

SPACE HULK[®]



MISSION BOOK

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INTRODUCTION

Throughout the galaxy, the Imperium wages war against the many deadly enemies of Humanity. However, none of these enemies are as feared as the dreaded Genestealers. These horrifying, six-limbed monstrosities travel across the galaxy in derelict space hulks in search of new planets to conquer. Only the mighty Space Marines stand between the Genestealers and the destruction of Mankind. Armed with an array of powerful weapons and protected by massive Terminator armour, small squads of Space Marines board space hulks to confront the Genestealers head-on.

Of the many battles that have taken place against the Genestealers that infest the galaxy, none was quite as desperate as the action that took place on board the space hulk codenamed *Sin of Damnation*. This book tells the story of that battle, and includes sixteen different missions based on the campaign.

The Mission Book is split into three main sections: The Campaign Background, The Missions, and The Imperium of Man. The Campaign Background describes the history of the *Sin of Damnation* campaign, starting with the Blood Angels' first disastrous encounter with the Genestealers in the Secoris system. It takes the story up to the point that the Blood Angels board the *Sin of Damnation*, intent on destroying the Genestealers that lurked within and in so doing redeeming the honour of their Chapter. This is where you come in – the ultimate fate of the Space Marines is in your hands from this point on.

The Missions that follow describe the pivotal moments of the Blood Angels' ensuing campaign against the Genestealers. As well as describing what happened on board the *Sin of Damnation*, the missions provide all of the game information you need to refight these key battles using the rules found in the Space Hulk Rulebook.

Last but far from least, the final section of this book describes the background for the Space Hulk game. Space Hulk is set almost 40,000 years in our future. In the dark universe of the 41st Millennium, vast and terrible forces threaten the very existence of Humanity and alien races ravage entire solar systems. Shielded only by the potent psychic power of the immortal Emperor, the Imperium of Man is besieged by its enemies and its most potent weapon against these terrible foes are the Space Marines of the Adeptus Astartes. The Mission Book describes these dark and compelling times, and includes detailed background information on the Blood Angels and the alien Genestealers.

DISASTER AT SECORIS

In the year 996.M40, an Imperial Navy patrol passing through the Secoris system detected a large space hulk drifting in-system, drawn by the star's gravitational pull. The fourth world of the Secoris system was a populous hive world, inhabited by more than fifty billion humans. It was a hub of commercial and military activity and the threat posed by the closing space hulk was immense. Wary of boarding the vessel with his crews, the commodore commanding the flotilla sent an astropathic message to the nearby fortress monastery of the Blood Angels. The Chapter responded in full, led by Commander Sangallo, and within three weeks, the might of the Blood Angels had come to Secoris.

The sheer size of the space hulk and its proximity to busy trade routes through the system precluded any kind of systematic bombardment – debris would pose a serious threat to navigation. Instead Commander Sangallo led a full-scale boarding action. The initial stage of the boarding went with little problem, but soon the Blood Angels encountered growing resistance as they attempted to take possession of functioning engine rooms and control chambers. Within thirty minutes, Genestealers were rousing from their hibernation in great numbers and Sangallo committed his reserves to bolster the defensive perimeter around the boarding site, leading the reinforcements himself.

Unable to secure their objectives, the Blood Angels diverted their attention to the inner areas of the ship, seeking the dormant Genestealers. Their attack only served to hasten the awakening process and soon thousands of Genestealers had encircled the advancing Space Marines. Under the covering fire of the 1st Company Terminators, Sangallo tried to extricate his surrounded squads and was eventually forced to send forward the Blood Angels protecting the landing zone to provide a safe 'corridor' back to the boarding craft.

The Genestealers' attack relented for a short while and it seemed as if the Blood Angels would be able to withdraw in good order and re-establish their beachhead. However, the calm was short-lived, as the Genestealers had noted the Space Marines' tactics and now attacked to separate them from the ammunition and support personnel at the boarding site. The battle descended into anarchy as some squads attempted to break through to their objective while others fell back towards the boarding torpedoes. Divided, the Blood Angels were picked off, squad by squad, swamped by the overwhelming numbers of their foes.

The battle ended when Sangallo had no choice but to order a general retreat. Though kill estimates put enemy slain at close to twelve thousand, there seemed an unstoppable

tide of the creatures. Of the entire Chapter, only fifty Space Marines survived. Many departed the space hulk in saviour pods found still functioning aboard some of the space hulk's vessels. Meanwhile, a few selfless Thunderhawk Gunship pilots flew into open cargo bays and docking chambers to extricate a handful of other squads.

The action had been a complete catastrophe for the Chapter. The shame of defeat would last far longer than the losses inflicted.







THE SIN OF DAMNATION

It is rare to encounter a space hulk. For much of their existence they are tossed upon the ripples of the Warp, only occasionally breaking into realspace. Even in the material realm the vast distances between inhabited worlds makes it an unusual occurrence to discover one of these wandering behemoths.

The immense interstellar distances of the galaxy make conventional means of travel next to impossible. In order to traverse these vast distances, the spaceships of the Imperium and other races utilise Warp space. However, Warp space is a dangerous place, wracked by storms and inhabited by monstrous creatures, and it is not uncommon for the crew of a vessel to be wiped out, either from starvation, Warp-borne predators, murder, suicide or countless other horrors.

The lifeless ships are left drifting for centuries. Many of the Warp's rivulets of power draw together in certain places, particularly where the Warp pushes against the boundaries of reality and causes a Warp storm. The ghost ships of the Warp are drawn to these places, where they are crushed together by titanic forces. The resultant mangle of several ships is known as a space hulk.

Some space hulks are relatively small, only two or three vessels compacted together. Others are ancient and vast, hundreds of cubic kilometres or more. Like the ships that spawn them, the space hulks wander upon the unpredictable currents until a chance event deposits them back into realspace. It is then that they may become a lair for the Genestealers. The space hulks can drift through space undetected for centuries, bringing the Genestealers to new worlds to infect. Their space-borne home is a perfect lure for the unwary; the ships that make up a space hulk often carry highly prized, imperishable cargoes or are examples of valuable lost technology.

'Bountiful fate has presented us with the means by which we might repair those wounds upon our souls caused by the weakness of centuries past. It is not only our duty but our right to face the darkness again; to stare into the abyss of the unknown. This time we shall be the cleansing light in the shadow, the burning beacon of righteous war. Restore the honour of the shamed fallen through the death of your foes!'

— Commander Dante,
Chapter Master of the Blood Angels

Perhaps it was fate, the will of the Emperor or the machinations of the Chaos Gods, that the Blood Angels were contacted by the Rogue Trader Borrak Vorra, captain of the *Windrush*, a little more than six hundred years after the disaster at Secoris. By cosmic coincidence, the Rogue Trader had dropped out of Warp space almost on top of a gigantic space hulk only a few light years from the Blood Angels' home system of Baal.

+ + CAPTAIN RAPHAEL, BLOOD ANGELS CHAPTER,
MISSION LOG START. MISSION CLOCK SET AT EIGHT
MINUTES TO IMPACT. BOARDING PARTY DESPACHED.
SUPPORT PARTIES WAITING FOR LAUNCH. + +

+ + BLESS YOUR WEAPONS, RAISE PRAYER FOR YOUR
ARMOUR. BEGIN THE LITANIES OF HATRED. + +

When word came of the new space hulk the Blood Angels seized the opportunity to redeem their past failure. Under the leadership of Captain Raphael of the 1st Company, the Blood Angels sent a task force to intercept and investigate the vessel.

Dubbed the *Sin of Damnation* by the Blood Angels, the space hulk was large, made from the wrecks of nearly a dozen different vessels. Scans performed by the crew of the *Windrush* revealed there were high concentrations of alien lifesigns aboard and Captain Raphael treated the entire vessel as hostile territory, suspecting a large Genestealer presence.

Blood Angels Strike Cruisers transporting the 1st Company and supporting troops broke Warp close to the *Sin of Damnation* and launched boarding torpedoes. While the assault craft blazed through the ether, scanners bathed the vessel with low-power multi-spectral analysis,

-04.22.50

+ + THE BLOOD ANGELS HAVE RETURNED.
WE AVENGE NINE HUNDRED-AND-FIFTY DEAD.
TIME ALONE DOES NOT HEAL OUR WOUNDS. + +



to provide overall layout data and identify the concentrations of the dormant aliens. Stronger scanners risked alerting the hibernating Genestealers before the Terminators were aboard, so Captain Raphael deployed autonomous recon devices known as Cyber-Altered Task units, each teleported to a strategic point aboard the space hulk to collect vital information.

The scans showed that the majority of the space hulk was powerless and lifeless, exposed to the open vacuum of space. The bulk of its vast, chaotic architecture served no function at all. Inside was a seemingly random labyrinth of empty mess rooms, access corridors, dormitories, loading bays, storage chambers, command decks, maintenance bays and other facilities. The haphazard maze was criss-crossed by energy lines, power relays, pipes, cables, communication trunks, venting ducts and other crawlspaces. It would have taken years to clear every last nook and cranny.

