond of admitting defeat, so circumstances must be dire indeed for him to have ordered a retreat.

His comm-link burst into life with a jabber of fresh instructions. He and his new squad were ordered to turn back, and rendezvous with another squad. Together they were to proceed to a room at location Beta Kappa 7, and retrieve a vital piece of electronic equipment that the Tech Marines had identified as the ship's log. If the Blood Angels could save this archive its value might in some small way compensate for their failure to capture the hulk.

It was an honour indeed to have been chosen to lead such an important mission, but the Sergeant's armour felt very heavy indeed as he led his men back down into the bowels of the alien spaceship.

Objectives
The Marine player must collect the ship's log and bring it off the board through one of the exit points. The Genestealer player wants to prevent this at all cost.

Forces
Marines: The Marine player has two full squads.
One consists of a Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: No forces at the start of the game. The Genestealers receive two Blips per turn as reinforcements.

Deployment
Marines: Each of the Squads must deploy on one of the two shaded corridors shown on the Map.

Genestealers: Reinforcements may be brought in at any of the entry areas shown on the map.

Special Rules

Leaving the map: A Marine pays 1 AP to move off the map at the exit point. Once exited, a Marine is out of play. He cannot re-enter the map.

The Ship's Log:

The Log Counter: Place the Log counter in the space with the Marine who is carrying it. The Log counter is assumed to take up no space in the square: a square with the Log in it may be moved into or through as normal. In addition, the Log does not block LOS. If a door is closed on a square containing the Log by itself, roll a dice to see which adjacent square the Log goes to.
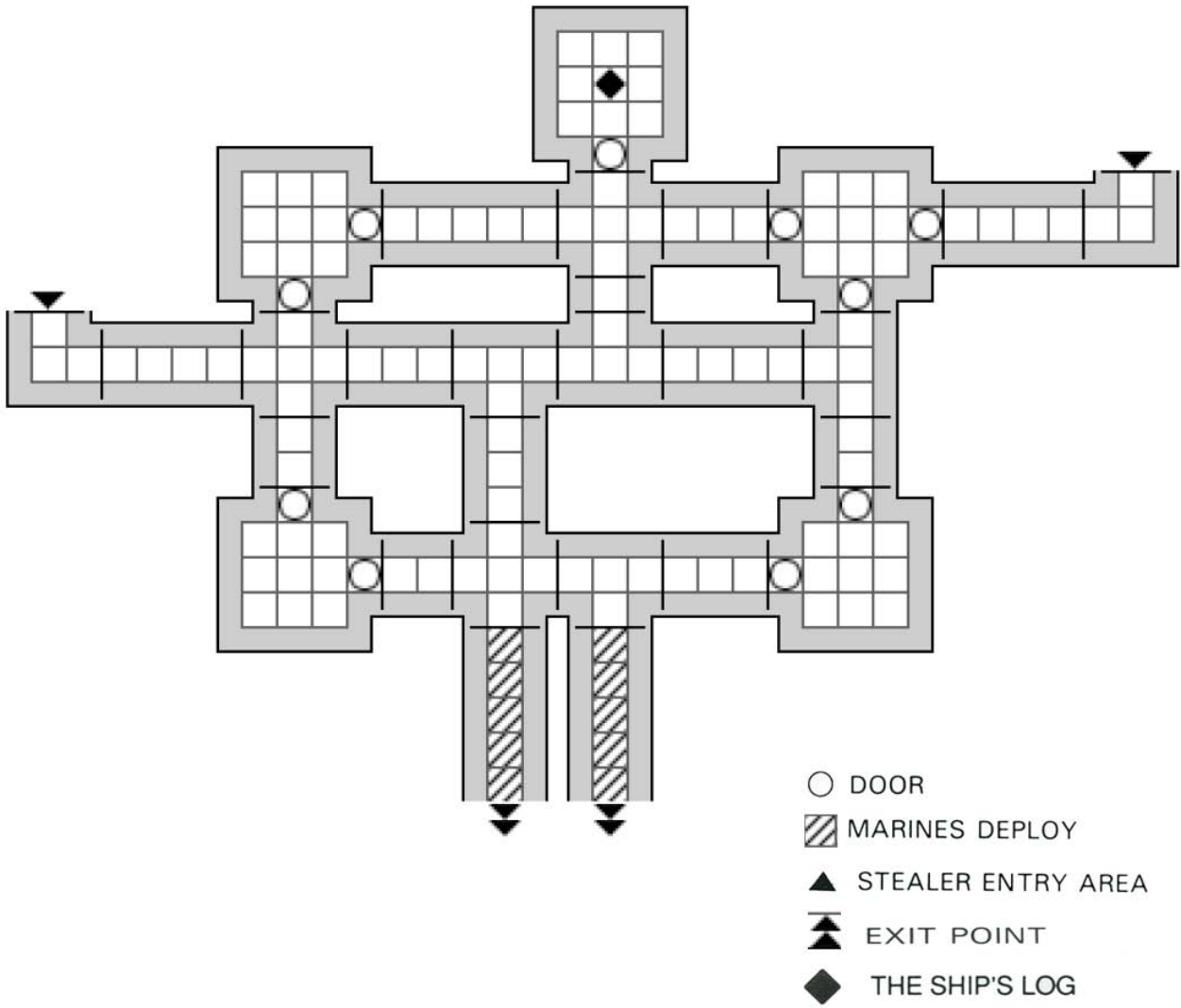
Carrying the Ship's Log: A Marine may carry the Log with no penalty to movement, fire, or close assault.

Picking up the Ship's Log: A Marine entering a square with the Ship's Log can pick it up for 1 AP. A Marine may choose to drop the Log in a square as it moves, leaving the Log behind as he moves on. A Marine will automatically drop the Log when he is killed.

Genestealers are allowed to enter the square with the Log but cannot pick it up or move with it. This means that a Genestealer that enters the square with the Log must leave it behind if it moves on.

Victory
The Marine player wins if he gets the Ship's Log off the map via the Exit corridor. Failure to retrieve the Ship's Log is a Genestealer win.

○ DOOR

▨ MARINES DEPLOY

▲ STEALER ENTRY AREA

♠ EXIT POINT

◆ THE SHIP'S LOG

MISSION FIVE: SABOTAGE

Thanks to the selfless heroism of the Sergeant, who suffered such terrible wounds that he almost died, the ship's log had been retrieved. Two of the boarding craft, laden with wounded Marines, had already de-clamped from the side of the hulk and were slowly turning back to face the mother ship.

The third boarding craft was barely half full, the Marines on board were waiting for the two last squads. The fourth boarding craft was dark and empty; it had been left clamped to the space hulk as a mark of respect for the dead.

The Blood Angels had to destroy the space hulk. Such a thing was too dangerous to leave drifting through space. Humans, blinded by greed or hungry for forbidden knowledge, might try to raid it. Orks or Chaos raiders might board the ship and ride it over the seas of the warp. Or the hulk might be caught by the gravity of a planet and crash there, spelling the doom of a whole world. If Genestealers infestation reached too high a level for the Imperium to suppress, only one option remained: *Exterminatus* - the destruction of an entire planet.

The Blood Angels' spaceships lacked the firepower to destroy the hulk, and the commander could not afford to wait for the Gothic class battlecruisers of the Imperial navy. There was one desperate course of action left open to him. They could try to destroy the hulk by sabotaging its decrepit nuclear reactors. If the Damping Controls were destroyed, the chain reactions within the engine would tear the hulk apart from the inside.

Two squads of Blood Angels had been slowly working their way towards the engines and were now within striking distance.
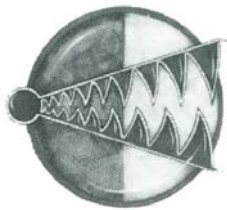
Objectives

The Marines must destroy the reactor Damping Controls which are in the room indicated on the map.

Forces

Marines: The Marine player has two full squads.
One consists of a Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player begins play with three Blips. He receives two reinforcements per turn.

Deployment

Marines: The Marine player deploys one full squad on each of the shaded corridor sections shown on the map.

Genestealers: The Genestealer player's starting forces and reinforcements may arrive at any of the entry areas he chooses.

Damping Controls: Place a one square token flipped face down on the square marked as the Damping Controls Square on the map.

Special Rules

The Marine player can secure Genestealer Entry Areas.

Destroying Damping Controls: The Damping Controls can be destroyed by two hits with a storm bolter or an assault cannon; a roll of six is needed to count as a hit. Sustained fire bonuses apply.

Victory

The Marine player wins the moment that the Damping Controls are destroyed by a second hit of storm bolter fire. The Genestealer player wins if all the Marines are killed.
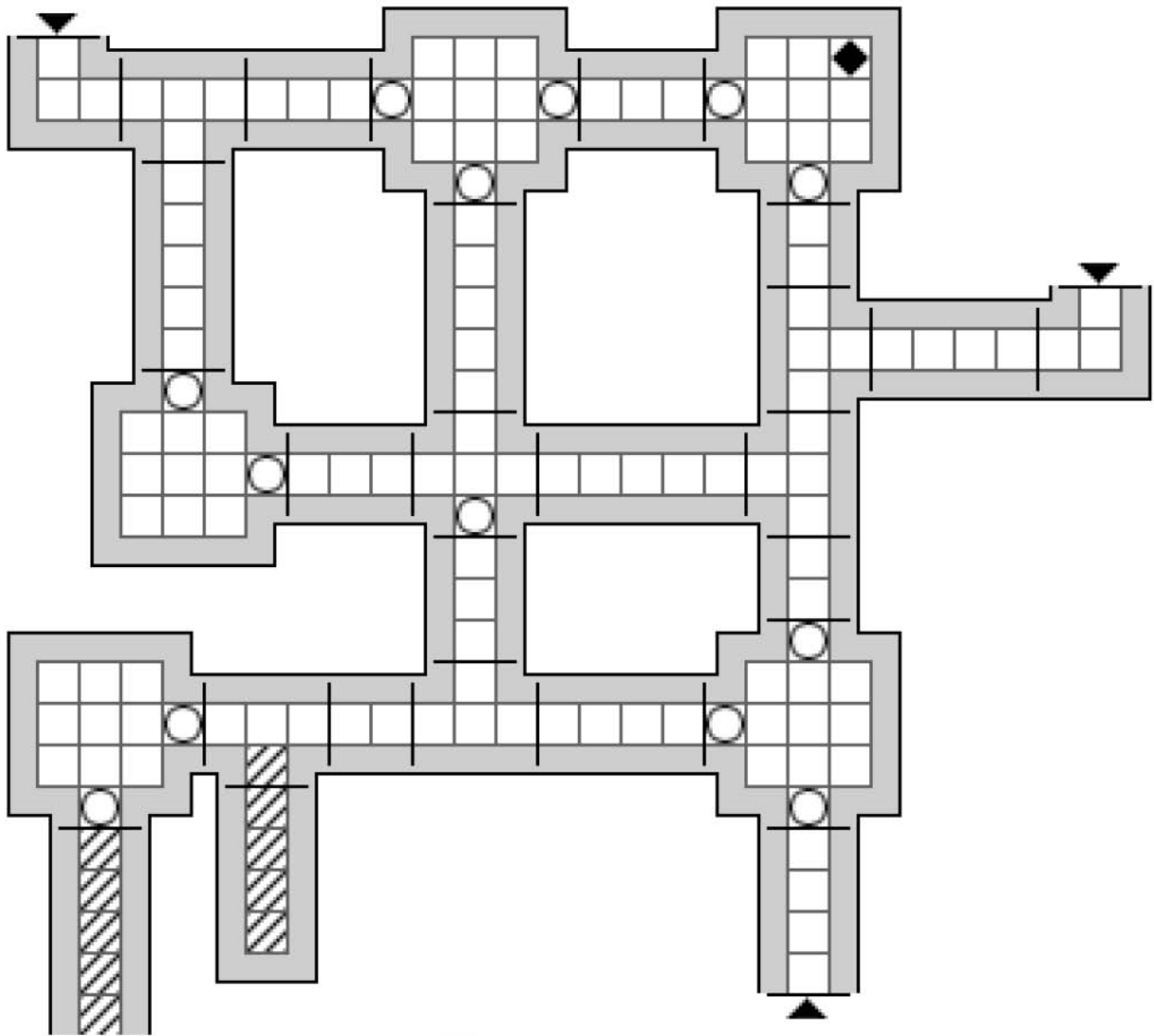
○ DOOR

▨ MARINES DEPLOY

▲ STEALER ENTRY AREA

◆ DAMPING CONTROLS

MISSION SIX: RACE AGAINST TIME

The Sergeant pounded up the corridor as fast as his armour would carry him. Behind him clanked two Marines, lugging their one remaining heavy flamer. They were down to three now. Two Marines had been killed as they fought their way down to the heart of the hulk to sabotage the nuclear reactor; another two had been killed in a tremendous battle in a room that contained the damping controls.

On the way back a Marine had fallen to his doom when a metal staircase had given way beneath his weight. They had paused momentarily to reload the flamer and had been ambushed by Genestealers attacking the room from three directions at once. A Marine had been killed almost instantly as a Genestealer clawed his suit to shreds. The Marines had beaten off the attack, but one of them had been so badly wounded that the Sergeant was forced to administer the Emperor's Grace to save him from further suffering. This left three, and they still had several levels to go before they were close enough to the outer skin of the hulk for the teleporter to latch onto their life signs.

A glance at his scanner showed the Sergeant that there were not only Blips converging behind them but also massing to block the way ahead. With the luck of the Emperor, if they could keep going for just a few more minutes they would be safe. Ominous rumblings deep within the hulk signalled that the destruction of the damping controls was having an effect. The walls started to shake, and chunks of metal and cabling began to fall from the ceiling.

Objectives

The remaining Space Marines are simply attempting to get through this section to the outer levels of the hulk as fast as they can so they can be teleported before it blows up.

Forces

Marines: Seven Space Marines are making their way out.

A Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, and four Marines armed with storm bolters and one Marine armed with chain fist and storm bolter.

Genestealers: At the start of the game the Genestealer player receives four Blips.

Deployment

Marines: The Marine player places the Marines on any squares within the two deployment corridors.

Genestealers: At the start of the game one of the four starting Blips is placed in each room.

For the first four turns of the game the Genestealer player gets one reinforcement Blip per turn, which use either of the entry points marked A on the map.

From the fifth turn until the end of the game the Genestealer player gets two Blips that must enter using either of the entry points marked B on the map.

Special Rules

Time Limit: The game will end after twelve turns when the nuclear reactor of the ship explodes, so it's important to mark the turns as they pass.

Leaving the map: A Marine pays 1 AP to move off the map at the exit point. Once exited, a Marine is out of play. He cannot re-enter the map.

Victory

The game ends after the Genestealer player's twelfth turn. The Marine player wins by getting two or more or his squad members off the board. The Genestealer player wins if no more than one Marine escapes the hulk.