Raphael's Strike Cruisers orbited the space hulk at a safe distance, their bombardment cannons and torpedoes primed to reduce the *Sin of Damnation* to atoms at the

first sign that the Genestealers were escaping or that the mission was failing.

Every warrior was under immense pressure that day; it was a matter of honour that the Blood Angels scoured the Genestealer threat from the space hulk and allowed archeotechnologists and other Tech-priests to conduct a full survey of the ancient vessels that comprised it. Anything else would only serve to further crush the Chapter's self-regard, stripping them of all respect and authority. For the sake of the Chapter, Captain Raphael and his warriors could not afford to fail.

-3.00.25

++ HOLDING COURSE. ASSIGNED IMPACT POINTS IDENTIFIED. TARGETING COMPLETE. IMPACT PATTERN ANTICIPATED 99.5% ACCURATE. ++

++ WE ARE THE VANGUARD OF HONOUR. THE CUTTING EDGE OF THE BLOOD ANGELS. WE BRING DEATH. ++

BOARDING THE SPACE HULK

Closer analysis of the life scan data showed a huge concentration of Genestealers in the cargo hold of an ancient merchantman. Though it was impossible to get anything like an accurate number, due to the low level of the scan and the dormant metabolisms of the aliens, Captain Raphael's technicians informed him that there were at least forty thousand Genestealers aboard, probably more.

Any other commander might have balked at such odds, but not Raphael. He was a Space Marine of the Blood Angels and the pride of his Chapter rested entirely on his shoulders. He gave the order for the boarding torpedoes to complete their final approach. The battle would begin very soon.

With painful memories of the Blood Angels' defeat at Secoris, it was decided to commit only the Chapter's Terminators against the enemies aboard the Sin of Damnation. Over long centuries, the 1st Company had been rebuilt and their Terminator armour repaired and constructed. Roughly eighty warriors in total were involved in the fighting, under the command of Captain Raphael, the company commander.

The majority of these Space Marines were organised into five-man squads. With information scarce, Raphael deployed his warriors using boarding torpedoes, rather than putting his trust in the vagaries of teleporter technology. Huge missile-like boarding craft blasted through the ether, punching through the outer hull of the space hulk. The Space Marines disembarked from their assault craft and swiftly established guard positions against counter-attack.

With the breach made, a perimeter was established inside which Techmarines and other support personnel could be moved aboard the space hulk. This base of operations would be essential to the Blood Angels' success, providing ammunition and ongoing repairs to the Space Marines as they pressed outwards from the landing site.

In order to retain command overview, Captain Raphael remained on board the Strike Cruiser *Angel's Sword*. From here he was able to pass on strategic objectives to the squads in the space hulk, leaving individual missions to the initiative, training and experience of the squad sergeants. By removing himself from direct fighting, Captain Raphael was able to maintain a degree of strategic oversight that was lacking in the Blood Angels' encounter at Secoris, ensuring that the Space Marines and their support resources were effectively deployed in a hazardous and ever-changing battle.

-00.11.01

+ + RETRO SEQUENCE COMPLETE.
IMPACT VELOCITY. + +

+ + ENERGISING RAM SHIELDS. + +

+ + OUR MISSION IS A GIFT FROM THE EMPEROR.
VICTORY WILL REDEEM OUR FOREBEARS. WE ARE
BLESSED. + +

+ + IMPACT. + +



MISSION BRIEFING

This book contains sixteen missions for Space Hulk. They combine to tell a story which details what happened when the Blood Angels boarded the *Sin of Damnation*. The missions are presented in chronological order.

The missions can be played as one-off games or as a campaign. When played as one-off games you simply need to pick a mission to play, decide who will take command of each side, and then battle it out. We recommend that new players use Mission 1 or 2 for their first game. The mission instructions will explain how you decide the winner. In a campaign, on the other hand, the missions are played in order one after another, with the same player commanding each side. The player that wins the most games in the series is the overall winner of the campaign.

Because most missions take an hour or so to complete, Space Hulk is perfectly suited for match play. We suggest that each time you try a mission, play it twice, with the players swapping sides after the first game. Keep track of how many turns the game takes and how many casualties occurred for both sides on a piece of paper. If one player wins both games, he wins an outright victory. If you 'split' the games (which will mean that either the Genestealers or Space Marines will have won both times) the player that caused the most casualties, or, if still tied, who succeeded in his fulfilling his objectives in the shortest amount of time, is the winner.

Background

Each mission is based on an incident that took place when the Blood Angels boarded the *Sin of Damnation*.

Map

The map shows how to set up the board and where to place doors and models. At the start of the mission all doors are closed. The map also shows the Genestealer entry areas and any other pertinent information, such as the location of any special objects.

MISSION II SUICIDE MISSION

While establishing a beachhead to defend their boarding operations, the Blood Angels detected a bank of functioning lifeboats aboard one of the ships. It was a priority that these were rendered inoperable, before any Genestealers could use them to exit the space hulk and evade destruction. Though the cloning Station Complex had weapons trained on the hulls to eliminate any escaping craft, such fire would disrupt the Space Marines' operations and was not 100% assured.

The large bank of escape pods was controlled by a central release mechanism located in a control chamber a short distance away. None of the salvor craft were capable of launching until a system override was released on the main controls. Squad Lantessa was tasked with the mission of destroying the controls completely, in order to prevent the lifeboats ever launching.

The control chamber was several hundred metres from the established perimeter and it was Captain Rappah's expectation that Squad Lantessa would suffer heavy casualties. Such was the importance of curtailing the Genestealer infiltration the commander judged this a price worth paying, even at this early stage of the battle.

From a corridor grating in the floor ahead of Dero's something fast and agile sprang into the corridor.

The creature leapt towards the Space Marines on bounding legs, four adaptive-muscular arms clanking at the passage wall as it righted itself. It had a bulbous, purple head. The rest of its body was covered in a dark blue chitin. Its dark eyes glinted in the lamps of Dero's suit.

"Visual contact" said Dero. "Confirm contact, Genestealer."

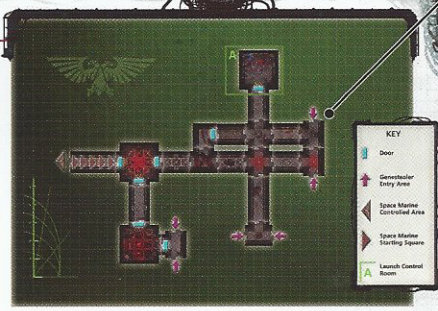
FORCES & DEPLOYMENT
Space Marines: The Space Marine player has one squad. It consists of a Sergeant armed with a storm bolter and power sword, one Space Marine armed with a heavy flamer and power fist, and three Space Marines armed with storm bolters and power fists. The Space Marine player deploys the squad on the starting squares shown on the map.
Genestealers: The Genestealer player begins the mission with two blips, and receives two reinforcements blips per turn. Blips may enter play at any entry area.

SPECIAL RULES
None

VICTORY
Space Marines: The Space Marine player wins by firing the heavy flamer at any square in the Launch Control Room. When this happens the game ends and the Space Marines win immediately.
Genestealers: The Genestealer player wins the mission if he kills the Space Marine armed with the heavy flamer, or if the heavy flamer runs out of ammunition before firing into the Launch Control Room.

KEY

- Door
- Genestealer Entry Area
- Space Marine Control Area
- Space Marine Starting Square
- Launch Control Room



01.Q1.10
 LANCE MARINE SQUAD AT RIGHT-DHAND CORNER, FIRE AND POSITION HEAVY FIRE WEAPON DESTRUCTION FUNCTION. 1 P
 SQUAD LAUNCHED REPOSITIONED TO SHOOT FURIOUS GENESTEALERS. 1 P
 SQUAD LAUNCHED ADVANCED, RESISTANCE PROBABLY. 1 P
 LET THE BLOODLETTER OF OUR GREAT COMRADES. 1 P

The creature had fallen only three metres along the corridor when Dero opened fire. The assault rang with the din of the storm bolter's roar, with each quickness the thing beat from one wall to the other, the Space Marines initial burst of fire rapping a trail of destruction across bare metal.

Another shape emerged from the darkness at the first barrier forward with a later gas, ripping the cover of its upper arm into the floor to increase momentum.

01.Q2.17
 DEMENTATION UNDERWAY. 1 P
 FULL BROADCAST: ORDER TO MAIN CORRIDOR NETWORK WITHIN SIXTEEN SECONDS. ALL WEAPONS FULLY ARMED, WEAPON LAUNCHES SANCTIONED AND AT STAFFORD AMMUNITION CAPACITY. 1 P
 THE BLOOD ANGELS ARE BARRICADING THE BARRIER WE HAVE CHARGED THE BARRIER OF DEFEAT, THE STRIKE OF FAILURE, NOW WE BEGIN OUBELVING. 1 P

"Confirmed kill, multiple targets approaching," Dero said calmly. He fired once more. "That's unusual."

01.Q3.36
 SERGEANT JAHN ESTABLISH VISUALS REVERSE WEAPON FOR ENTRY POINTS, LOOK FOR BURST AND OVERLAP APPROXIMATELY. 1 P
 DEMENTATION, THE ENTRY AND AT HAND, BURNING ALL OF YOUR RESOLVE AND YOUR ANIMOSITY. 1 P

Chained bodies fell from destroyed approval. The adhesive protrusions clung to the walls, coating the corridor with white-hot flames. Stabrous danced and fell in the distance as the unrelenting onslaught burned with glowing warmth and light.

"Charge and burn!" Zael shouted, his spirit soaring as he saw the unlikely creature incinerated.

01.Q4.1
 RECEIVE FORCE INFANTRY, TECHMANAGER ADVANCING TO PERIMETER. 1 P
 ROUND LOADED REPORTS MISSION SUCCESS, REQUESTING REPAIR AND REARM. 1 P
 VENGEANCE SHALL BE OURS, WE BROTHERS. 1 P

Dero's second shot caught the creature across the head and back, tearing bloody splatters from it. Thick blood splattered down the wall and floor. The second creature kept going, its fellow companion without hesitation and the third again.

Forces & Deployment

This section describes the forces under each player's command and where they must deploy. The Space Marines will always start the mission set up on the board. No Genestealers are deployed at the start of the mission, but the Genestealer player may be allowed to set up one or more blips as his starting forces. These blips are set up in the same manner as reinforcement blips, after the Space Marines have deployed. The mission starts with the first Space Marine turn once both sides have deployed.

Special Rules

Any special rules that apply in this mission will be described here.

Victory

This section describes what each player needs to do in order to win the game. If the mission lasts a specific number of turns, place the turn counter on the 1 space of the turn/psi track at the start of the first turn.

MISSION

BEACHHEAD

On the orders of Captain Raphael, the warriors of the Blood Angels' 1st Company began their assault upon the space hulk *Sin of Damnation*. Launched from their parent ship, boarding torpedoes thundered through the void. The missile-like craft boasted bulky ram shields upon their prows, designed specifically to breach the outer hulls of enemy warships. As each torpedo slammed into the gnarled hide of the hulk, it smashed an entrance into the chambers and corridors beyond.

The moment the torpedoes came to rest, squads of Terminators disembarked from them and moved to secure the breach. A beachhead was required in order to bring aboard vital support personnel. As such, the first priority was elimination of all Genestealers within Captain Raphael's designated perimeter. Enemy concentrations were only now rousing from dormancy – their swift extermination was required so that the Blood Angels could maintain the element of surprise.

FORCES & DEPLOYMENT

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

Squad 1 deploys in the starting squares in one boarding torpedo, and Squad 2 deploys in the starting squares in the other boarding torpedo. One boarding torpedo, chosen by the Space Marine player, arrives at the start of the first Space Marine turn. The other boarding torpedo arrives at the start of the second Space Marine turn.

Genestealers: The Genestealer player starts the mission with 10 blips. The Genestealer player must place two blips in each room apart from the one that can be used by the Space Marines to board the ship (the room marked with a green '3' on the deployment map). Starting on turn four and finishing on turn nine the Genestealer player receives one reinforcement blip per turn (a total of six reinforcement blips). Blips may enter play at any entry area.

SPECIAL RULES

Dormant: All Genestealers and blips have 3 APs on the first two turns, instead of 6 APs as would normally be the case. In addition, the Space Marine player does not have to use the timer for the first two turns, and so has an unlimited amount of time to complete each of his first two turns.

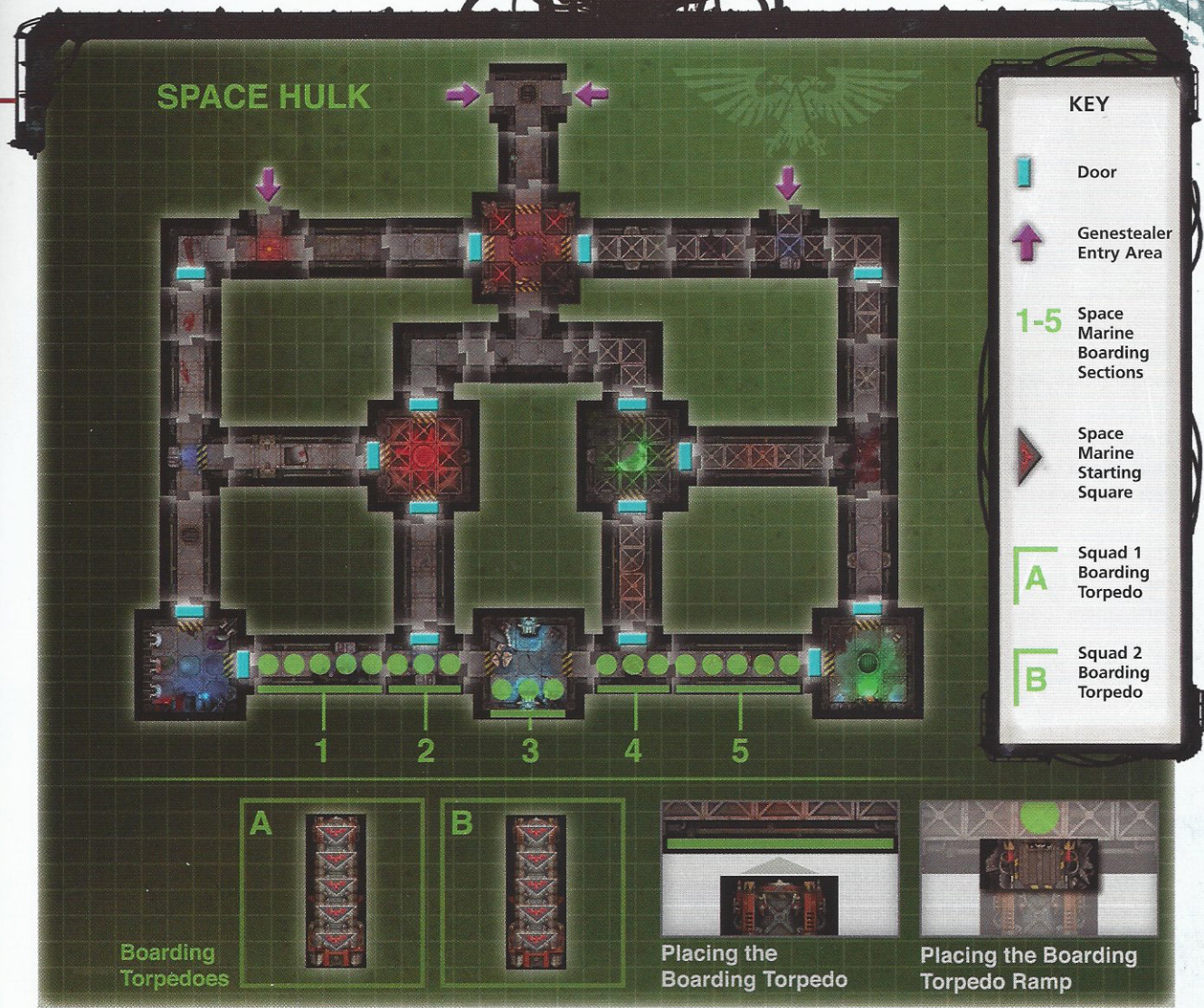
Boarding Torpedoes: When a boarding torpedo reaches the Space Hulk, the Space Marine player must roll a dice, and must place the boarding torpedo section so that it is connected to the board section that corresponds to the result of the dice roll. On a roll of 6, the Space Marine player can choose freely from any of the five marked board sections. The sections and squares that can be used are highlighted in green on the map (see right).

The boarding torpedoes arrive at the start of the Space Marine player's turn, before the Space Marine Command Phase. Place the boarding torpedo section so that the front end is touching the highlighted outer edge of the board section corresponding to the dice roll, and use a boarding torpedo ramp to show exactly which of the highlighted squares in the section the torpedo is connected to (see the diagrams on the right). The two boarding torpedoes cannot be placed so that they overlap; if it is impossible to place the second torpedo because of this, roll again to see which section is used, until you roll a section where it is possible to place the second torpedo.

Once the boarding torpedo is connected to the ship, the boarding torpedo and its ramp are treated in all ways as a single six square long corridor section that is part of the Space Hulk.

VICTORY

The mission ends at the end of the 12th turn. The Space Marine player wins if more than seven Space Marines are alive and there are no Genestealers in any of the rooms on the board at the end of the game. The Genestealer player wins if less than five Space Marines are still alive at the end of the game. Any other result is a draw.



The boarding torpedo shuddered to a halt. A warning chime sounded within, and crimson lights flicked to green. The torpedo's prow opened with a metallic whine, revealing the darkness beyond.

Sergeant Lorenzo was already moving. Power surging through his limbs, he strode down the boarding ramp and onto the decks of the Sin of Damnation.

The Sergeant's helmet display flickered with data inloads. He gazed into the gloom, feeling a frisson of disquiet as he surveyed the corridor in which he stood.

Memories of another space hulk threatened to surface, another battle he had fought long ago. Lorenzo pushed them down with a scowl.

This time would be different – aboard the Sin of Damnation the Blood Angels would find not death, but absolution.