A

B

B

A

○ DOOR

▨ MARINES DEPLOY

▲ STEALER ENTRY AREA

⬆ EXIT POINT
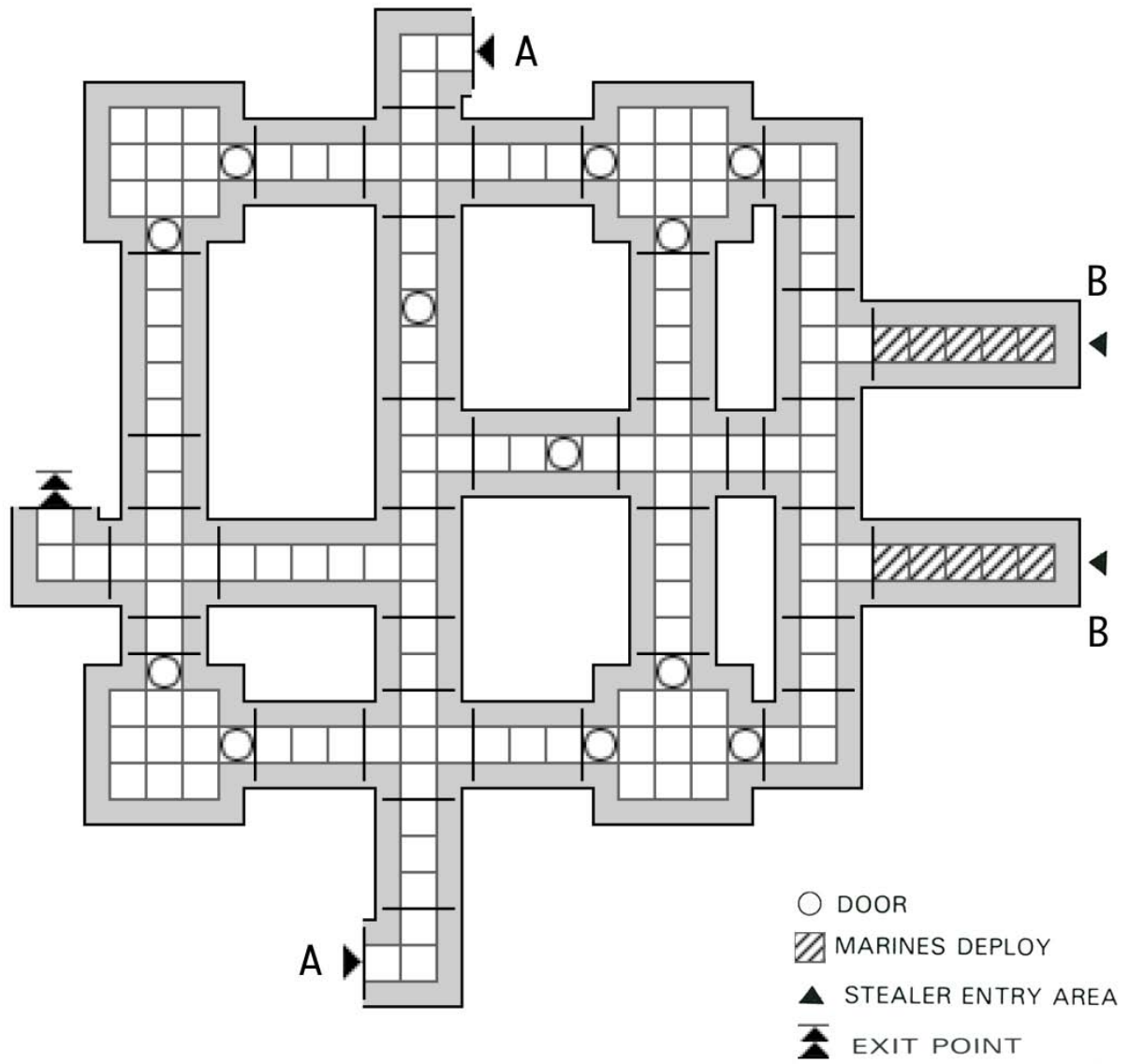
HARBINGER OF DESPAIR

Since the Blood Angels' ill-fated assault on the *Spawn of Execration* the incidence of space hulk sightings has increased substantially, and by the early years of the 74th decade an average of one hulk per year was being detected. None of these ships were large enough to pose any real threat to the Imperium. The smallest were blown up, and larger hulks were boarded and searched before being destroyed, but none proved particularly valuable.

In the year 736, a strange disturbance in the warp/real space interface heralded the arrival of a monstrous space hulk, fully half as big again as the *Spawn of Execration*. It emerged on the eastern edge of the Ultima Segmentum , and immediately turned west, apparently heading straight for the heart of the Imperium. The commander of the nearby Imperial navy base sent out a call to the nearest Space Marine Chapter and named the hulk *Harbinger of Despair*.

As the hulk's coarse posed no immediate danger to any human-inhabited worlds, it was allowed to pursue its course, trailed by a flotilla of Imperial ships from Battlefleet Ultima. Three days later, the hulk slipped back into the warp and was nearly lost but for the persistence of a squadron of navy frigates. Against all odds, the gallant little ships trailed the hulk through the nightmare shoals of the warp until it dropped back into real space just five light years from the planet Formund, right in the path of the Blood Angels company that was racing to meet their destiny at Kar Duriash.

The Blood Angels force was led by the same Commander who had distinguished himself by fighting Genestealers on the hulk *Spawn of Execration* thirty years ago. His first hand combat experience, coupled with his exceptional bravery and superior leadership qualities, made him the ideal choice to lead the Blood Angels on their quest for retribution.

MISSION ONE: SEIZE AND SECURE

The Sergeant was another survivor of the Blood Angels' fated encounter with the *Spawn of Execration*. In all his years of service, the abortive mission to seize the space hulk was his most vivid, most horrific memory. He had seen things no ordinary man could ever imagine, and lived through experiences no normal human could endure or comprehend.

In time, as the years passed and memory blurred all his past wars and battles together, the Sergeant's sense of wonder had dulled, and the extraordinary had become commonplace. But he had never forgotten the Blood Angels' struggle against the Genestealers.

Every single detail of their battle on that hulk lay engraved on his memory. It was a horror he would like to be able to forget, but couldn't. In his dreams he relived the fight over and over again. Running through the maze of claustrophobic corridors and dark rooms. Genestealers charging at them from all directions: alien killing machines without fear or conscience. No matter how many Genestealers they killed, more and more had thrown themselves forward. Ten, fifty, hundreds dead...it made no difference. The monsters kept coming in and endless stream.

Now he was going to have to face the horror again. If he could only survive this day, the Sergeant believed he would conquer the demons of his own personal fear.

The Sergeant's squad had been charged with securing a bridgehead on the hulk, a secure area for the rest of the force to board. Scans had revealed an ideal location but there were Blips approaching from four different directions. It was the Marines' duty to secure the boarding section by sealing the bulkhead at each entry area.

Objectives
The Marine player is trying to secure all the Genestealer entry points. The Genestealer player is trying to kill all the Marines.

Forces
Marines: The Marine player has two full squads.
One consists of a Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player begins play with four Blips and receives two reinforcement Blips per turn that must be placed in separate entry areas. Genestealer's reinforcements drop to one Blip per turn if the Marines secure two of the four Genestealer Entry Areas.

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

Genestealers: Place one Blip in each room, except for the room between the two Marine deployment areas. Reinforcement Blips must enter play at separate entry areas.

Special Rules
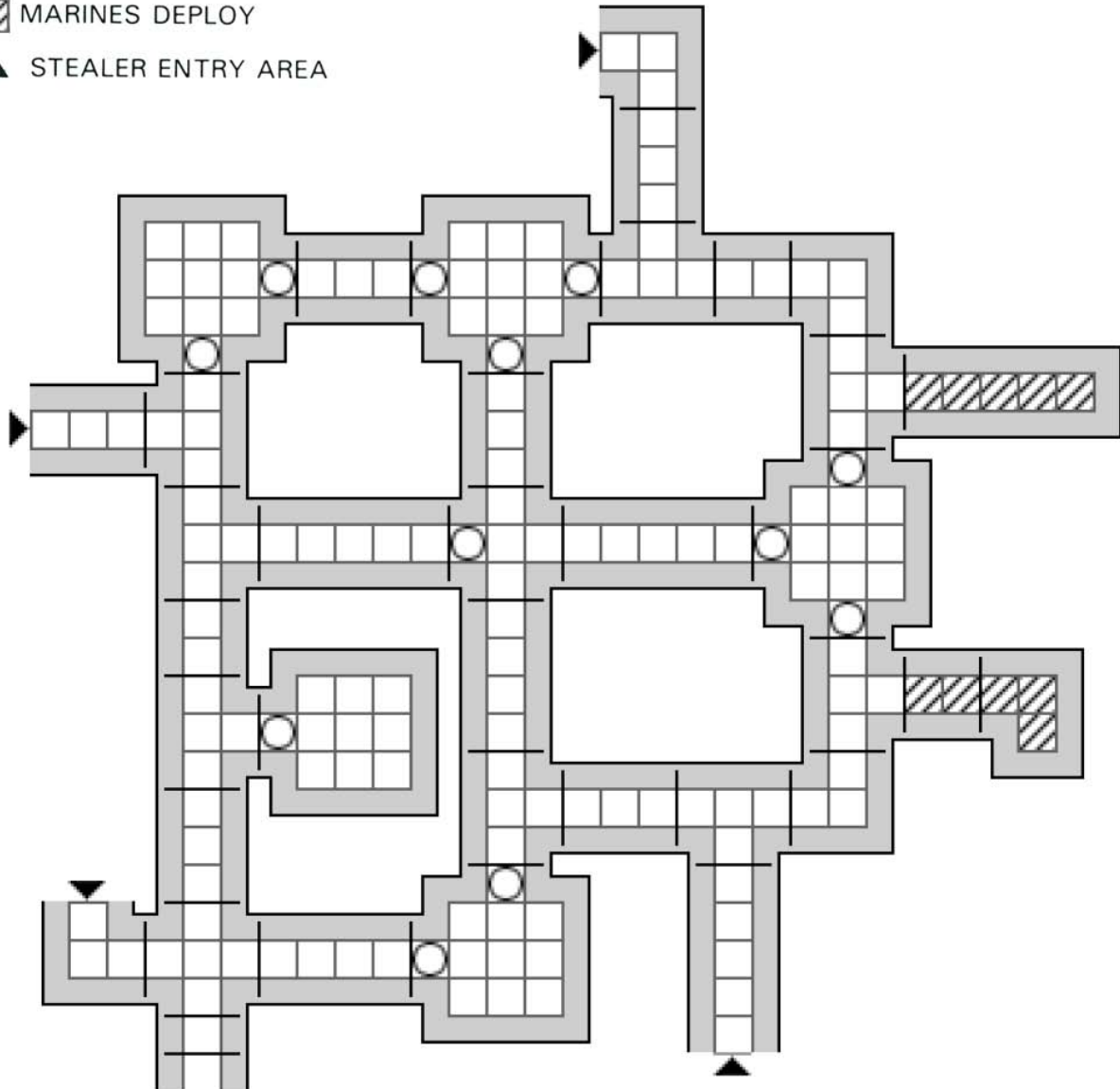The Marine player can secure Genestealer Entry Areas.

Victory
The Marine player wins as soon as all four Genestealer entry areas are secured. The game ends in a Genestealer victory if all the Marines die and two or less entry areas are secured. The game ends in a draw if three entry areas are secured before the last Marine dies.

○ DOOR

▨ MARINES DEPLOY

▲ STEALER ENTRY AREA

MISSION TWO: MENACE

So far, the action to take the space hulk was going well. The commander had spent decades studying Genestealers and developing tactics to deal with them. He had a sound strategy worked out, and the personal experience to back it up. The Blood Angels' company was at full strength, and keen to restore the honour of the Chapter. The dangers of a space hulk could never be underestimated, but the Blood Angels were now better prepared than they had ever been before.

Scans of the ship had shown fairly high concentration of Genestealers throughout, so the Sergeant wasn't surprised by the number of Blips showing on his scanner. The original landing had gone well with no further casualties after the bridgehead had been established and now they were to start a push towards the heart of the hulk, clearing the area as they advanced.

A brief message over the comm-link from another squad informed him they had just encountered heavy resistance, and could do with assistance. Though the squads did know where they were in relation to each other, it was often difficult to meet up. The passages seemed to have no logical layout, and turned and twisted apparently at random. The doors would sometimes swing open as they approached, or could prove so difficult to open that they had to blow their way through with storm bolter fire. According to the scanner, the other Marine squad should be directly ahead of their current position, hopefully through the door at the end of the passage.

Forces

Marines: The Marine player has two full squads.

Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.

Squad 2 consists of a Sergeant armed with thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with a storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player starts with a force of ten Blips on the map. There are no reinforcement Blips for the first five turns. On turns 6 to 10 one reinforcement Blip is received per turn. Starting with the twelfth turn no reinforcement Blips are drawn for the rest of the game.

Deployment

Marines: The Marine player starts one squad in each of the deployment corridors shown on the map.

Genestealers: Before the game begins, a starting force of ten Blips is placed in the squares indicated on the map. Reinforcements may be brought on at any of the marked entry areas.

Special Rules

Genestealers may not lurk in this mission. If forced to do so they are lost.

Victory

The player with the last model standing is the winner.

Objectives

Both players are trying to eliminate their enemy's forces. The Marines have five turns to clear a heavily infested area of Genestealers before six turns of reinforcements begin to trickle in. No new forces enter the board after the beginning of the 12th turn.
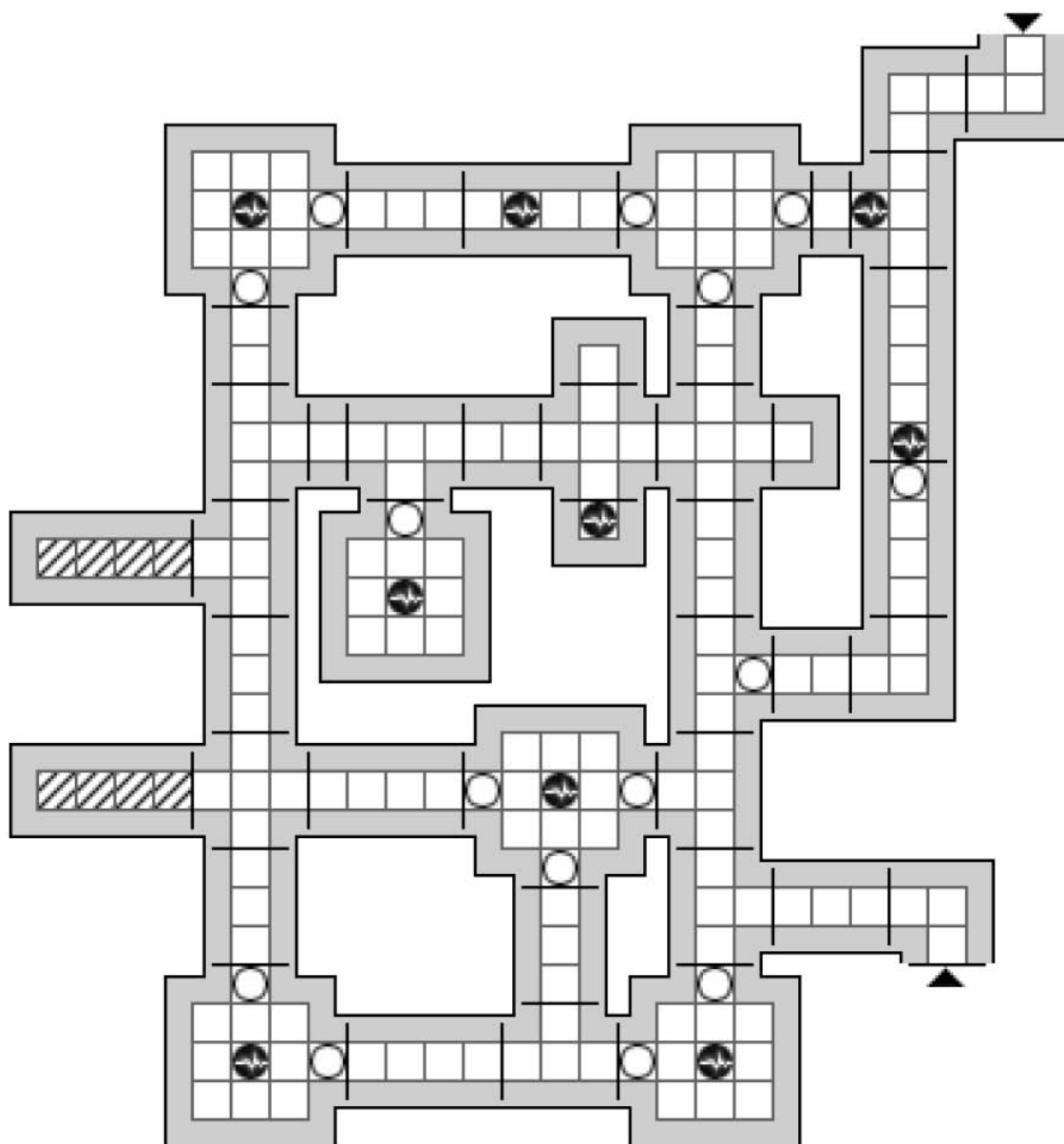
○ DOOR

▲ STEALER ENTRY AREA

▨ MARINES DEPLOY

✦ STARTING BLIPS

MISSION THREE: DATA DOWNLOAD

The two squads were making good progress through the hulk. So far resistance had been low - was is possible that the Genestealers hadn't noticed the two squads?