Behind him, the warriors of his squad thumped down the ramp. Silhouetted by the torpedo's harsh lumen, they spread out and surveyed their surroundings.

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00.01.04
++ BOARDING TORPEDO WAVE
PRIMUS, POSITIVE CONTACT
CONFIRMED. IMPACTS CLEAN,
BREACHES SUCCESSFUL, NO
MALFUNCTIONS REPORTED ++
++ CONFIRM ALL SQUADS NOW
ADVANCING TO DESIGNATED
COORDINATES. BROTHERS,
GUIDE OUR WAY INTO THE
DARKNESS. ++

```

'Brothers,' growled Sergeant Lorenzo, 'confirm combat readiness.' A chorus of affirmations crackled back through his comm.

'We are ready for war, Brother-Sergeant,' added Valencio. His eagerness for battle was clear in his voice.

The corridor gave a sudden lurch as another boarding torpedo smashed through the hulk's hull, some distance to their right.

'Very well,' growled Lorenzo, as more Terminators began to disembark from the newly arrived craft. 'The enemy await. Purge Pattern Extremis, squad advance.' Orders issued, Sergeant Lorenzo stomped forward into the darkness, and his loyal brothers followed.

MISSION

II SUICIDE MISSION

Whilst establishing a beachhead to defend their boarding torpedoes, the Blood Angels detected a bank of functioning lifeboats aboard one of the ships. It was a priority that these were rendered inoperable, before any Genestealers could use them to exit the space hulk and evade destruction. Though the orbiting Strike Cruisers had weapons trained on the hulk to eliminate any escaping craft, such fire would disrupt the Space Marines' operations and was not 100% assured.

The large bank of escape pods was controlled by a central release mechanism located in a control chamber a short distance away. None of the saviour craft were capable of launching until a system override was released on the main controls. Squad Lorenzo was tasked with the mission of destroying the controls completely, in order to prevent the lifeboats ever launching.

The control chamber was several hundred metres from the established perimeter and it was Captain Raphael's expectation that Squad Lorenzo would suffer heavy casualties. Such was the importance of containing the Genestealer infestation the commander judged this a price worth paying, even at this early stage of the battle.

From a corroded grating in the floor ahead of Deino something fast and agile sprang into the corridor.

The creature leapt towards the Space Marine on bounding legs, four whip-muscled arms clawing at the passage wall as it righted itself. It had a bulbous, purple head. The rest of its body was covered in a dark blue chitin. Its dark eyes glittered in the lamps of Deino's suit.

'Visual contact!' said Deino. 'Confirm contact: Genestealer.'

00.03.18

++ LARGE SUB-SHIP CLUSTER AT EIGHT-CHARUN SECTOR. SIZE AND POSITION INDICATES ESCAPE/CONTAMINATION FUNCTION ++

++ SQUAD LORENZO DESPATCHED TO DESTROY ESCAPE CONTROLS ++

++ SQUAD LORENZO ADVANCING. RESISTANCE INCREASING. ++

++ LET THE SLAUGHTER OF OUR ENEMY COMMENCE. ++

The creature had taken only three strides along the corridor when Deino opened fire. The passage rang with the clamour of the storm bolter's roar. With alien quickness the thing leapt from one wall to the other, the Space Marine's initial burst of fire ripping a trail of detonations across bare metal.

Another shape emerged from the darkness as the first hurtled forward with a lithe gait, digging the claws of its upper arms into the floor to increase momentum.

FORCES & DEPLOYMENT

Space Marines: The Space Marine player has one squad. It consists of a Sergeant armed with a storm bolter and power sword, one Space Marine armed with a heavy flamer and power fist, one Space Marine armed with storm bolter and chainfist and two Space Marines armed with storm bolters and power fists. The Space Marine player deploys the squad on the starting squares shown on the map.

Genestealers: The Genestealer player begins the mission with two blips, and receives two reinforcement blips per turn. Blips may enter play at any entry area.

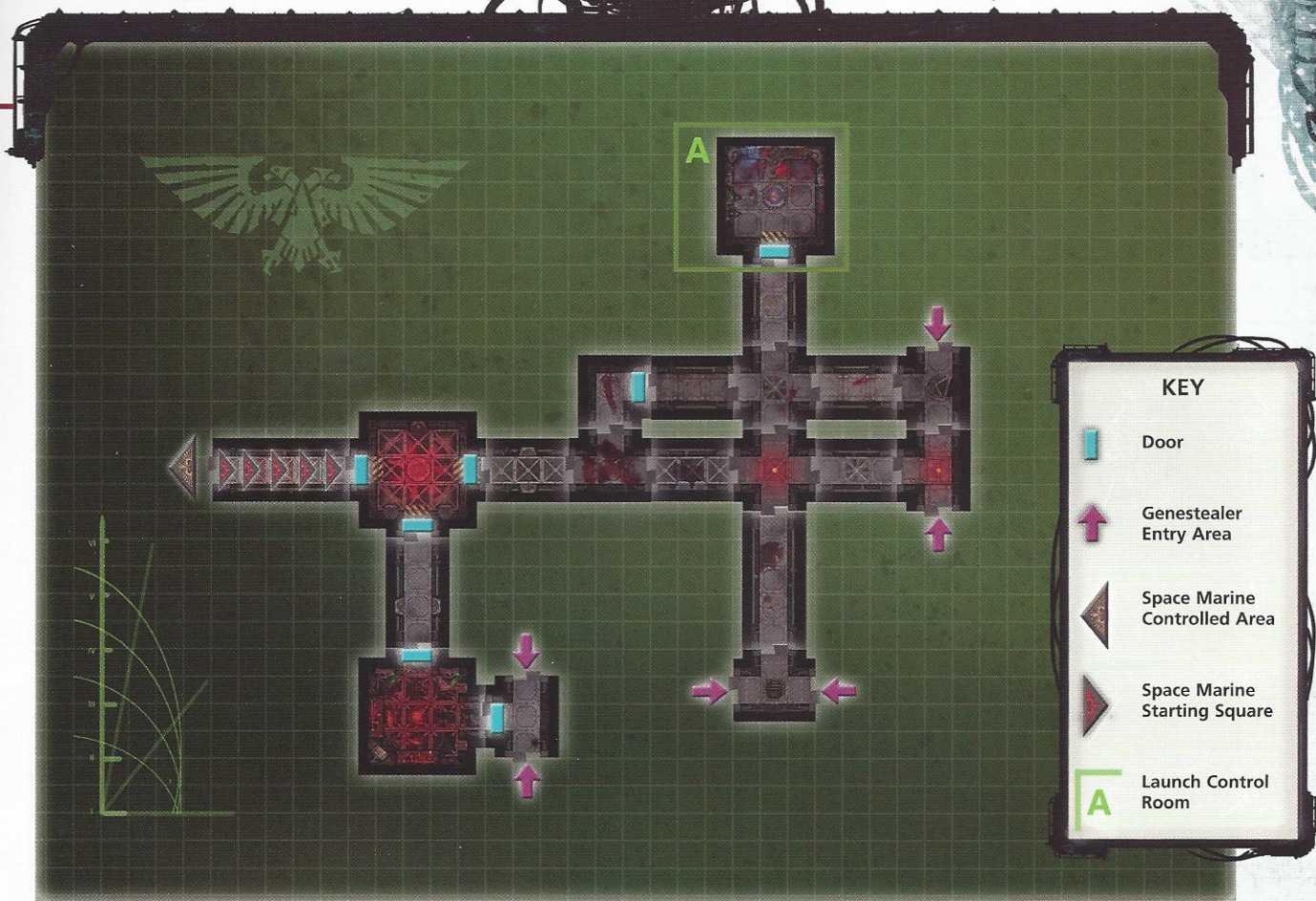
SPECIAL RULES

None.

VICTORY

Space Marines: The Space Marine player wins by firing the heavy flamer at any square in the Launch Control Room. When this happens the game ends and the Space Marines win immediately.

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



00.03.57

++ CONTAINMENT UNDERWAY. ++

++ HULL BREACHED. EGRESS TO MAIN CORRIDOR NETWORK WITHIN SIXTEEN SECONDS. ALL BROTHERS FULLY PRIMED. WEAPON LOADOUTS SANCTIFIED AND AT OPTIMUM AMMUNITION CAPACITY. ++

++ THE BLOOD ANGELS ARE BACK. FOR SIX CENTURIES WE HAVE CARRIED THE BURDEN OF DEFEAT, THE STIGMA OF FAILURE. NOW WE REDEEM OURSELVES. ++

Deino's second salvo caught the creature across the head and back, tearing bloody chunks from it. Thick blood splashed across the wall and floors. The second creature leapt over its fallen companion without hesitation and Deino fired again.

'Confirmed kill, multiple targets approaching,' Deino said calmly. He fired once more. 'Threat minimal.'

00.04.36

++ SECURE MAIN CORRIDOR, CONTINUE SWEEP. WATCH FOR ENTRY POINTS. LOOK FOR SUPER- AND SUB-LAYER APPROACHES. ++

++ BROTHERS, THE ENEMY ARE AT HAND. SUMMON ALL OF YOUR RESOLVE AND YOUR ANIMOSITY. ++

'Ingress!' announced Zael, squeezing the trigger on his heavy flamer. A sheet of fire roared along the corridor, bathing the area with promethium fury. Something flailed in the flames, soundlessly spasming as the cleansing fires melted through its carapace, flesh and bones.

Charred bodies fell from destroyed pipework. The adhesive promethium clung to the walls, coating the corridor with white-hot flames. Shadows danced and fled in the distance as the once-dark passageways burned with glorious warmth and light.

'Cleanse and burn!' Zael shouted, his spirits soaring as he saw the unholy creatures incinerated.

00.06.21

++ RESERVE FORCE IMPACT. TECHMARINES ADVANCING TO PERIMETER. ++

++ SQUAD LORENZO REPORTS MISSION SUCCESS. REQUESTING REPAIR AND RE-ARM. ++

++ VENGEANCE SHALL BE OURS, MY BROTHERS. ++

MISSION

III

EXTERMINATE

With Lexmechanics studying the layout of the space hulk and the early movements of the Genestealers, Captain Raphael was able to predict the route of the alien attack with some accuracy. The first Genestealer assault was likely to come from the main hibernating cluster, located less than a kilometre from the landing zone. It was imperative that the Space Marines maintained the momentum of their assault rather than be pushed onto the defensive at the very outset.

The expected attack route would force the Genestealers to pass through a key junction where the hulls of two ships had been compressed together. Sergeant Gideon and his squad were despatched to cover the junction and kill all aliens attempting to pass. If the first Genestealer assault could be effectively countered, the Space Marines would be able to expand their perimeter to a position from which they could attack the dormant Genestealers.

There was movement right at the edge of the light from Leon's suit lamps and he resisted the urge to open fire. The motor of his assault cannon growled like a beast ready to pounce and Leon waited expectantly for a clear target. The sensorium showed a score or more creatures in the darkness of the tunnels ahead. They circled for a short while, seeking some other route towards the Blood Angels' positions. Evidently this endeavour met with failure. One moment the corridor was empty, the next a horde of blue-and-

purple bodies hurtled along its length towards Leon like water bursting through a hole in a dam.

He opened fire, the barrels of the assault cannon rotating up to speed in a heartbeat, a torrent of shells screaming down the passageway in another. Leon's autosenses had kicked in the audio dampeners the moment he had pressed the trigger, but even through the immense plasteel plates armouring his body the

00.07.03

+ + PRIMARY PERIMETER ESTABLISHED. + +

+ + SQUAD GIDEON. SECURE POINT EIGHTY-OMEGA. PREVENT ENEMY REINFORCEMENTS FROM PASSING THE JUNCTION. + +

+ + CYBER-ALTERED TASK UNIT DETECTED AND MOBILE. + +

FORCES & DEPLOYMENT

Space Marines: The Space Marine player has one squad. It consists of a Sergeant armed with thunder hammer and storm shield, one Space Marine armed with an assault cannon and power fist, and three Space Marines armed with storm bolters and power fists. The squad begins play dispersed. The players take turns to place one Space Marine in any square, with any facing, in any of the rooms shown on the map. No two Space Marines may begin play in the same room. The Space Marine player places first.

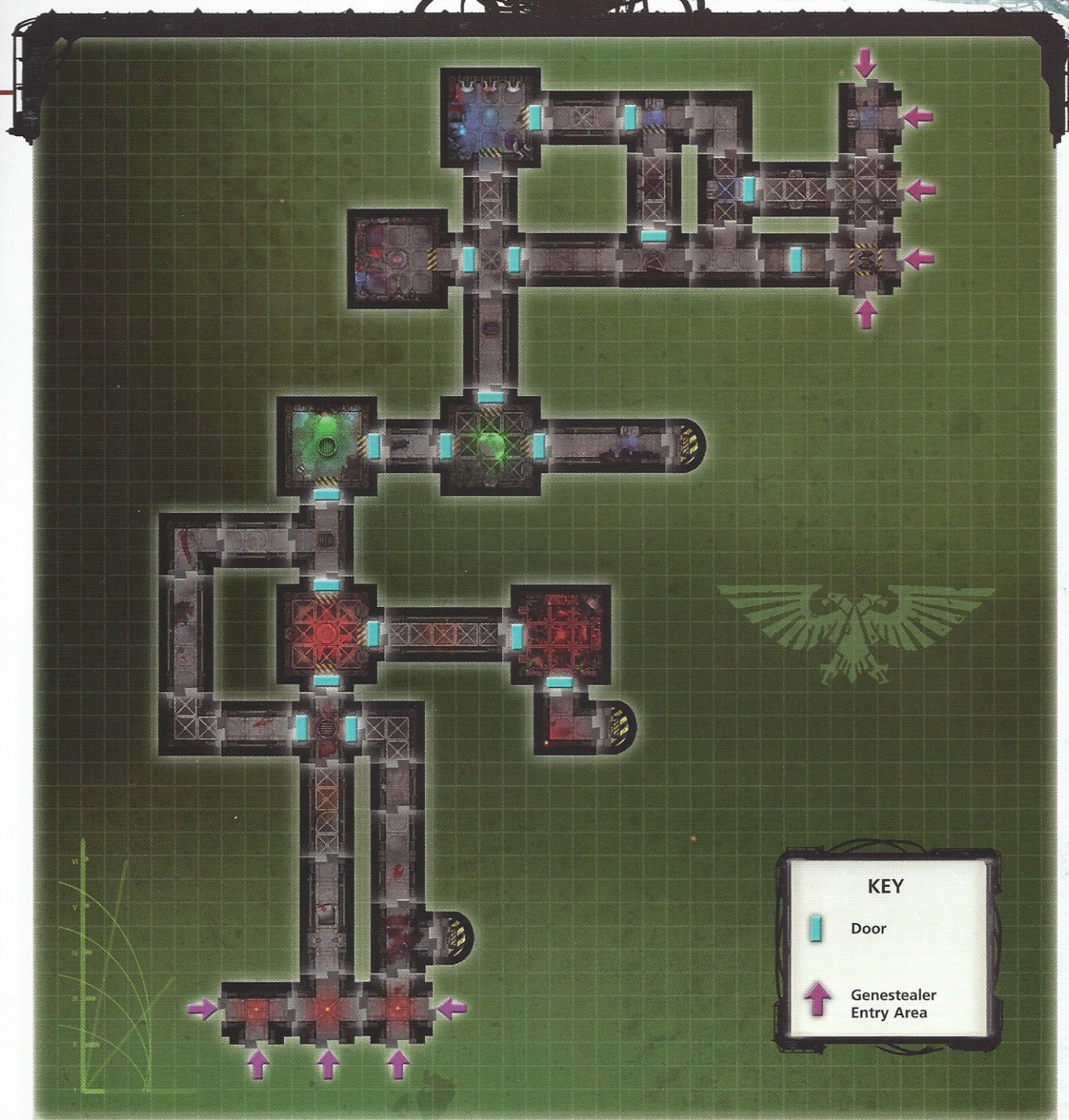
Genestealers: Separate out the blips representing two Genestealers and return them to the box – they are not used in this mission. The remaining blips are shuffled to create the stack of reinforcement blips. The Genestealer player has no blips at the beginning of the mission, but receives two reinforcement blips per turn. Blips may enter play at any entry area. Once the reinforcement stack is exhausted no more blips are available – the counters are **not** reshuffled to create a new stack, and the Genestealer player will have to fight on with those models and blips that remain in play.

SPECIAL RULES

Area Secure: In this mission blips and Genestealers are not allowed to lurk (see page 16 of the Rulebook). This means they may not use an entry area that is within six spaces of a Space Marine, as they would be forced to lurk should they do so. Any area where Genestealers are forced to lurk is 'secured'. Any blips that are unable to enter play because of this are destroyed.

VICTORY

The mission lasts for fifteen turns. The Space Marine player wins if he can block all of the Genestealer entry areas, or failing that destroy all of the Genestealers, before the end of the game. The Genestealer player wins if he destroys the Space Marine Squad before the end of the game. Any other result is a draw.



Space Marine could feel the concussive shockwave that filled the room.

In a two-second burst half a dozen creatures were shredded, their bodies vaporised by the fusillade. Leon paused for a moment, whispering a sacred benediction to his weapon as he allowed its barrels and motors to cool down, and then opened fire again. Each devastating burst obliterated everything in front of the Space Marine.

Virtually hypnotised by the carnage he was wreaking, Leon almost failed to notice a group of sensorium contacts moving down a corridor parallel to the one he was covering. He began to back away from the door to the room, giving himself more time to fire. He was too slow. With a scream of rending metal and a clang, the Genestealers smashed through a door just around a corner ahead and within a second they were inside the room with Leon.

KEY

 Door

 Genestealer Entry Area