Their target lay straight ahead, a room which showed high levels of electrical activity. The Tech Marines hoped this indicated a functioning computer console, and that they could download the data it contained. Both squads were carrying data transmitters that could be linked into the hulk's computer system and would automatically transmit the stolen data to the Blood Angels' mother ship in one short high-speed burst.

Such a bold move had never been attempted before, and showed the commander's confidence. If it worked, the Blood Angels would have achieved a tremendous coup - the first ever data download from a space hulk's computer archive. The information it contained would be of incalculable value to the scientists of the Imperium. The mission was so important that, if necessary, the Space Marines were expected to sacrifice themselves so one of them could get to the computer.

"Enemy approaching at 12 o'clock! Take your positions and hold formation!" shouted the Sergeant as five Genestealers galloped around the corner toward the squad. The flamer Marine braced himself and fired his heavy flamer. Waves of flames guttered and rolled down the corridor and the Genestealers were consumed by a blazing inferno. The Space Marines had been discovered.

Objectives

The Marines must enter the computer room and plant a data transmitter to successfully download the hulk's data. The Genestealers must destroy all marines before this happens.

Forces

Marines: The Marine player has two full squads.
Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
Squad 2 consists of a Sergeant armed with thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with a storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player begins the game with four Blips, and receives two reinforcement Blips per turn.

Deployment

Marines: The Marine player deploys one squad on each of the marked corridors.

Genestealers: At the start of the game one Blip is placed outside each entry area. The reinforcement Blips must be placed in separate entry areas.

Computer Console: Place a one square token flipped face down on the square marked as the Computer Console Square on the map.

Special Rules

The Marine player can secure Genestealer Entry Areas.

Computer Console: To attach an automatic data transmitter to the computer console, a Marine must stand on the Computer Console Square (see Map) and face one of the walls in that corner. It costs 4 APs or CPs in one turn to attach the data transmitter to the computer console and win the game.

Victory

The Marine player wins as soon as a Marine spends 4 APs or CPs to download the data to the mother ship. The Genestealer player wins if all the Marines are killed before this happens.

○ DOOR

▨ MARINES DEPLOY

▲ STEALER ENTRY AREA

⊞ COMPUTER CONSOLE SQUARE
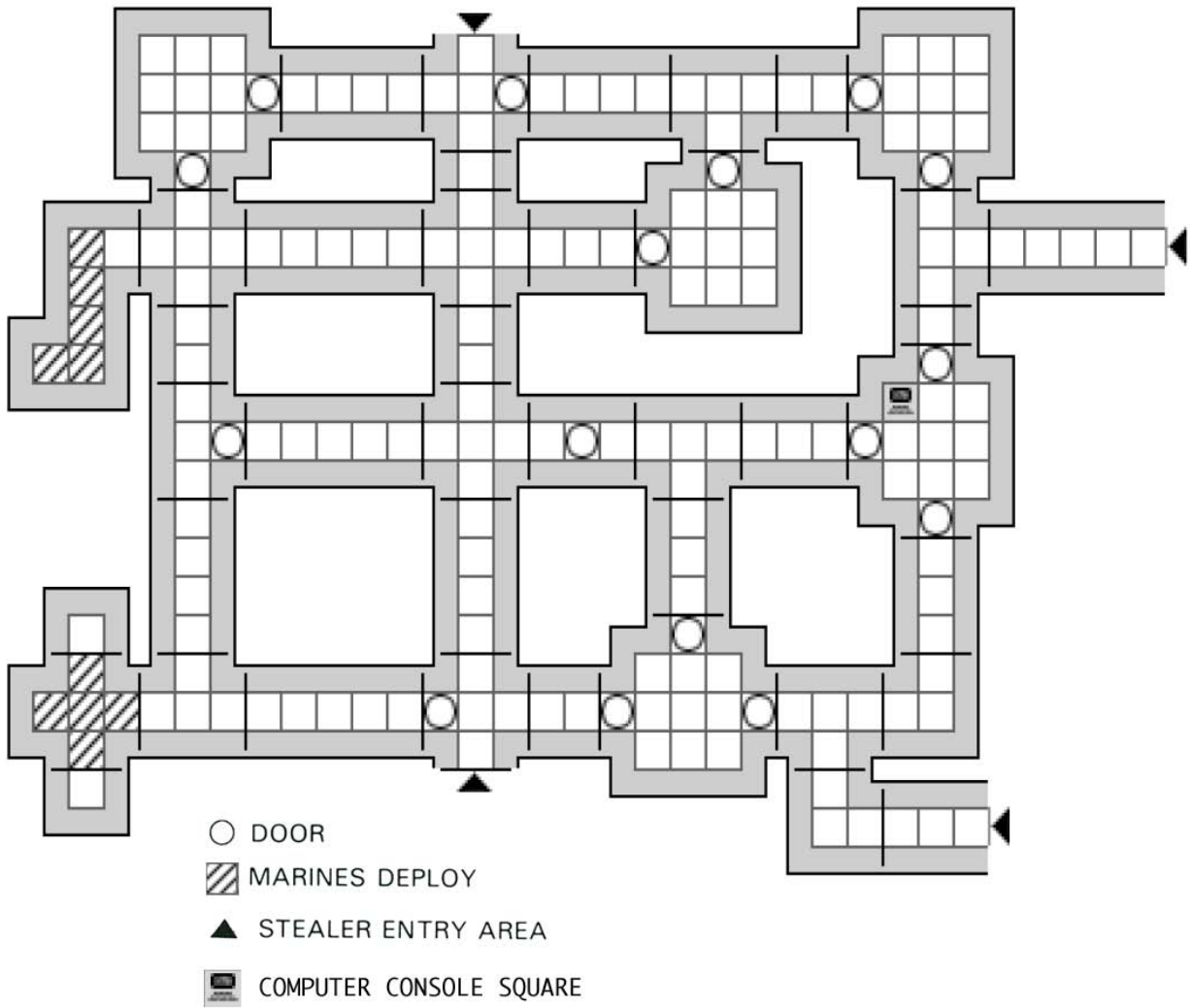
MISSION FOUR: ISOLATE

Despite heavy opposition, two squads had achieved their objective, holding off the Genestealers until the alien data had been transmitted to the Blood Angels mother ship. Initial analysis of the data streams showed that the ship was not the floating hulk the Space Marines had supposed it to be but was in fact being directed by an external source based on the planet of Grazarch XXIV in the nearby Altron star system.

Further analysis revealed that the hulk had drifted through the Altron system some time in the recent past and had dropped a number of landing pods onto the planet. The only possible conclusion was that the small Imperial mining colony on Grazarch had been overrun and that someone or something on the planet was directing the hulk. All attempts to establish communication with Grazarch failed, but an Astropath on Formund informed the Blood Angels that all contact with the mining colony had been lost for three years.

The commander knew that he had to deal with the threat. The alien signal emanating from Grazarch could control more than just the hulk's movements - it might be able to activate the ship's weapons systems, force the hulk back into the warp, or even trigger a self-destruct sequence. The only way that the threat could be neutralised was to sever the communication stream before the alien intelligence could prevent them breaking its control.

While the bulk of the Marine force continued to clear the hulk of Genestealers, two squads were dispatched to destroy the alien receiver.
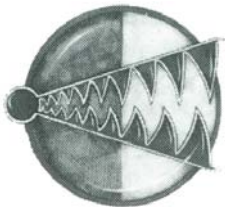
Objectives

The Marines must get to the communications console and cut off the alien communication link that's directing the space hulk's movement by remote. The Genestealers must kill all of the Marines.

Forces

Marines: The Marine player has two full squads.
Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
Squad 2 consists of a Sergeant armed with thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with a storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player begins the game with four Blips, and receives two reinforcement Blips per turn. Only one reinforcement Blip may be placed per entry area.

Deployment

Marines: The Marine player deploys one squad on each of the marked corridors.

Genestealers: Before the game begins, a starting force of four Blips is placed in the squares indicated on the map. Reinforcements may be brought on at any of the marked entry areas.

Computer Console: Place a one square token flipped face down on the squares marked as Computer Console Square on the map.

Special Rules

Disabling Communications Link: A Marine must stand on one of the three Computer Console squares and spend 4 APs or CPs in a single turn.

Victory

The Marines win if they disable the communications link. The Genestealers win if they kill the Marines first.
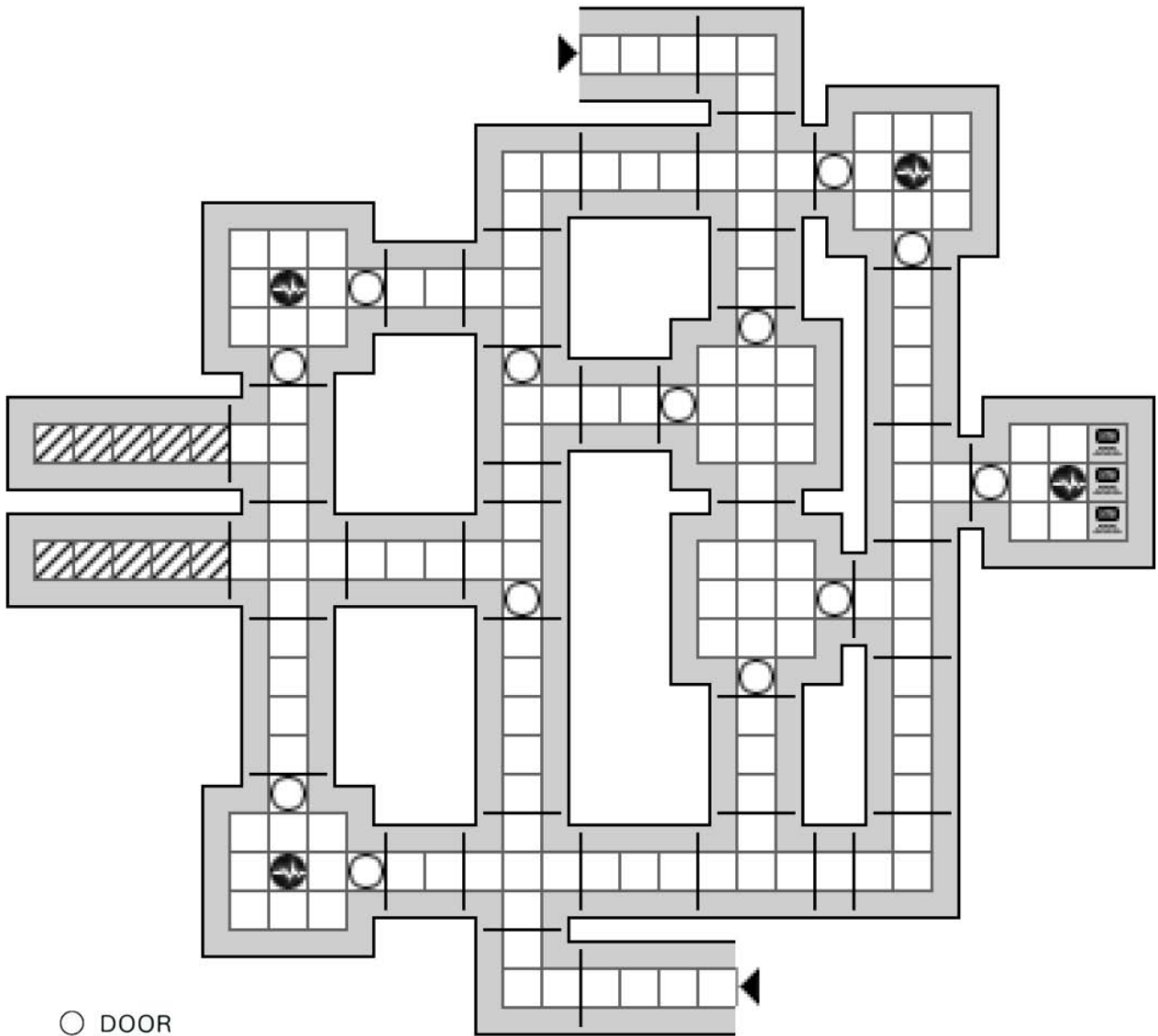
○ DOOR

▨ MARINES DEPLOY

▲ STEALER ENTRY AREA

▣ COMPUTER CONSOLE SQUARE

◉ STARTING BLIPS

MISSION FIVE: ANNIHILATE

The Sergeant checked his scanner and saw that another squad was running level in the parallel corridor. All other corridors were clear and the objective lay ahead seemingly undefended. The hulk contained hundreds of rooms holding Genestealers in cryogenic storage and it was hard to believe that one particular set of storage pods was more important than the others. However, the data the Blood Angels had downloaded from the hulk's computer indicated that one pod contained a very special Genestealer, a leader known as a Patriarch.

All the cryogenic clusters the Marines had seen so far looked identical; frosted crystal cylinders full of swirling green gas. It was impossible to see what was inside them, though the mere presence of a human watcher was enough to stimulate agitated movement within.

It was hoped that the Marines would be able to identify which cylinder contained the Genestealer leader. No one knew what a Patriarch looked like. It might look like just an ordinary Genestealer but its physiology could be completely different. There was not enough time to capture the alien leader for study, even if they could find it, so their orders were to destroy the entire contents of the target room.

Suddenly the Sergeant's scanner blipped a furious warning. Seconds earlier the area had clear, now numerous Blips were closing in on all sides. It seemed they had walked into a hornets' nest. His helmet display indicated they should reach their destination in under two minutes - with the blessing of the Emperor they might just make it.

Objectives

The Marines must destroy all four cryogenic pods in the Cryogenics Chamber. The Genestealers must kill all the marines.

Forces

Marines: The Marine player has two full squads.

Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.

Squad 2 consists of a Sergeant armed with thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with a storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player starts with six Blips.

Deployment

Marines: The Marine player deploys one squad on each of the marked corridors.

Genestealers: The Genestealer player starts with three Blips lurking in each entry area. In each following turn he receives two reinforcement Blips. Only one reinforcement Blip may be placed per entry area.

Cryogenic Pods: Place a one square token flipped face down token on the squares marked as Cryogenic Pod Square on the map.

Special Rules

Destroying Cryogenic Pods: The cryogenic pods are arranged in the corners of the Cryogenic Chamber, as shown on the map. The pods are destroyed by storm bolter or assault cannon fire on the roll of a 6 and 5 respectively and sustained fire bonuses apply. Treat them as Doors when attacking with other weapons.

Victory

The Marines win by destroying all four cryogenic pods. The Genestealers win by killing the Marines before they accomplish this.
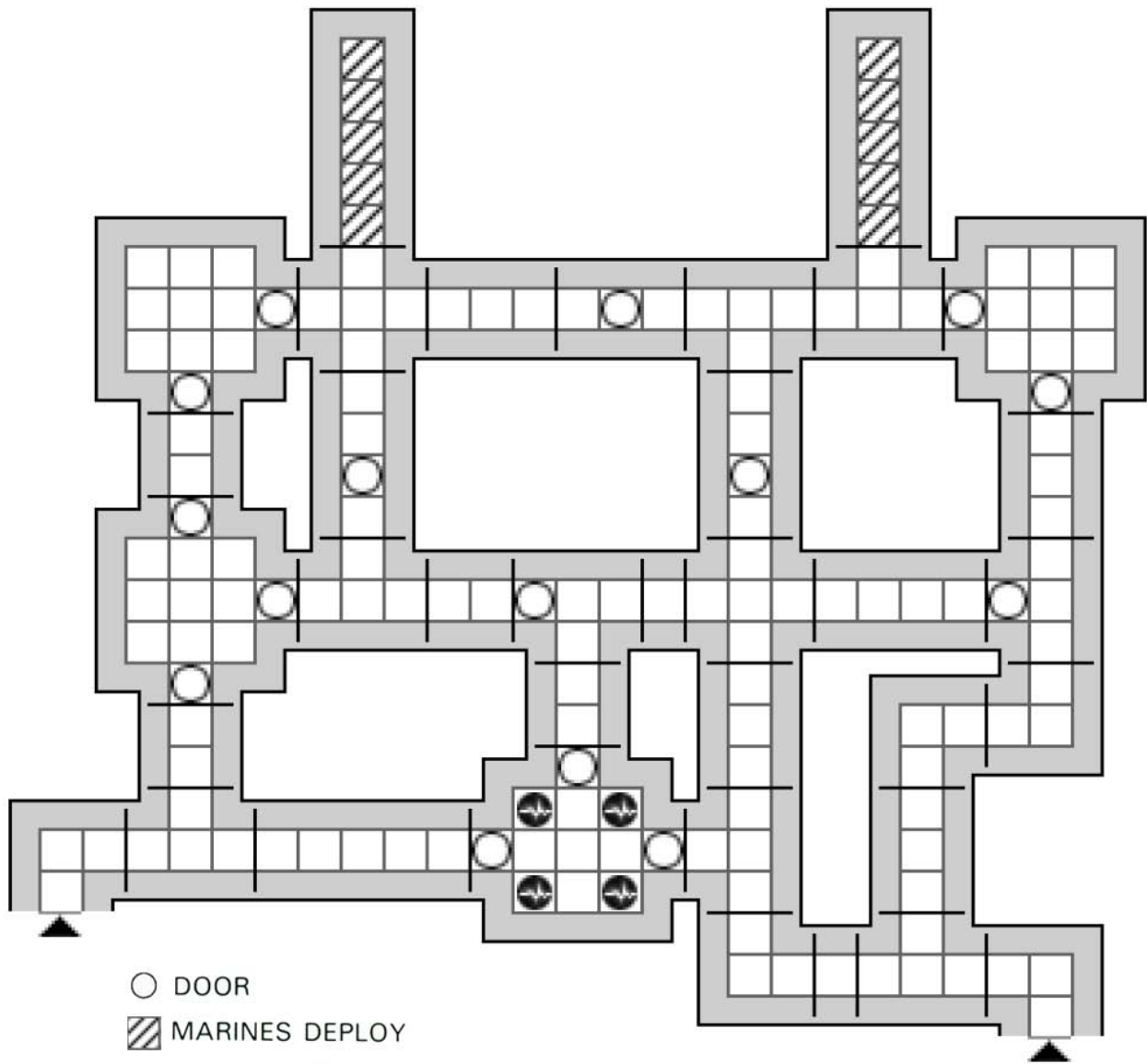
○ DOOR

▨ MARINES DEPLOY

▲ STEALER ENTRY AREA

◉ Cryogenic Pod

MISSION SIX: RETRIBUTION

The campaign to seize the hulk was going remarkably well; this time the Emperor was smiling on the Blood Angels. Casualties were less than expected, and every specific objective had been achieved, the most important being the retrieval of the information stored in the hulk's computer banks.

The most efficient way to rid the hulk of its monstrous inhabitants was to use toxic gas to kill the active Genestealers, then take advantage of the respite to destroy the cryogenic clusters before the reinforcements they contained awoke.

The Imperial xenobiologists had refined the anti-Genestealer toxin so that it was now hundreds of times more effective than the version used on the Sin of Damnation over a hundred years ago. Although deadly, the toxin would not spread through the hulk on its own. The data from the computer had provided the answer: the hulk's internal air pumping systems were still operational, and could be used to pump the toxin through the hulk. The success of the whole campaign now rested on this one last mission.

Objectives
The Marines must carry the Toxin CanisterToxin Canister to the main air pump and connect them into the air system. The location of the pump for the air system is indicated on the map.

Forces
Marines: The Marine player has two full squads.
Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
Squad 2 consists of a Sergeant armed with thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with a storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player starts with six Blips and receives two reinforcement Blips per turn. Only one reinforcement Blip may be placed per entry area.

Deployment
Marines: Place one squad in each of the darkened deployment corridors shown on the map. Place the two Toxic Canister counters next to the Marines that carry them.

Genestealers: Place one of the starting Blips in each room and one on the T-section as marked on the map.

Air Pump System: Place a four square crate counter flipped face down as shown upon the map.

Special Rules
Toxin Canister:
Use two C.A.T. counters to indicate the Toxin Canisters.

A Marine carrying a Toxin Canister may not fire a weapon, defend himself in close assault, or open a door. The only actions he can take are to move or to put the canister down for a cost of 1 AP.

A Marine carrying a Toxin Canister does not roll if a Genestealer attacks him in close assault. He is automatically killed if any of the Genestealer's dice are 3 or higher, and the canister is left on the square where he died. Genestealers cannot attack the Toxin Canisters.

Picking up a canister costs 2 APs, and the Marine must be in the same square as the canister to do so. Toxin Canisters cannot be passed between Marines, but they can be put down for 1 AP.

Attaching a Toxin Canister to the Air Pump System requires the Marine to be in the adjacent square, facing any side of the Air Pump counter. It costs 2 APs to attach the canister and win the game.

Victory
The Marines win by getting at least one Toxin Canister attached to the Air Pump System for a cost of 2 APs. The Genestealers win by stopping the Marines.

○ DOOR

▨ MARINES DEPLOY

▲ STEALER ENTRY AREA

■ AIRPUMP SYSTEM

✦ STARTING BLIPS
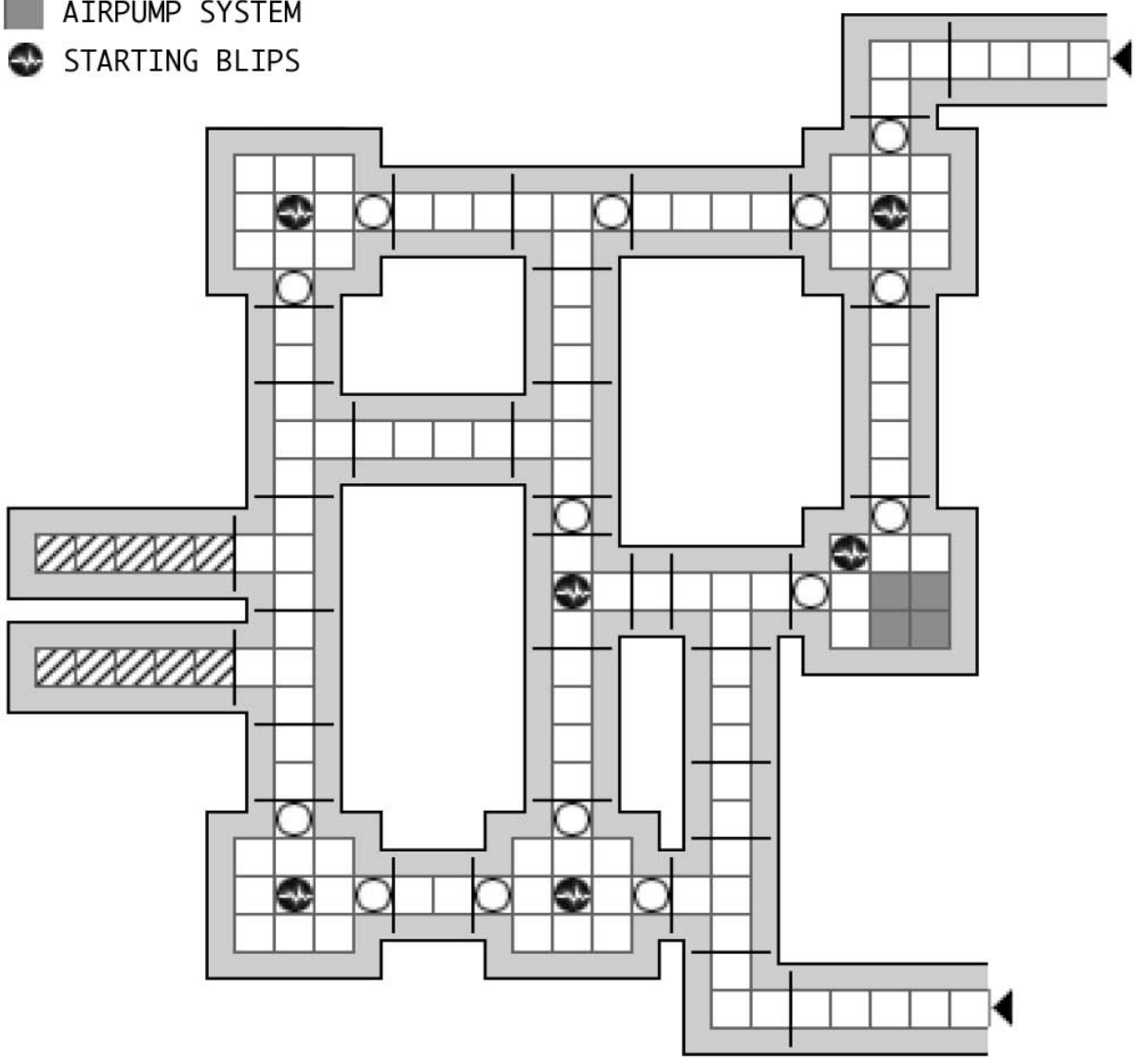
DEFILEMENT OF HONOUR

The Sergeant ordered the squad into overwatch. Something was not right, the scanners were not making any sense at all. According to the readout, he should be virtually standing on top of one of the foe right now, yet he was alone in the centre of a room.

"Target moving again, vectoring left, directly on your position", reported a Marine.

This was madness. The beast should be here in the room. He checked his own scanner. The alien appeared to be moving back towards him again, from his right. Turning that way, the Sergeant found his eyes being drawn to a grille 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 grille on the wall was an entry to some sort of air duct system which was providing an attack route for the enemy.

Without warning the grille 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, the Sergeant squeezed the trigger of the storm bolter, sending round after round into the foul creature.

SPECIAL RULES

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

Genestealers:
- Genestealers or Blips may enter an air duct from the space directly in front of the air duct at a cost of 2 action points.
- Genestealers or Blips may exit from the end of an air duct on to the space directly in front of the air duct at a cost of 1 action point.
- With the exception of entering and leaving, Genestealers and Blips move through air ducts exactly as if they were corridors.
- When converting a Blip in an air duct, you may only place Genestealer models in the air duct. Models which cannot be placed in the air duct are lost. The opposite is also true: Blips in a corridor or room cannot convert into an air duct.

Marines:
- The air ducts are too high and narrow to allow Marines entry and although the Marines can see the opening of the air duct they have no line of sight into the air ducts themselves. This means that the Marines cannot fire at Genestealers inside air ducts, and Blips are not forced to convert.
- The only exception to this rule is that a heavy flamer may be fired into the air duct (thus flaming the entire air duct board section). This may only be done by a Marine facing directly in line with the opening and with no models in between. If there is a Blip in the air duct, convert the Blip first and then roll to hit the Genestealers in the flamed board section of the air duct.
- A Marine on overwatch guarding an air duct will have to target the exit space (the space directly in front of the air duct). Then when a Genestealer is moved from the air duct into the exit space the Marine must fire at it.

Close Assault from Air Ducts:
If a Marine is standing in an exit space it may be attacked in close assault by a Genestealer inside the air duct. The resulting combat cannot be drawn, if the result would be a draw the Genestealer wins and the Marine is removed. In any case, the winning model is left in the exit space. Note that a Marine on overwatch in an exit space is not able to fire at a Genestealer attacking from an air duct as he has no warning before the Genestealer strikes!
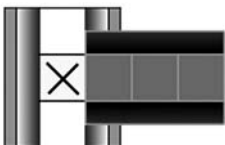
Air Duct Entry / Exit Space
The cross-marked square shows where the Genestealers can enter and leave an Air duct

MISSION ONE: STOP THE TIDE

Space hulks do not usually move under their own power, the winds and tides of warpspace usually determine the course of these derelict clusters of ships. The *Defilement of Honour* was different, being equipped with a functioning engine room of sorts, as well as an ancient navigational computer in control of it's course programmed in some distant millennia.

The Blood Angels knew that the *Defilement of Honour* 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 the number of Genestealers present. There appeared to be two separate groups of aliens, at different ends of the hulk. The brood centred 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.

The Sergeant 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 honoured 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 his squad moved fast they could complete their mission before the foe realised what was going on.

Objectives

The two squads must seal all three Genestealer entry areas by closing the bulkheads there.

Forces

Marines: The Marine player has two full squads.
Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
Squad 2 consists of a Sergeant armed with thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with a storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player starts with four Blips.

Deployment

Marines: The squads deploys on the shaded corridors shown on the map.

Genestealers: The Genestealer player places one of the four starting Blips in each of the four air ducts. Two reinforcement Blips arrive per turn from any of the Genestealer entry points that are not blocked by closed bulkheads starting on turn three. If only one entry remains unblocked by bulkheads, then only one reinforcement Blip arrives per turn.

Special Rules

Close Bulkheads: During a mission the Marine player can close bulkheads in the same way as any other doors. Once closed, bulkheads cannot be re-opened. Bulkheads are so thick that they cannot be destroyed. Bulkheads are always placed as open doors at the start of a mission.

Victory

If the Marine player is able to close all of the bulkheads, it is considered a Marine victory. Any other result is considered a Genestealer victory.