00.07.14

++ SQUAD GIDEON IS ENGAGING THE ENEMY. ++
 ++ OVERALL CASUALTY RATIO GOOD. 1:28 IN OUR FAVOUR. ++
 ++ PRAYER AND STRIVING, BROTHERS. THE MOMENT WE HAVE LONG AWAITED IS AT HAND. ++

MISSION

IV

RESCUE

As the Space Marines moved into position, the C.A.T. unit closest to the Genestealer concentration had completed its scan of the enemy. However, the density of the space hulk's structure prevented the automaton from transmitting this data and it moved erratically along the corridors as it sought a suitable transmission location.

Outside the embattled perimeter, Sergeants Lorenzo and Gideon were in a position to manually retrieve the faulty C.A.T. unit. The two squads would converge on the C.A.T. unit's last known position from opposite directions and link up once it had been recovered.

Meanwhile, the bulk of the Blood Angels force pressed out from the landing zone, sweeping aside the alien resistance. Organised and determined, the Space Marines advanced their positions by several hundred metres, whilst the Genestealer response was haphazard and ill coordinated.

FORCES & DEPLOYMENT

Space Marines: The Space Marine player has two squads. Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Space Marine armed with a heavy flamer and power fist, one Space Marine armed with a storm bolter and chainfist, and two Space Marines armed with storm bolters and power fists. In addition one of the Space Marines in this squad starts the mission carrying the C.A.T. (see below). This squad deploys on any of the starting squares in either or both of the two corridors in starting zone A. Squad 2 consists of a Sergeant armed with thunder hammer and storm shield, a Space Marine armed with an assault cannon and power fist, and three Space Marines armed with storm bolters and power fists. This squad deploys on any of the starting squares in either or both of the two corridors in starting zone B.

Genestealers: The Genestealer player has no blips at the beginning of the mission, but receives two reinforcement blips per turn. Blips may enter play at any entry area.

SPECIAL RULES

The C.A.T.: The C.A.T. is an object (see page 18 of the Rulebook). Place the C.A.T. in the space with the Space Marine who is carrying it at the start of the mission. 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.

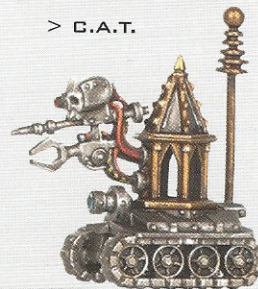
Moving the C.A.T.: If the C.A.T. is on its own or in a square with a Genestealer in the Mission Status phase then it will move on its own. Roll a dice: on a roll of 1-3 the Genestealer player moves the C.A.T., and on a roll of 4-6 the Space Marine player moves it. The C.A.T. moves three squares. It can move in any direction, turning freely as it does so. It may not move off the map or into occupied or burning squares, and it is not allowed to open doors, shoot or close assault.

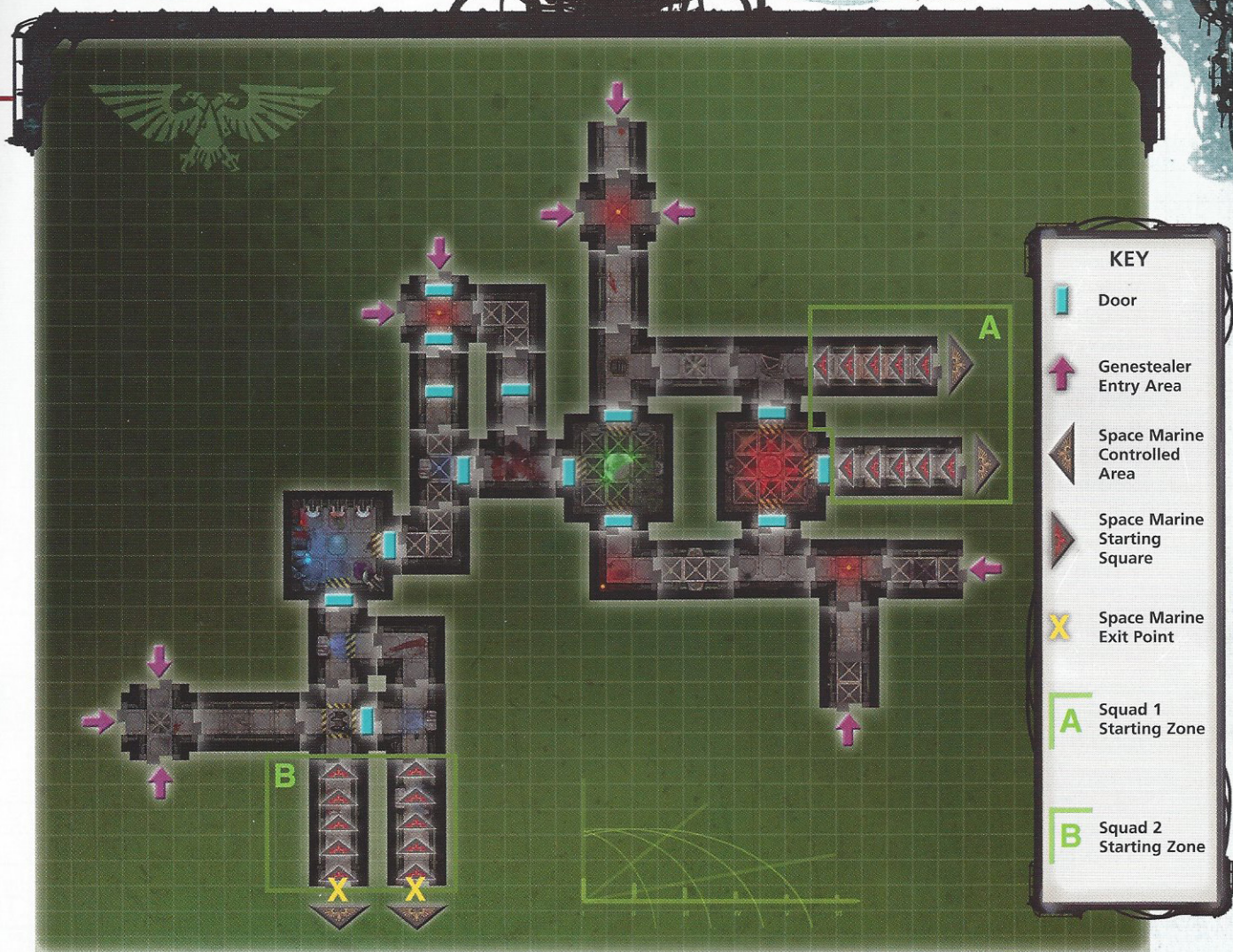
Exiting the Map: Space Marines can exit the playing area by moving off either of the exit points shown on the map.

VICTORY

The Space Marines must return the C.A.T. to the assault boat. Since the C.A.T.'s movements are unpredictable, to say the least, this means that a Space Marine must carry it off the map through one of the exit points shown on the map. The Space Marine player wins if he gets the C.A.T. off the map. Otherwise, the Genestealer player wins.

> C.A.T.





KEY

- Door
- Genestealer Entry Area
- Space Marine Controlled Area
- Space Marine Starting Square
- X Space Marine Exit Point
- A Squad 1 Starting Zone
- B Squad 2 Starting Zone

Lorenzo could see that the C.A.T. was somewhere in the network of tunnels less than thirty metres ahead. It was moving erratically, the transmission reflected and echoed by the twisted walls of the space hulk.

'Valencio, Deino, sweep right,' the Sergeant ordered. 'Zael and Goriel, follow my lead.'

Thus split, the squad made their way into the rat's nest of collapsed corridors, stairwells, rooms and ducts. Their suit lamps blazing, they cast their sharp eyes into broken vents and under fallen workstations, seeking the task unit. Quickly and methodically, the squad homed in on their objective, their search occasionally punctuated by a burst of storm bolter fire as a lone Genestealer sprang from the shadows.

'C.A.T. located,' announced Goriel.

Lorenzo fixed on his battle-brother's identification contact. He shouldered his way through tangles of twisted metal and clambered over rubble heaps to forge a way to the recon device. The Sergeant found Goriel and Zael in a domed hall at the centre of three radiating corridors. Goriel held the C.A.T. in his deactivated power fist.

The Cyber-Altered Task unit was a tracked automaton about half a metre in length, studded with sensor spurs and data-aerials. Jointed metallic probes splayed from its central hull and wiggled forlornly in Goriel's grasp.

At the end of a prehensile cable, a gilded skull containing the C.A.T.'s metriculator waggled left and right as it continued its scans. Its red eyes glowed and dimmed

as it processed the data. Its linked tracks whirred back and forth as it struggled to get free.

'Salutations, brethren,' said Brother Valencio, entering from the opposite side of the hall. 'It seems Goriel has found a new friend.'

00.09.96

++ C.A.T. LOCATED AT GRID OMEGA-THREE-DELTA. UNABLE TO UPLOAD DATA. ++

++ SECOND WAVE INCOMING. ESTIMATED ARRIVAL IN TWO MINUTES AND THIRTY SECONDS. ++