DOOR

MARINES DEPLOY

STEALER ENTRY AREA

BULKHEAD

AIR DUCT
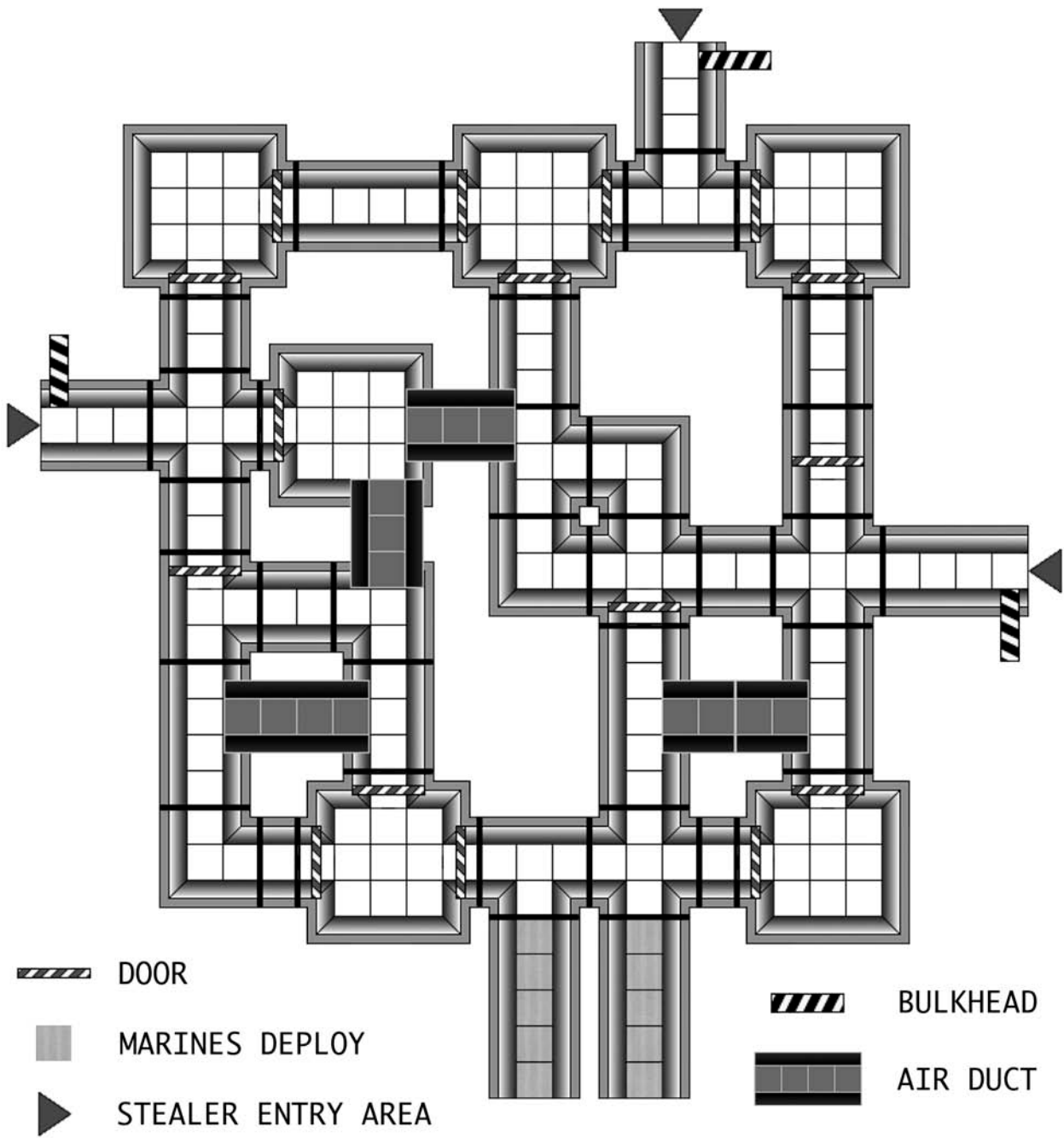
MISSION TWO: SHUT DOWN

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

The squads 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 Engine Room and stop the hulk.

Forces

Marines: The Marine player has two full squads.
Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
Squad 2 consists of a Sergeant armed with thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with a storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player starts with three Blips.

Deployment

Marines: Start the two squads in the two marked corridors on the map.

Genestealers: The Genestealer player starts with one Blip in each of the three Genestealer entry areas. One reinforcement Blip arrives per turn from any of the Genestealer entry points that are not sealed by closed bulkheads. If only one Genestealer entry point remains unsealed, then only one reinforcement Blip arrives per turn. Likewise, if all three Genestealer entry points are sealed, no more reinforcements Blips will arrive.

Special Rules

Close Bulkheads: During a mission the Marine player can close bulkheads in the same way as any other doors. Once closed, bulkheads cannot be re-opened. Bulkheads are so thick that they cannot be destroyed. Bulkheads are always placed as open doors at the start of a mission.

Deactivate Engines: In order to deactivate the engines, a Marine must stand in the cross-marked space, facing the wall. For each action point spent, roll a D6. On a result of 6 the drive have been shut down and the mission successfully completed.

Victory

If the Marine player is able to deactivate the engines, it is considered a Marine victory. Any other result is considered a Genestealer victory.

DOOR

MARINES DEPLOY

STEALER ENTRY AREA

DEACTIVATE ENGINES
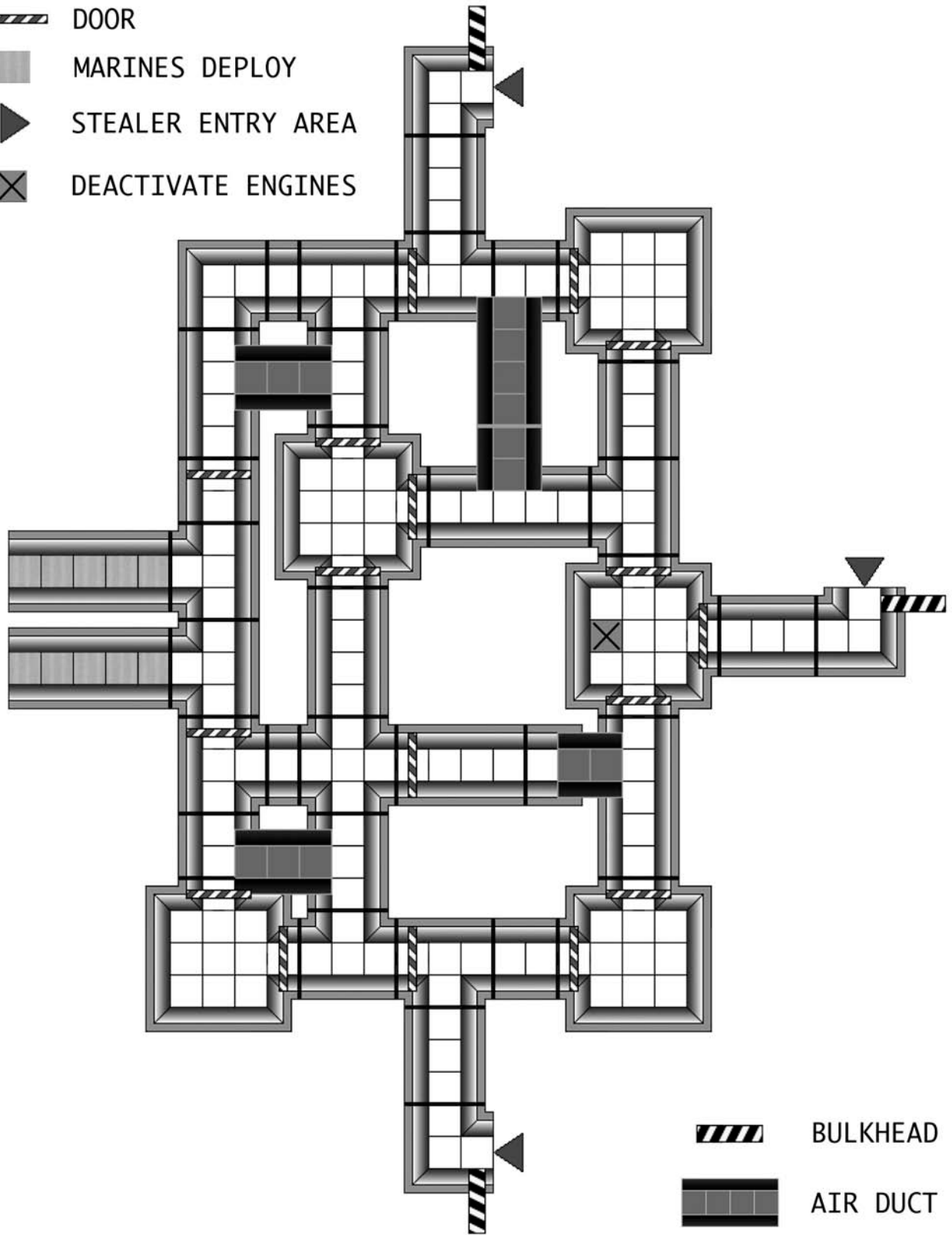
BULKHEAD

AIR DUCT

MISSION THREE: TAKE CONTROL

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 the hard pressed Marines who could not afford to be held up by the threat of marauding Genestealers behind their lines.

The squad was under orders that if any aliens appeared to have outflanked the Marines, his primary concern was to protect the main attacking force. If necessary they would be left behind, their only duty to sell their life as dearly as possible.

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

Objectives

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

Forces

Marines: The Marine player has two full squads.
Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
Squad 2 consists of a Sergeant armed with thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with a storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player starts with six Blips.

Deployment

Marines: Place one squad in one of the deployment corridors shown on the map and the other squad in the other deployment corridor.

Genestealers: The Genestealer player starts with one Blip placed in each of the six rooms as shown on the map. Starting on turn three, one reinforcement Blip arrives per turn from the Genestealer entry point. If the Genestealer entry point becomes sealed by a bulkhead, no more reinforcements Blips will arrive.

Special Rules

Close Bulkheads: During a mission the Marine player can close bulkheads in the same way as any other doors. Once closed, bulkheads cannot be re-opened. Bulkheads are so thick that they cannot be destroyed. Bulkheads are always placed as open doors at the start of a mission.

Control Computer: In order to take control of the computer, a Marine must stand in the cross-marked space, facing the wall and spend 8 consecutive action points without interruption. Keep track of the action points as they are spent and start over again if the Marine makes any other action (including defending himself in close assault).

Victory

If the Marine player is able to take control of the computer, it is considered a Marine victory. Any other result is considered a Genestealer victory.

DOOR

MARINES DEPLOY

STEALER ENTRY AREA

CONTROL COMPUTER

STARTING BLIPS

BULKHEAD

AIR DUCT
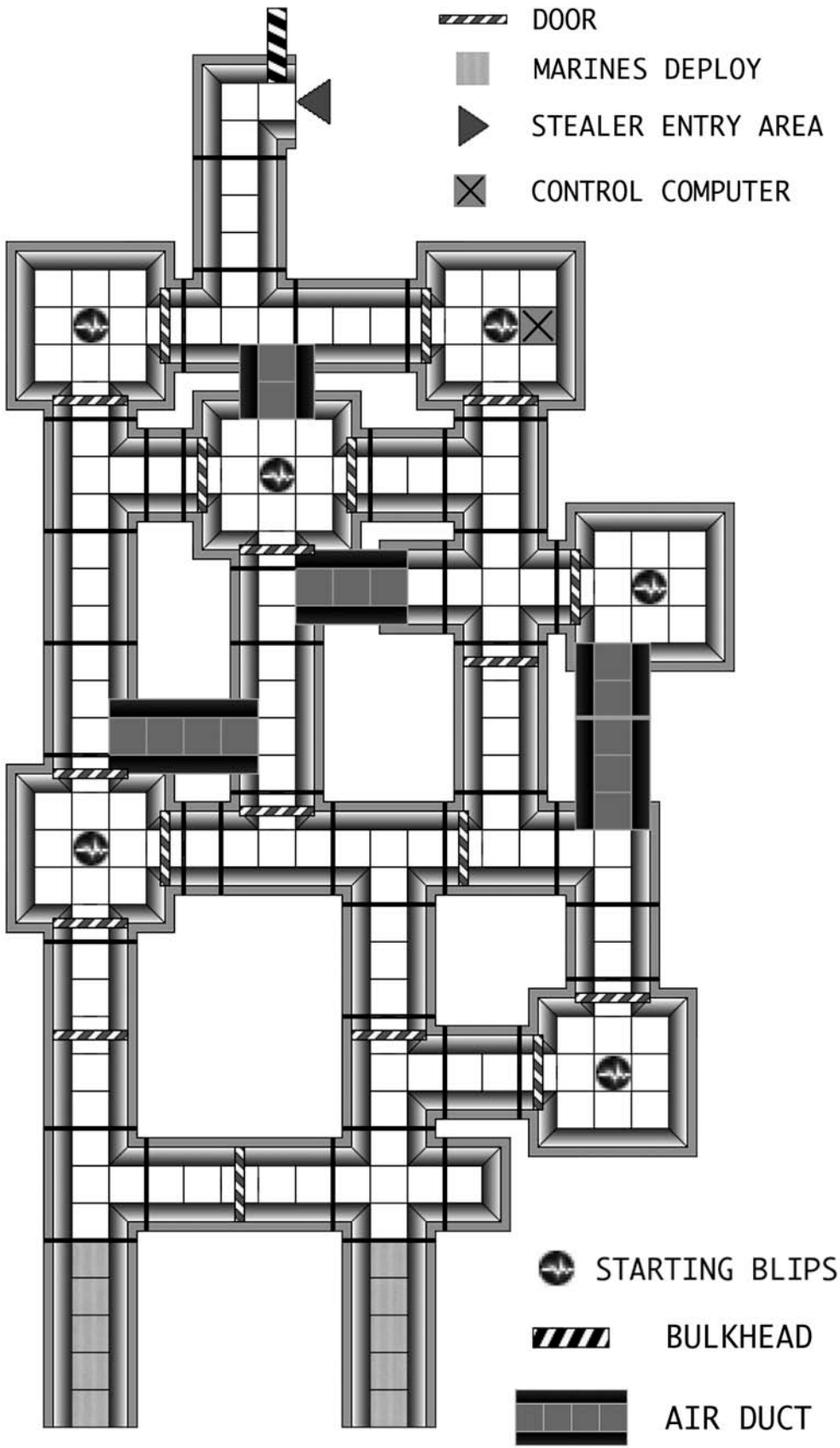
BRINGER OF SORROW

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.

The commander 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 a 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 Tech Marines 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.

MISSION ONE: PIERCE THE DARKNESS

The Tech Marines 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 and transmit the vital information the 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.

The Sergeant 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 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, the Sergeant knew full well how dangerous his opponents were. Yet there was no time for subtlety: he would have to simultaneously open the blast doors which barred the way, and fight off any Genestealer attacks!

Objectives

The Marines must open the blast doors to let the C.A.T.s into the rest of the hulk.

Forces

Marines: The Marine player has two full squads.
One consists of a Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealers start with three Blips.

Deployment

Marines: Each of the Squads must deploy together with the three C.A.T.s on one of the two shaded corridors shown on the Map.

Genestealers: The Genestealer player places one of the starting Blips in each of the rooms as shown on the map. One reinforcement Blip arrives per turn from any of the Genestealer entry areas.

Special Rules

**Blast Doors:** Marines can open a blast door for 1 AP.

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

Victory

If the Marine player moves at least two of the C.A.T.s off of the board, it is classified as a Marine victory. Each C.A.T. must leave the section by a different exit point as marked on the map.