++ PERIMETER ENCOUNTERING STIFF RESISTANCE. EXPECT WAVE ATTACK IMMINENTLY. ++

MISSION



CLEANSE & BURN

With the C.A.T. reclaimed, Squads Lorenzo and Gideon turned back towards the main Space Marine defensive line. Casualties in all sectors had been low and Captain Raphael continued to rotate squads between the primary cordon and reserve to ensure that the Techmarines could affect repairs to damaged armour and re-supply the squads on the firing line.

With the second wave of attacks staved off, Captain Raphael ordered his squads onto the offensive. However, even as the Genestealer attacks lessened in their intensity, a small number of aliens managed to break through the perimeter via an undetected route. Two Techmarines isolated from the other support squads went missing in action. Their power armour continued to transmit functioning lifesigns and Captain Raphael quickly organised a rescue response. It was unthinkable that the gene-seed of the Blood Angels should fall into the hands of the Genestealers. With the majority of the force committed to securing the hibernation zone, Raphael once again looked to Gideon and Lorenzo to locate the missing Techmarines.

'Clear for fire!' shouted Deino.

Lorenzo ripped his sword free from the twitching body of a Genestealer and hurled himself backwards into a narrow side-corridor, smashing against the wall. Bolts screamed past where the Sergeant had been a moment before and droplets of thick blood splattered the passageway.

'Move ahead and secure,' ordered Lorenzo as he righted himself.

Deino advanced past and Lorenzo fell in behind. Upon entering the room at the end of the passageway, Deino stopped suddenly.

00.12.32
++ C.A.T. UNIT RETRIEVED. ++
++ ENEMY ATTACKS DECREASED. ENEMY BUILDING UP NUMBERS ALONG PERIMETER. EXPECT NEW ATTACK IMMINENTLY. ++

'Emperor's mercy,' the normally cool Space Marine muttered.

Lorenzo moved into the room, stepping past Deino. Scraps of red armour littered the chamber and a severed servo arm twitched in one corner, gouging a furrow into the tiles of the floor. Auletio sat with his back propped against the wall. His armour had been stripped away in many places and blood trickled from a gash across his face.

FORCES & DEPLOYMENT

Space Marines: The Space Marine player has two squads. One consists of a Sergeant armed with a storm bolter and power sword, a Space Marine armed with a heavy flamer and power fist, one Space Marine armed with storm bolter and chainfist, and two Space Marines armed with storm bolters and power fists. This squad deploys on the starting squares in one of the corridors shown on the map. The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Space Marine armed with an assault cannon and power fist, and three Space Marines armed with storm bolters and power fists. It deploys on the starting squares in the other corridor.

Genestealers: The Genestealer player has no blips at the beginning of the mission, but receives two reinforcement blips per turn. Blips may enter play at any entry area.

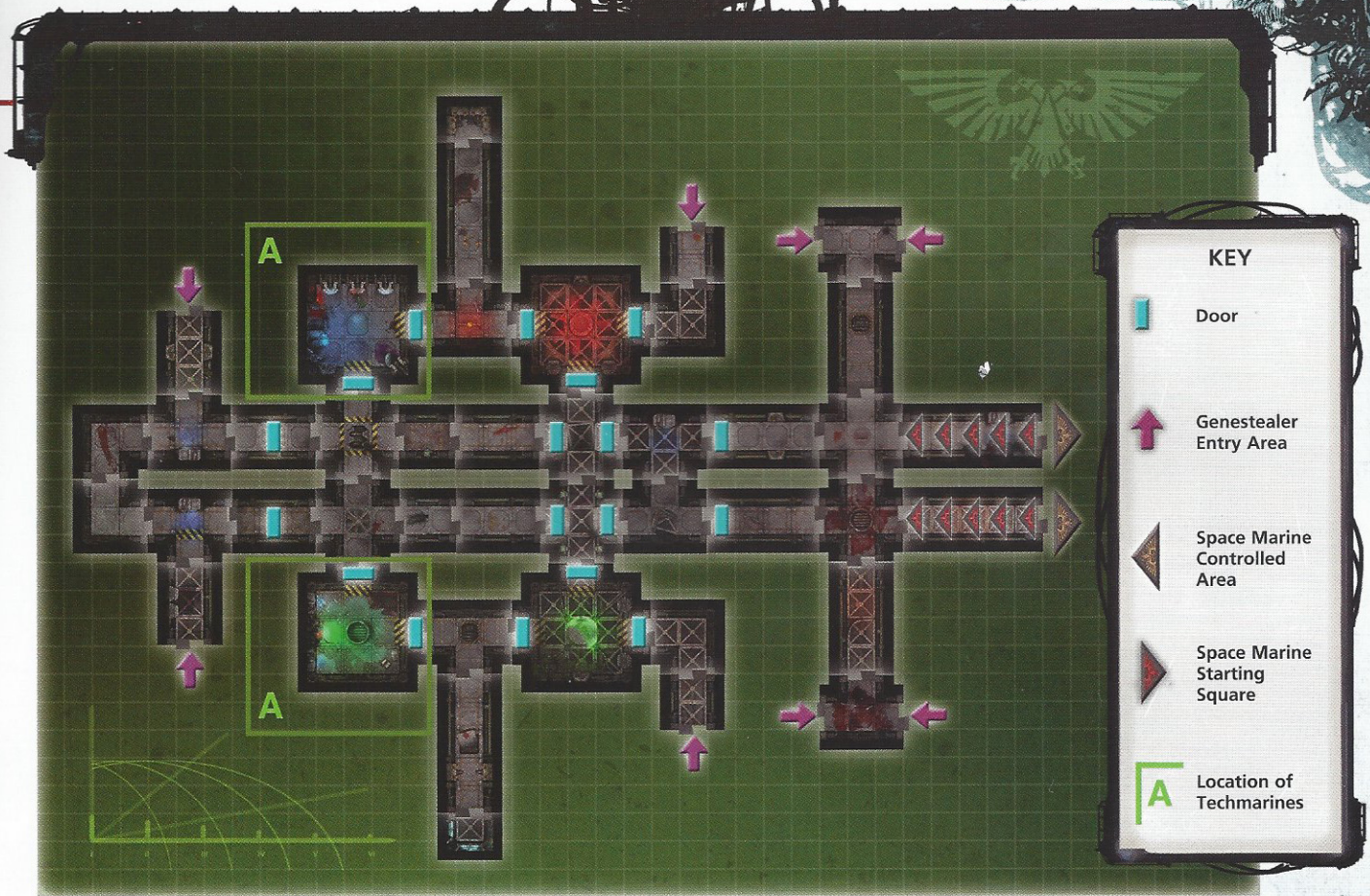
SPECIAL RULES

None.

VICTORY

Space Marines: The Space Marine player wins by cleansing both of the rooms that contain the Techmarines. A room is cleansed by scoring a heavy flamer hit on it, 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.

Genestealers: The Genestealer player wins if the Space Marines carrying the heavy flamer and the Space Marine carrying the assault cannon are killed or run out of ammunition before achieving their objective.



00.13.05

++ RESERVE SQUADS COMMITTED. ENEMY ATTACK INCOMING. WATCH YOUR FLANKS. INTERLOCK FIRE. NO ENEMY SHALL PASS. ++

++ COMBAT ALL SECTORS. PERIMETER HOLDING. ++

++ CASUALTY RATE 1:142. BRING RIGHTEOUS DEATH IN THE NAME OF THE EMPEROR. ++

++ ENEMY ACTIVITY DECREASING. RESERVE SQUADS STAND DOWN. AWAIT RE-SUPPLY. ++

++ TECHMARINE ANALYSIS OF TOXIN EFFECT COMPLETE. NOW WE ATTACK. ALL SQUADS CONVERGE ON PRIMARY HIBERNATION SITE FOR FINAL EXTERMINATION. ++

++ THE SCENE OF OUR REPRISAL IS SET. WE ARE THE AVENGERS. NEMESIS. ++

It was not the injuries to the Techmarine that had caused Deino such dismay, it was the rest of his appearance.

00.14.23

++ BROTHERS AULETIO AND CANNAVARO ARE COMPROMISED. ++

++ GIDEON AND LORENZO, FIX ON THEIR BEACON SIGNALS. NOW TRANSMITTING THEIR SUIT FREQUENCIES. ++

00.14.49

++ GIDEON AND LORENZO, MISSION UPDATE FOLLOWS. ++

++ INSUFFICIENT TIME FOR RESCUE. ESTABLISH VIABILITY OF MISSING BRETHERN. DESTROY IF NECESSARY. PROTECT OUR GENE-SEED. ++

++ PRAYERS OF VENGEANCE STEEL OUR SOULS. ++

Even in the dim and flickering light, Lorenzo could see that the Techmarine's flesh had a bluish tint to it. Auletio's skin was pocked with lesions and oddly-shaped protuberances bulged underneath his pale skin. His veins were like thick cords across his arms and neck, and his face was distorted. His eyes bulged and ridges were breaking through the skin of his brow. A lone fang punctured his upper lip, curving up towards his nose.

There was intelligence in Auletio's eyes, and terror. It was something Lorenzo had never seen in the eyes of another Space Marine. Auletio weakly raised an arm and groaned. Yellowish ichor oozed from his wounds, mixed with his thick blood. 'Brother,' he sighed, 'End this. I am beyond salvation.'

'Target One located,' Lorenzo broadcast. His heart lurched as he raised his storm bolter level with Auletio's broken face. 'Viability negative.'