Any other result is a Genestealer victory. If all the Marines are killed, any C.A.T.s still on the board do not count towards victory, even if the relevant blast doors have been opened.
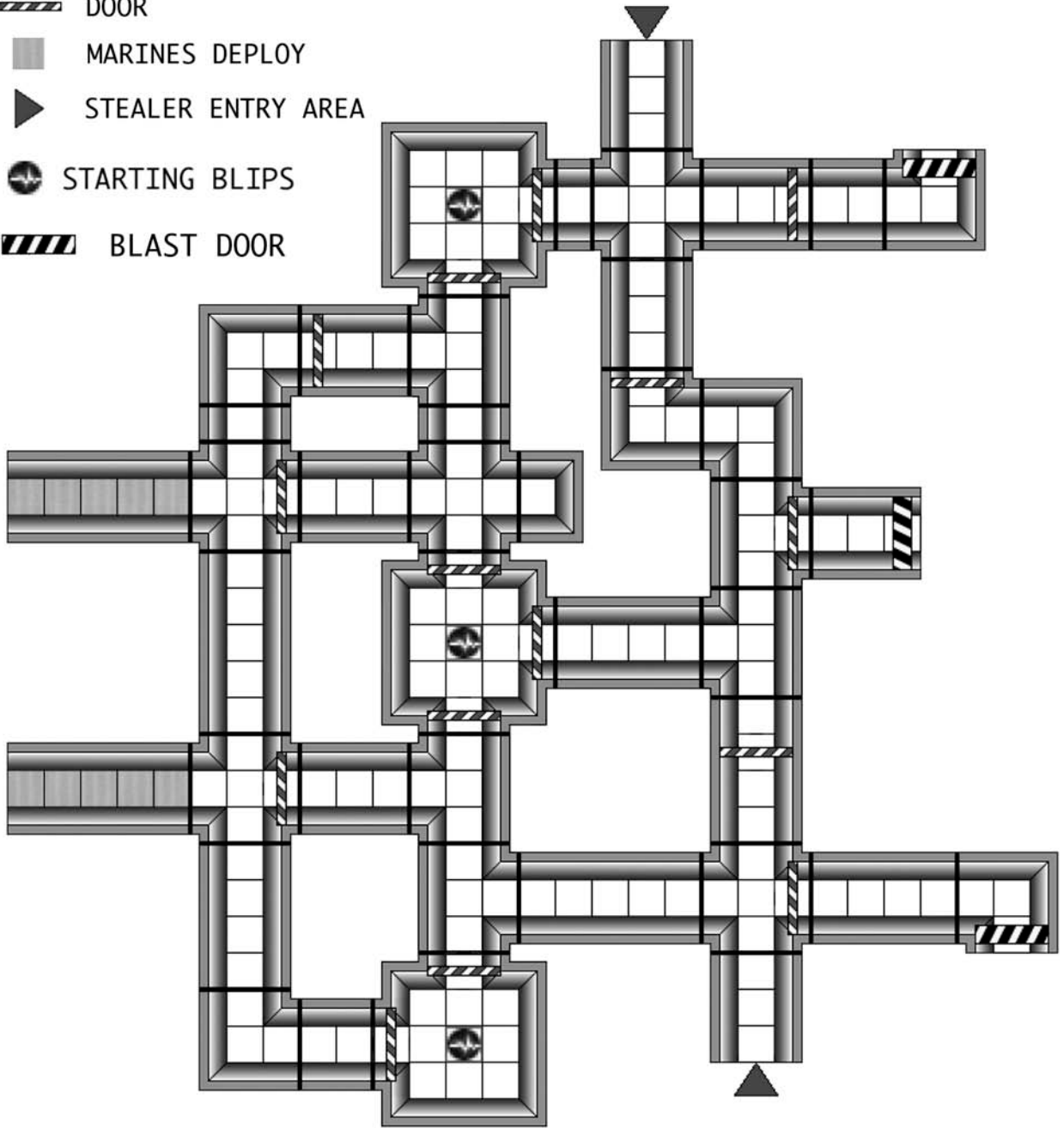
MISSION TWO: KNOWLEDGE IS POWER

Due to the heroic efforts of the Sergeant, the C.A.T.s were able to pass through the blast doors and locate the master controls of the reactor. Unfortunately, the energy leaks from the main reactor core of the *Bringer of Sorrow* were enough to damage even the radiation-shielded C.A.T.s.

The robots were moving in an erratic manner and were not transmitting all the required data. The commander 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. Time was running out. Chanting the Litanies of Hatred the Marines readied their weapons to perform this nigh-on impossible task.
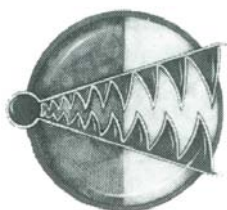
Objectives
The Marines must relay the data from the wayward C.A.T.s and try to seal off any further entry of the Genestealers.

Forces
Marines: The Marine player has two full squads.
One consists of a Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player starts with two Blips.

Deployment
Marines: The Marine player deploys one full squad on each of the shaded corridor sections shown on the map.

Genestealers: The Genestealer player places one of the starting Blips in each of the Genestealer entry areas. Two reinforcement Blips arrive per turn from any of the Genestealer entry points that are not sealed by bulkheads, until both Genestealer entry points are sealed. If both Genestealer entry areas are sealed, no more reinforcements Blips will arrive.

Special Rules

Bulkheads: The Marine player can close bulkheads in the same way as any other doors. Bulkheads cannot be reopened or destroyed. Bulkheads are always placed as open doors at the start of a mission.

The C.A.T.: The C.A.T.s have 3 A.P.s each and their AP costs for movement and opening doors are the same as Marines. C.A.T.s cannot seal entry points. A C.A.T. can pass through, or occupy, a space containing a Marine or a Genestealer but cannot leave the board. Genestealers cannot hinder or attack the C.A.T.s.

If the Marine is in the same space as the C.A.T., the Marine can spend 4 AP/CPs in one go to transmit the data contained within the C.A.T.

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. on the end space of that board section. At the start of turn 3 and 4, roll for any C.A.T.s that remain.

At the start of each turn, roll a D6 for each C.A.T. on the board to see who moves which C.A.T: on a roll of 1-3 it is the Marine player, on a roll of 4-6 it is the Genestealer player. C.A.T.s are moved at the beginning of the turn, before the Marine or Genestealer phases.

Victory
If the Marine player transmits the data from one of the C.A.T.s, it is classified as a Marine victory. Any other result is a Genestealer victory.

DOOR

MARINES DEPLOY

STEALER ENTRY AREA

BULKHEAD

1 or 2

3 or 4

5 or 6

113
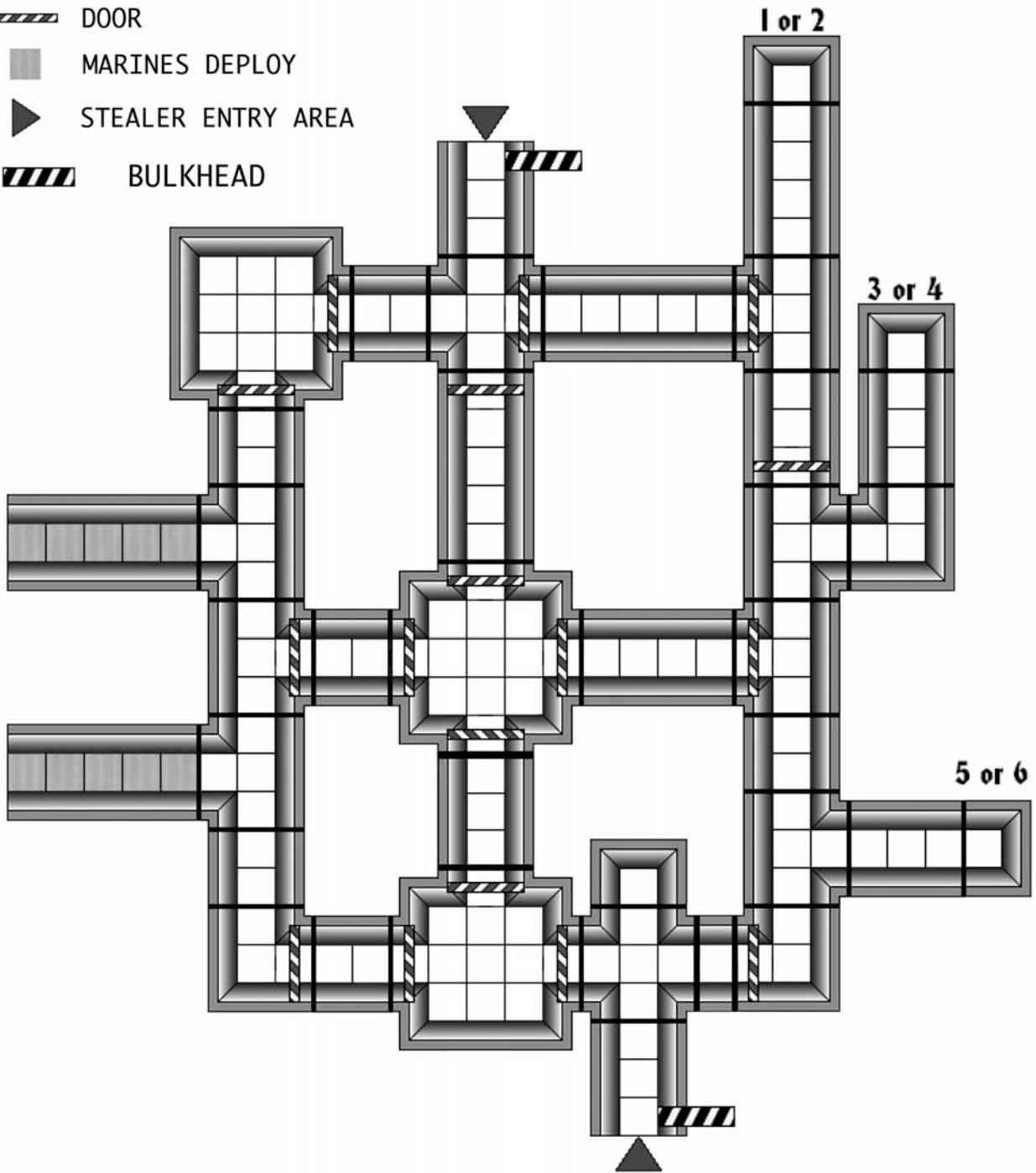
MISSION THREE: DEATHBRINGER

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

However, once the fail-safe was shut down and the nearby reactor went critical, it would destroy any Marines 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 ...

Two squads of the most experienced Marines in the relief force, volunteered to carry out this mission, and the commander accorded them this high honour. The commanding Sergeant 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*.

Objectives

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

Forces

Marines: Seven Space Marines are making their way out.
A Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, and four Marines armed with storm bolters and one Marine armed with chain fist and storm bolter.

Genestealers: At the start of the game the Genestealer player receives five Blips.

Deployment

Marines: The Marine player places the Marines on any squares within the two deployment corridors.

Genestealers: At the start of the game one of the five starting Blips is placed in each room as indicated on the map. One reinforcement Blip arrives per turn from any of the Genestealer entry points.

Special Rules

Failsafe Systems: In order to disable the Failsafe Systems a Marine must stand in the cross-marked space, facing the wall and spend 4 consecutive action points without interruption. Keep track of the action points as they are spent and start over again if the Marine makes any other action (including defending himself in close assault).

Weapon Limitations: Because of the danger of damaging the nuclear reactor, the flamer or assault cannon may not be fired at the spaces in the reactor control room. If one is fired, the game ends immediately as a Genestealer victory.

Victory

If the Marine player is able to disable the failsafe systems, it is classified as a Marine victory. Any other result is a Genestealer victory.
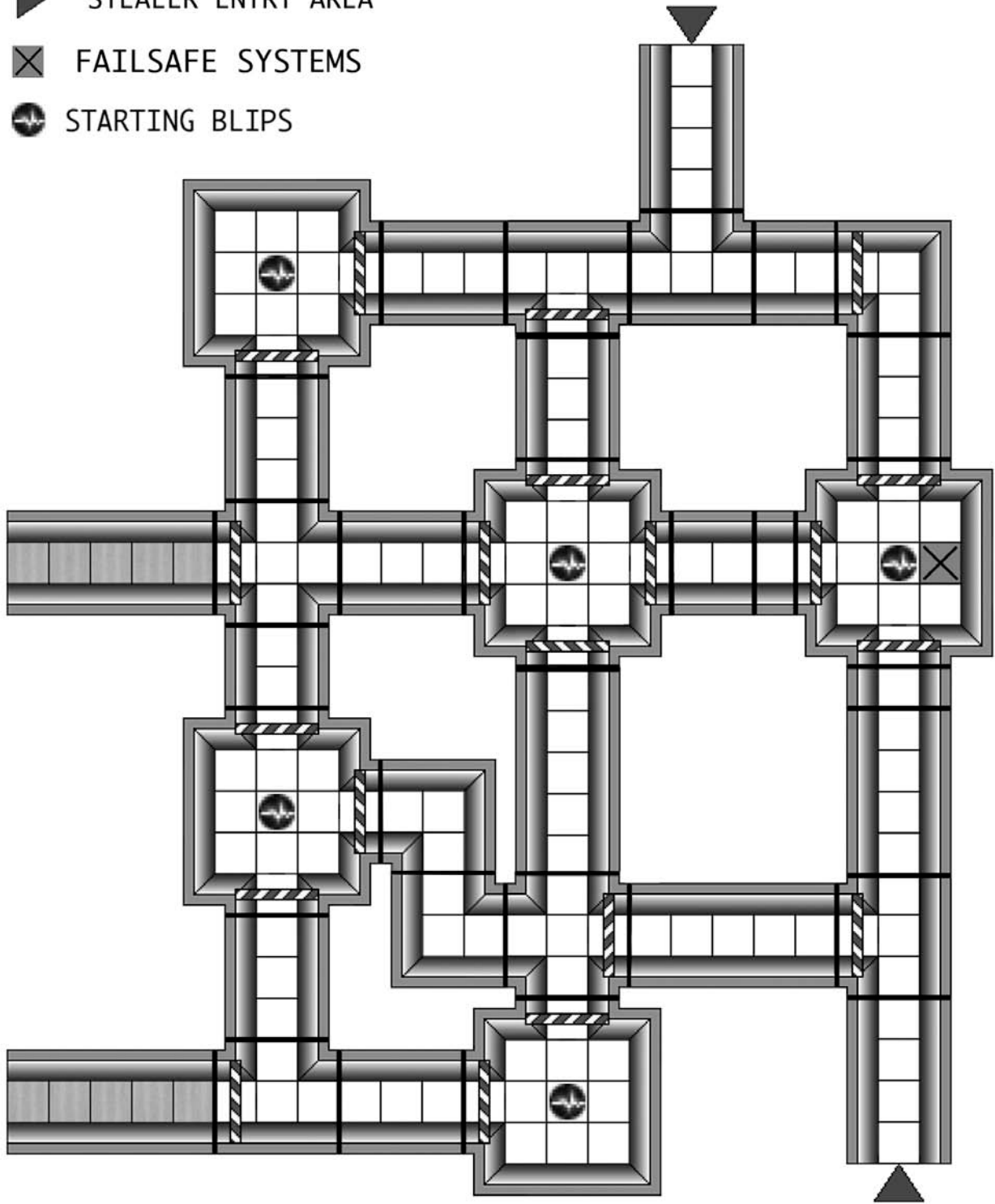
FANGS OF FENRIS

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' home world of Fenris.

The Wolf Lord commanded the attack, sending his squads of Marines 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 Marines 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 cannons and lightning claws. 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.

SPECIAL RULES

Wolf Guard are very tough – consequently these three missions are also tough!

> **Marines get 5 action points to spend per turn instead of the usual 4 action points.**

MISSION ONE: TRAP THE FOE

The main problem faced by the Wolf Lord 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 two squads and to cut off the Genestealers' escape routes by sealing the bulkheads across their path, trapping the fiends where he could attack them.

Objectives

The Marines must seal the Genestealer entry areas with bulkheads.

Forces

Marines: The Marine player has two squads of six Marines.
Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Marine armed with a heavy flamer, three Marines armed with storm bolters and a Marine armed with lightning claws.
Squad 2 consists of a Librarian armed with power axe and storm bolter, a Sergeant armed with thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with a storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player starts with six Blips.

Deployment

Marines: The squads deploys on the shaded corridors shown on the map.

Genestealers: The Genestealer player places one of the six starting Blips in each of the rooms as indicated on the map. One reinforcement Blip arrives per turn from each of the Genestealer entry areas that are not blocked by a bulkhead.

Special Rules

Close Bulkheads: During a mission the Marine player can close bulkheads in the same way as any other doors. Once closed, bulkheads cannot be re-opened. Bulkheads are so thick that they cannot be destroyed. Bulkheads are always placed as open doors at the start of a mission.

Victory

If the Marine player is able to close all of the bulkheads, it is considered a Marine victory. Any other result is considered a Genestealer victory.
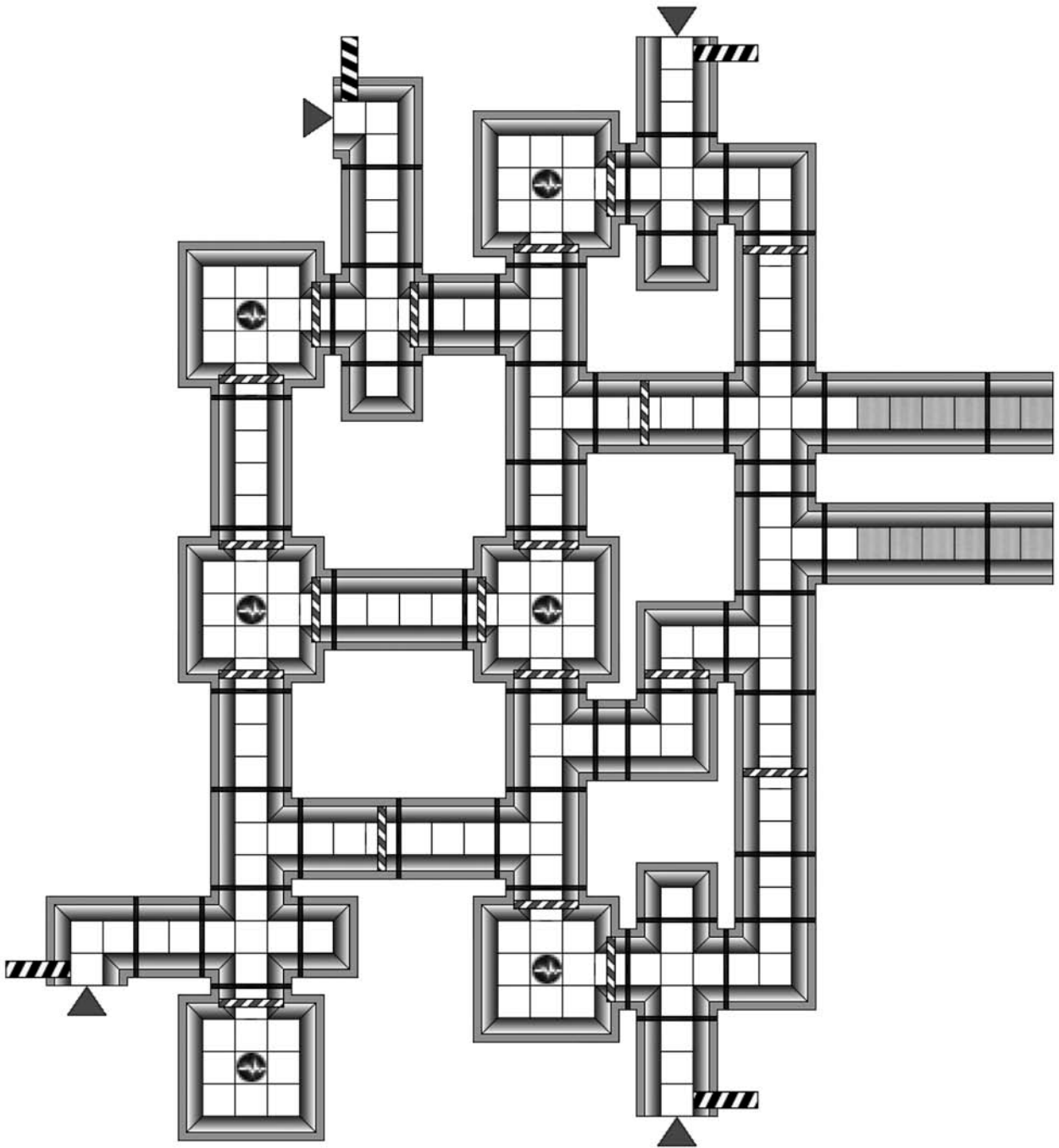
DOOR

MARINES DEPLOY

STEALER ENTRY AREA

STARTING BLIPS

BULKHEAD

MISSION TWO: COUNTER-ATTACK

As the squads sealed off the Genestealers' line of retreat, two other squads 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.

The commander dispatched more squads to counter this threat, but the two squads 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.

Objectives
The Marines are trying to hold out for 15 rounds.

Forces
Marines: The Marine player has two squads of six Marines.
Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Marine armed with a heavy flamer, three Marines armed with storm bolters and a Marine armed with lightning claws.
Squad 2 consists of a Librarian armed with power axe and storm bolter, a Sergeant armed with thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with a storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player starts with no Blips on the map.

Deployment
Marines: The two squads may be deployed anywhere on the map, split as you want.

Genestealers: The Genestealer player starts with no Blips on the map. Three reinforcement Blips arrive per turn from the Genestealer entry points.

Special Rules
Genestealer Entry Areas:
Genestealer Entry Areas are indicated both by the 2 classic entry point triangles as the 10 diamonds on the map!

Lurking: The Genestealers are never forced to lurk, even if there is a Marine within 6 spaces. Marines 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.

Victory
If one or more Marines still survive after 15 rounds of play, it is considered a Marine victory. The Genestealer player wins if he manages to kill all Marines before the end of round 15.

DOOR

STEALER ENTRY AREA

STEALER ENTRY AREA
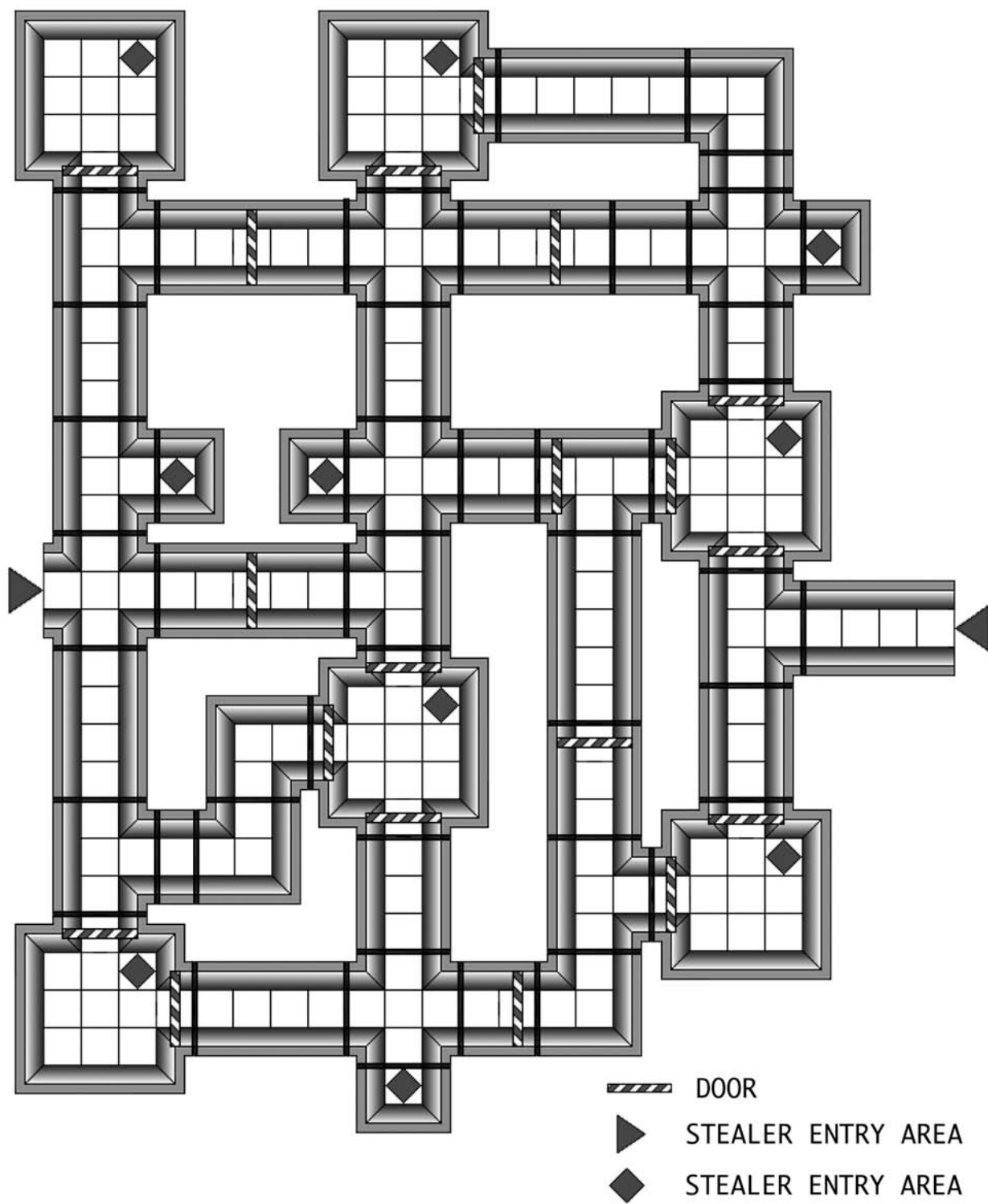
MISSION THREE: ANNIHILATE

Wave after wave of clawed monstrosities poured through the cramped tunnels, intent on rending apart the 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. Two squads 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. The Sergeant wanted to lose as few warriors as possible. Every Space Wolf lost to the Genestealers now would be a total waste.

Objectives

The Marines must destroy all Genestealers. The Genestealers try to kill all Marines.

Forces

Marines: The Marine player has two squads of six Marines.

Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Marine armed with a heavy flamer, three Marines armed with storm bolters and a Marine armed with lightning claws.

Squad 2 consists of a Librarian armed with power axe and storm bolter, a Sergeant armed with thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with a storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player begins the game with the full Blip set.

Deployment

Marines: The Marines are deployed in four groups in the four corridors as marked on the map.

Genestealers: *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 Marine. These Blips are placed after the Marines have set up.

Victory

The Marine player wins if he is able to destroy all Genestealers. The Genestealers win if they kill all the Marines.

DOOR

MARINES DEPLOY
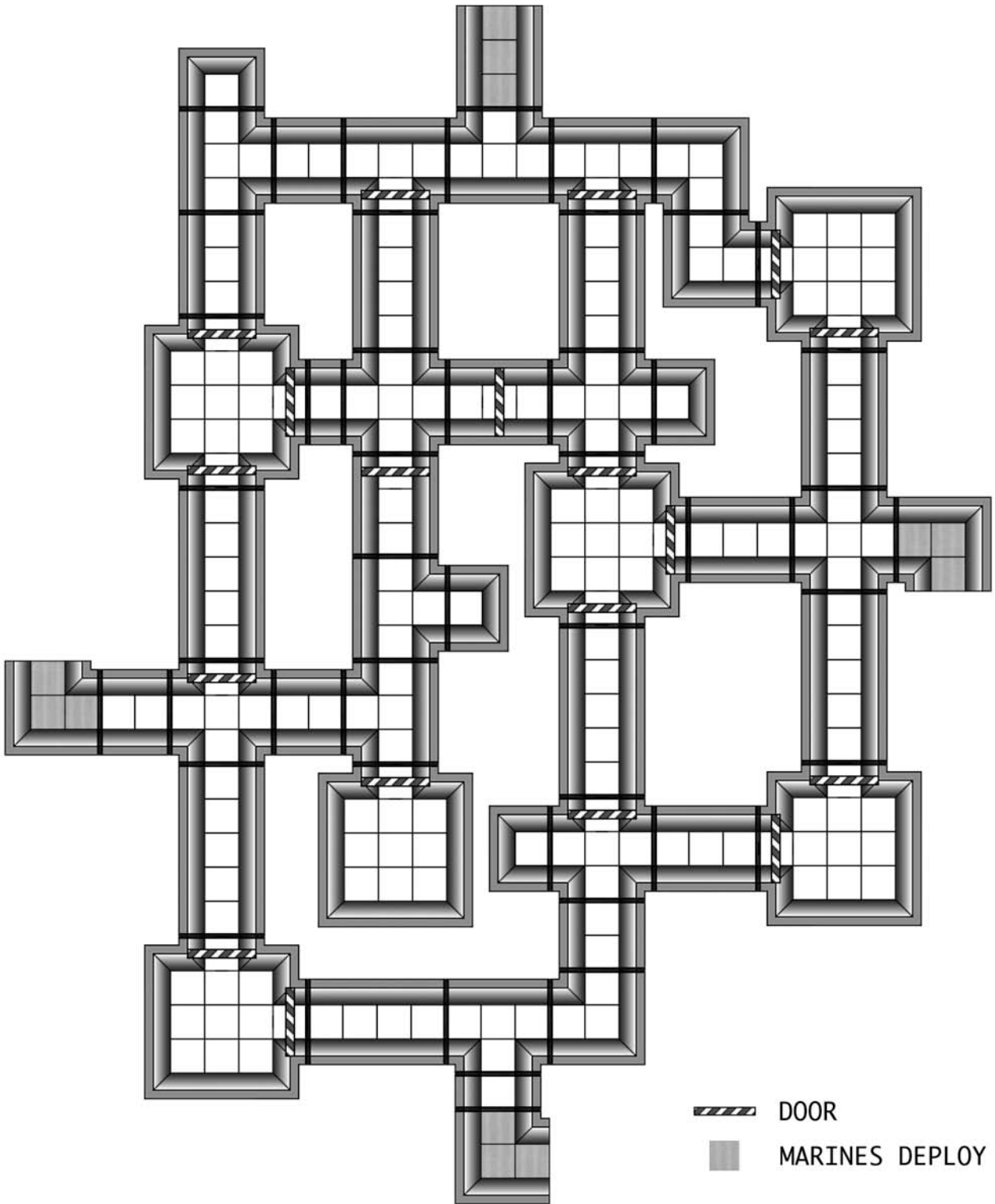
DUTY AND HONOUR

Amongst all the chapters of the Legiones Astartes, the fame of the Ultramarines is unrivalled. They are the greatest and the most powerful chapter of the Space Marines, renowned throughout the galaxy for their strict adherence to the Codex Astartes as laid down by their Primarch, ten millennia before.

The Ultramarines suffered greatly during the First Tyrannic War, and their Marine company perished to a man when fighting against hordes of Tyranids and Genestealers, a grievous loss from which the chapter has not yet fully recovered. Because of this legacy of hatred, the Ultramarines are implacable foes of the Genestealers. Any opportunity to fight against these foul aliens is a much sought-after honour amongst the Ultramarines.

Such an opportunity came during the great Forian Crusade. A gigantic, lumbering space hulk named *Hunter of the Void*, appeared from the warp space near the home world of the Ultramarines: Macragge. Unfortunately, most of the Ultramarine fleet was fighting the Emperor's War, and thus only one ship could be spared to stop the heinous aliens.

This ship, the *Will of the Emperor*, carrying several squads of elite Marines, was dispatched immediately to deal with this threat.

Upon reaching the hulk, the Ultramarines set to the task with zeal. The unremitting fighting raged deep inside the dark corridors but the aliens proved to be extremely tenacious, as if there was something they were guarding, some dark secret hidden deep within the core of the space hulk. The scanners of the *Will of the Emperor* could not penetrate the shielded chambers deep within the ancient ship, so the commander decided to send the most seasoned veterans of his command to challenge the vastness of the hulk and lift the veil of secrecy of the lower levels. Two squads were assigned to the task, and they prepared with their customary efficiency, chanting their prayers and reciting the litanies of hatred.

SPECIAL RULES

The 5x5 Room: There's a Genestealer entry point in the 5x5 Room. If a Space Marine is in the 5x5 Room at the start of the Genestealer turn, the Genestealer reinforcements must lurk for 1 turn. Any Blip entering play must be converted and the Genestealers must enter at the entry point, one at a time. Any models from the same Blip that cannot enter in the same turn are lost.

MISSION ONE: VEIL OF DARKNESS

As the battle raged, the probes of the *Will of the Emperor* scanned the enormous space hulk, and yet the alien ship was reluctant to yield up its secrets. The Space Marines were unable to determine the number of Genestealers aboard, nor could they tell exactly where the clawed monstrosities were emerging from.

There was a large area near the reactor core that was impenetrable to the scanners of the Space Marines' ship. The commander decided that the time had come to cut through the veil of darkness and reveal the secret of the hulk.

The Tech Marines aboard the *Will of the Emperor* had found a way to shut down the ionisation shielding that interfered with the ship's scanners. A fully functional computer terminal had been detected that could be used to disable the shielding.

Two squads of Marines were assigned to locate and access the shielding computer. Due to the massive radiation leaks from the nearby reactor, the squads' teleporters would not work anywhere near the computer terminal, so the Marines would have to leave the hulk via the disposal chute after accomplishing their dangerous mission.

Objectives

The Marines must reach the computer in the 5x5 Room, shut down the shielding, and move out of the section.

Forces

Marines: The Marine player has two full squads.
One consists of a Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealers start with one Blip.

Deployment

Marines: The Marine player places the Marines on any squares within the two deployment corridors.

Genestealers: The Genestealer player starts with one Blip in the 5x5 Room as marked on the map. One reinforcement Blip arrives per turn from the Genestealer entry point in the 5x5 Room.

Special Rules

Shielding Computer: Each turn a Space Marine spends standing next to the computer terminal marked on the map without any Genestealers in the 5x5 Room, roll a D6. On a roll of 4 or more the ionisation shielding is shut down.

Disposal Chute: Marines who reach the chute can dive in, blast through the chute's outer door and exit the craft. The door can be attacked like a normal door, but cannot be opened manually.

Genestealers can follow Marines into the chute one at a time and try to kill them before they destroy the outer door. Once the door is removed, however, a Genestealer has no chance or catching a Marine who has entered a chute. Any Marine already in the chute escapes automatically.

A Marine that exits the ship is removed from the board. He has escaped and cannot return to the game. A Genestealer that enters the chute has either become trapped at the bottom of the smooth-walled chute or, if a Marine has destroyed the chute's outer doors, fallen into the bottomless pit of space. Genestealers that die in this fashion are counted as casualties, but similarly removed Marines are not.

Victory

If the Marine player is able to access the Shielding Computer and get two or more Marines off the board through the exit point, it is classified as a Marine victory. Any other result is a Genestealer victory.

SHIELDING COMPUTER

STARTING BLIP

DISPOSAL CHUTE

DOOR

MARINES DEPLOY

STEALER ENTRY AREA
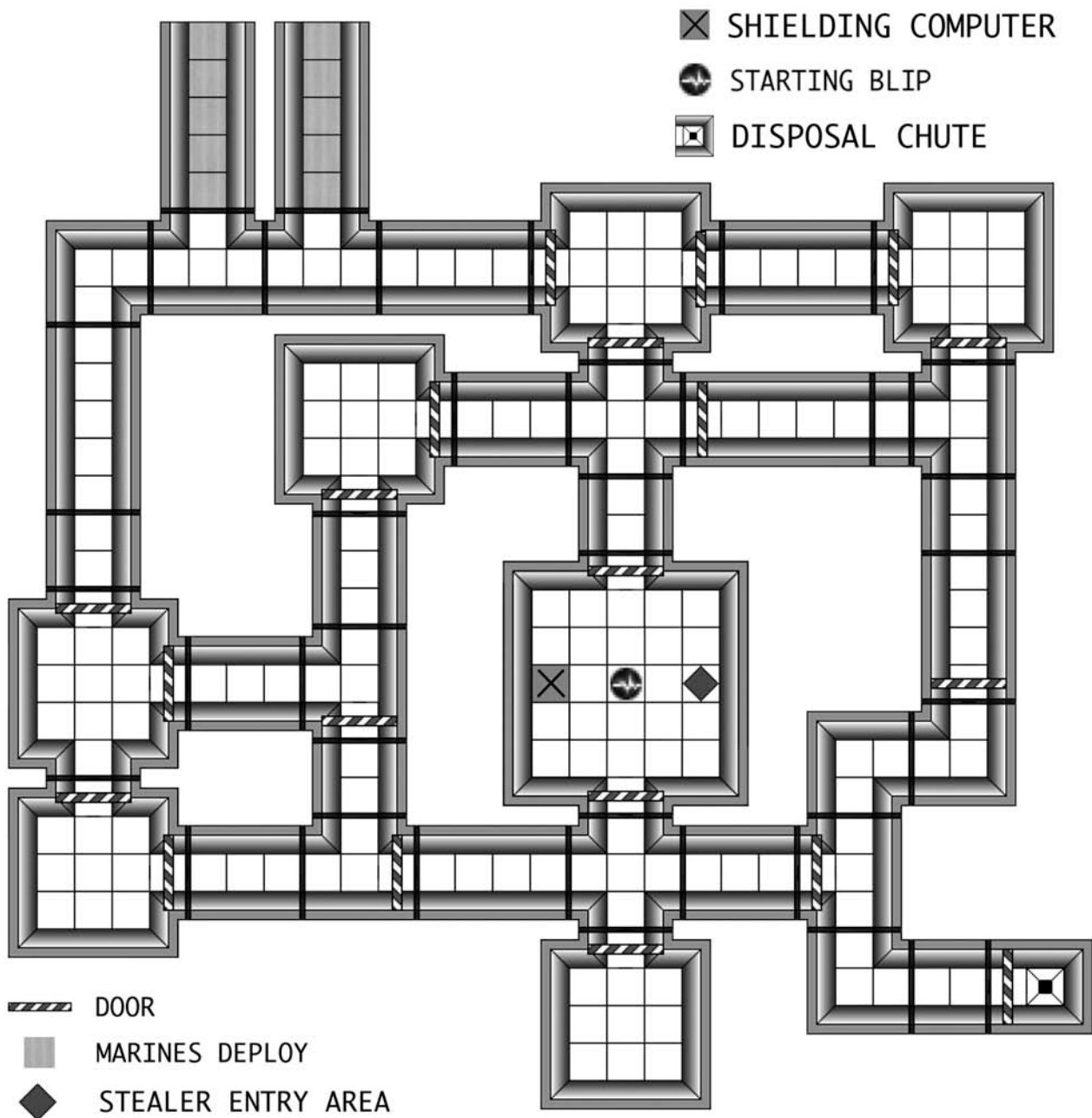
MISSION TWO: TO KILL THE BEAST

The heroism of the squads had paid off, and the shielding of the hulk collapsed. The scanners of the Space Marine mothership swept the inner levels of the hulk, and the results were horrifying: the entire inner core of the _Hunter of the Void_ was infested with teeming swarms of Genestealers.

The few remaining squads of Marines didn't stand a chance against the numberless alien horde that lurked in the vastness of the hulk and the _Will of the Emperor_ did not carry sufficiently powerful weaponry to destroy the ship. And still the hulk continued on its inexorable course towards Ultramar.

There was one desperate course of action left open. They could try to destroy the hulk by sabotaging its decrepit nuclear reactors. If the Damping Controls were destroyed, the chain reactions of reactor explosions would then tear the space hulk apart, along with its deadly cargo.

The commander ordered all his remaining squads to make a diversionary attack, while two other squads would destroy the controls of the vulnerable reactor core and seal the fate of the hulk.
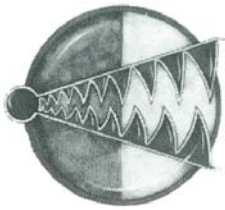
Objectives

The Marines must destroy the reactor Damping Controls which are in the 5x5 Room as indicated on the map.

Forces

Marines: The Marine player has two full squads.

One consists of a Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.

The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player starts with eight Blips.

Deployment

Marines: The Marine player deploys one full squad on each of the shaded corridor sections shown on the map.

Genestealers: The Genestealer player places one Blip in each of the eight starting points marked on the map. One reinforcement Blip arrives per turn from the Genestealer entry point in the 5x5 Room.

Special Rules

Destroying Damping Controls: The Damping Controls can be destroyed by two hits with a storm bolter or an assault cannon; a roll of six is needed to count as a hit. Sustained fire bonuses apply.

Victory

The Marine player wins the moment that the Damping Controls are destroyed by a second hit of storm bolter or assault cannon fire. The Genestealer player wins if all the Marines are killed
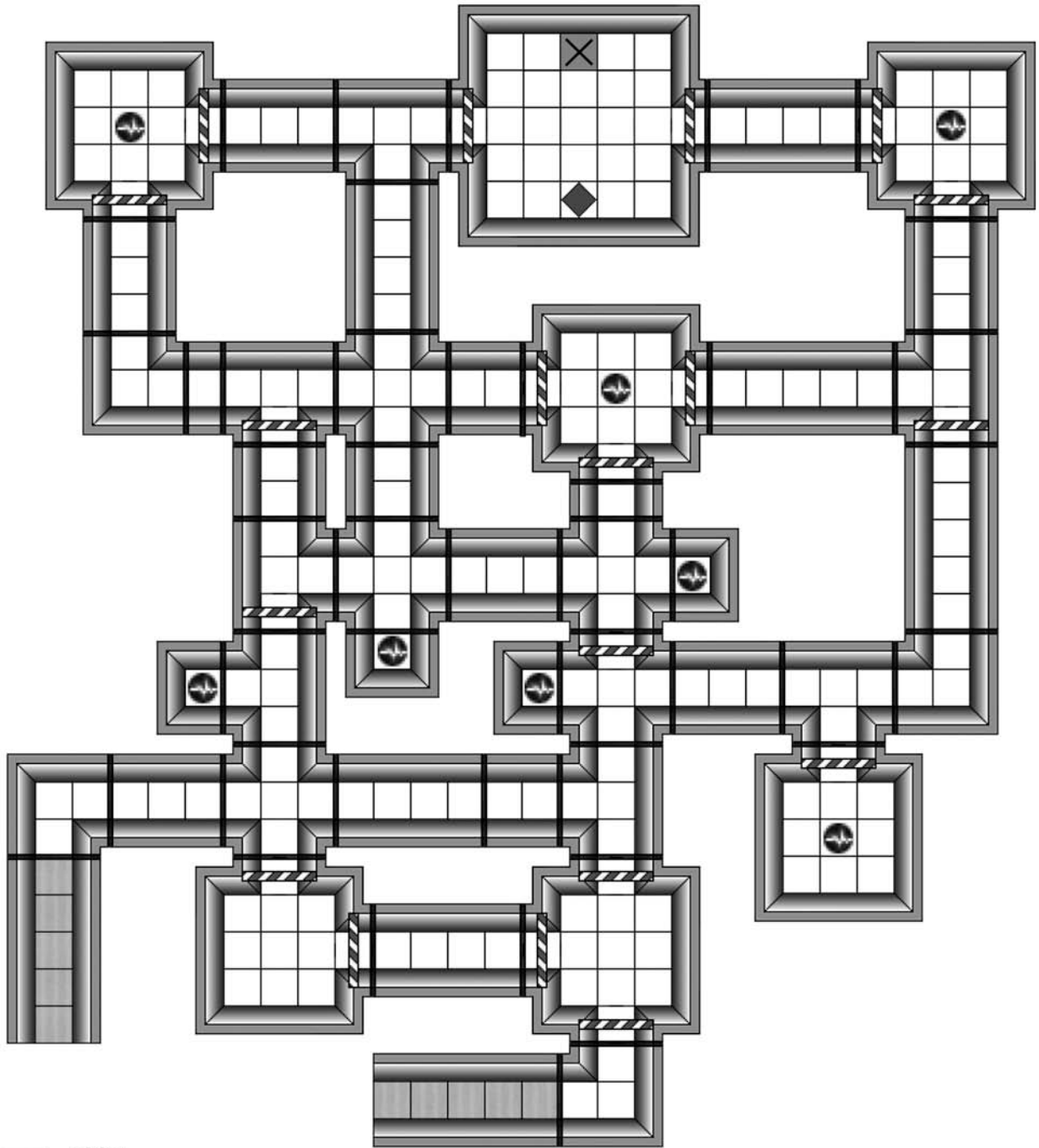
DOOR

MARINES DEPLOY

STEALER ENTRY AREA

SHIELDING COMPUTER

STARTING BLIPS

MISSION THREE: BACK FROM DARKNESS

The series of explosions began to tear the *Hunter of the Void* apart. Time was running out, but two squads of veteran Marines still remained aboard the dying monstrosity. Allowing the battle brothers to perish on the hulk was unthinkable.

The *Will of the Emperor* defied the danger and remained within the range of the Marines' teleporters, while the Sergeant summoned all his strength to lead his men out of the shielded area of the space hulk.

The retreat was orderly and precise, but it faced the most ferocious assaults by the clawed Genestealers. It was time to pit the might of the Ultramarines and their weapons against the inhuman strength of the alien foe.

Objectives

The Marines must get through the Disposal Chute before the whole section is destroyed.

Forces

Marines: The Marine player has two full squads.
One consists of a Sergeant armed with a storm bolter and power sword, a Marine armed with a heavy flamer, and three Marines armed with storm bolters.
The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Marine armed with an assault cannon, one Marine armed with storm bolter and chain fist, and two Marines armed with storm bolters.

Genestealers: The Genestealer player starts with five Blips.

Deployment

Marines: The Marine player places the Marines on any squares within the two deployment corridors.

Genestealers: The Genestealer player places one Blip in each of the five starting points marked on the map. One reinforcement Blip arrives per turn from the Genestealer entry point in the 5x5 Room.

Special Rules

Disposal Chute: Marines who reach the chute can dive in, blast through the chute's outer door and exit the craft. The door can be attacked like a normal door, but cannot be opened manually.

Genestealers can follow Marines into the chute one at a time and try to kill them before they destroy the outer door. Once the door is removed, however, a Genestealer has no chance or catching a Marine who has entered a chute. Any Marine already in the chute escapes automatically.

A Marine that exits the ship is removed from the board. He has escaped and cannot return to the game. A Genestealer that enters the chute has either become trapped at the bottom of the smooth-walled chute or, if a Marine has destroyed the chute's outer doors, fallen into the bottomless pit of space. Genestealers that die in this fashion are counted as casualties, but similarly removed Marines are not.

Victory

If the Marine player is able to get two or more Marines off the board through the disposal chute it is classified as a Marine victory. Any other result is a Genestealer victory.

STARTING BLIP

DISPOSAL CHUTE

DOOR

MARINES DEPLOY

STEALER ENTRY AREA