MISSION

VI

DECOY

The data from the retrieved C.A.T. unit showed that the support systems of the merchant ship where the majority of Genestealers were located were serviced from a single pumping station located near the aft of the vessel. Test releases of toxin gas brought from the Strike Cruisers had demonstrated that it was possible to poison the Genestealers. However, the concentration required was almost one hundred times higher than the fatal dosage for humans. The Blood Angels needed to secure the pumping station in order to flood the merchant ship with gas, and at the same time prevent the Genestealers from escaping once the toxin was unleashed.

It was Captain Raphael's intent that a diversionary attack by Lorenzo and Gideon's squads would lure away the majority of the wakened Genestealers. If the enemy could be tricked into thinking a secondary concentration was the Blood Angels' target, the way would be open for the main force to advance against minimal resistance.

00.16.99

+ + MAIN FORCE ADVANCING.
RESISTANCE MINIMAL. ESTIMATE
ARRIVAL IN THREE MINUTES. + +

+ + MOURN BROTHERS
AULETIO AND CANNAVARO.
THEIR SACRIFICE WILL BE
HONOURED. + +

+ + SECONDARY
CONCENTRATION DETECTED IN
GRID FOUR-THETA. + +

+ + OUR MOMENT OF
RETRIBUTION APPROACHES. + +

Perhaps stirred into life by the nearing presence of the Space Marines, a few of the dormant lifeforms on the scanner surged in activity.

Their signals brightened and began to move. They did not come straight at the Space Marines, as they had done in the first minutes of the battle. They coalesced into small groups and then the groups drifted together, gathering their strength.

'Why don't they attack?' asked Valencio.

'Would you?' replied Deino.

00.17.54

+ + NEW ATTACK WAVE
GATHERING. ESTIMATED TOTAL:
FOUR THOUSAND ENEMY. + +

+ + SQUADS LORENZO AND
GIDEON. WE HAVE TO THIN
ENEMY'S NUMBERS. YOU HAVE
A NEW MISSION. I NEED YOU
TO PERFORM A DIVERSIONARY
ATTACK. DESTROY THE
DORMANT GENESTEALERS AT
THE SECONDARY CLUSTER AND
TRIGGER A COUNTER-ATTACK
FROM THE MAIN GROUP. + +

FORCES & DEPLOYMENT

Space Marines: The Space Marine player has two squads. One consists of a Sergeant armed with a storm bolter and power sword, a Space Marine armed with a heavy flamer and power fist, one Space Marine armed with storm bolter and chainfist, and two Space Marines armed with storm bolters and power fists. This squad deploys on the starting squares in one of the corridors shown on the map. The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Space Marine armed with an assault cannon and power fist, and three Space Marines armed with storm bolters and power fists. It deploys on the starting squares in the other corridor.

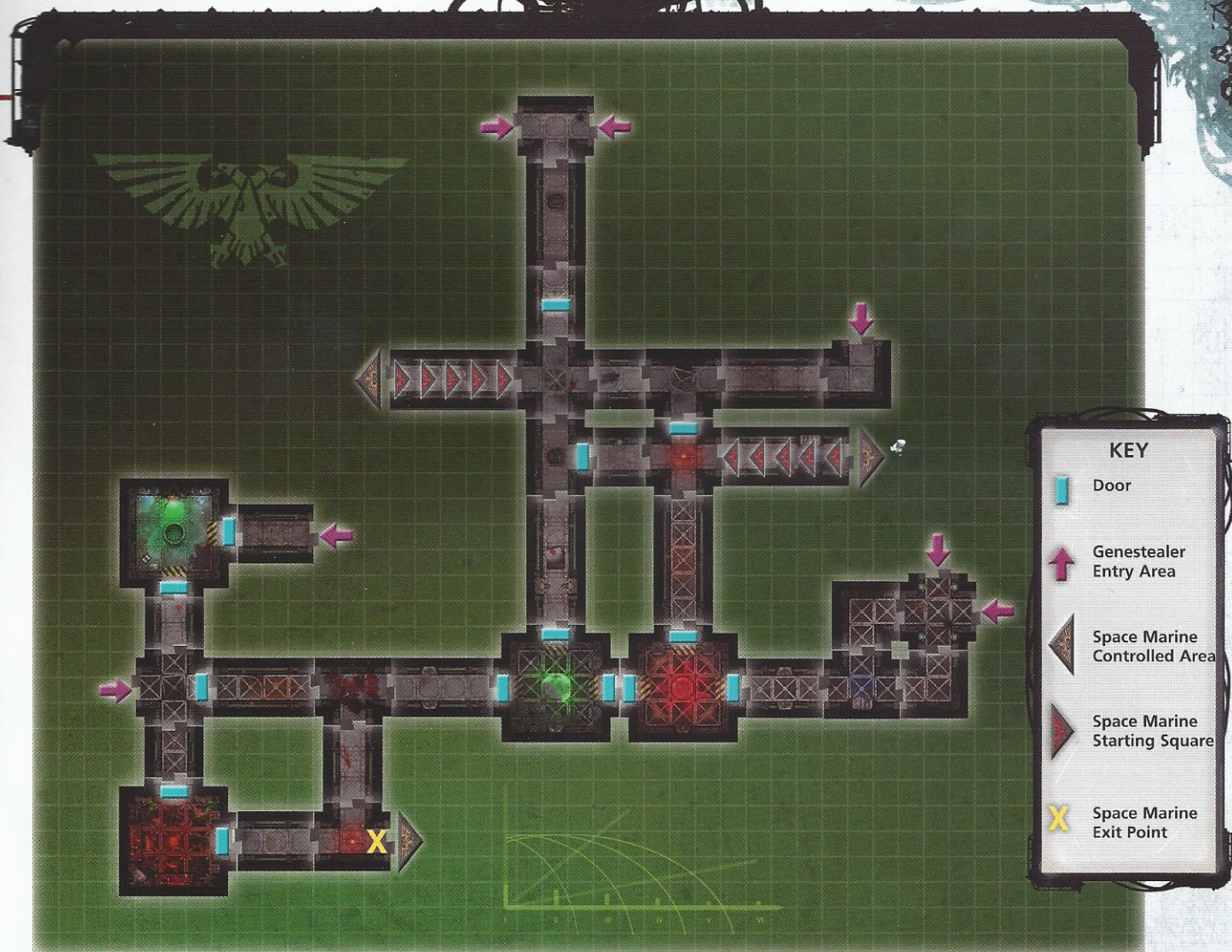
Genestealers: The Genestealer player begins the mission with three blips, and receives two reinforcement blips per turn. Blips may enter play at any entry area.

SPECIAL RULES

Exiting the Map: Space Marines can exit the playing area by moving off the exit point shown on the map.

VICTORY

The mission carries on until there are no Space Marines left in play. When this happens roll a D6: if the score is less than or equal to the number of Space Marines that have exited the board, then the Space Marine player wins; if the score is higher than the number of Space Marines that exited the board, the Genestealer player wins.



Valencio thought about this for a moment.

'No,' he conceded. 'But I'm not an animal. I have reason and experience that tells me that attacking piecemeal is doomed to failure. These things have just woken, they cannot know what we are.'

'They learn, right enough,' growled Sergeant Lorenzo.

He shouldered open a door, the old metal screeching and disintegrating under the weight of his armour. Beyond lay a black corridor with doorless archways every few metres.

'Those that survived learnt from the deaths of the others.' Lorenzo continued, 'They changed and adapted quickly. Quicker than we could...'

'Psychic?' asked Valencio.

'Very likely,' Lorenzo said, pausing beside the nearest arch and turning his suit to direct its lamps into the darkness.

00.18.07

++ REPEAT SCAN SHOWS MASS ENEMY MOVEMENT. ESTIMATE TWO THOUSAND-THREE HUNDRED TO THREE THOUSAND-FOUR HUNDRED HOSTILES INBOUND ON LORENZO'S POSITION. ++

++ SERGEANTS GIDEON AND LORENZO, SCOUR SECONDARY CLUSTER. DRAW THEIR IRE WITH YOUR VALOUR. ++

++ IN THE NAME OF SANGUINIUS, WE SHALL KNOW VICTORY. ++

The cones of light revealed seized gears and broken chains with links larger than the Space Marines. A constant drip-drip-drip echoed softly through the corridors as dark fluids pattered from above, the lifeblood of the titanic ship draining away as it slowly bled from a thousand injuries. The ceiling was lost in shadows, an ancient mechanism with a purpose long forgotten concealed hundreds of metres above the Space Marines.

Lorenzo turned back to the main corridor. 'It does not matter how they do it. We must be ready, whatever their tactics.'

'Victory is the reward of the vigilant,' said Zael.

Footfalls muffled, their lights swallowed by the vastness of the gallery, the squad moved on.

MISSION

VII ALARM CALL

During the attack on the secondary Genestealer infestation, contact was lost with the members of Squad Lorenzo. Lifesigns transmitters showed that they had not been killed, while sensorium data revealed that they were in their previous defensive positions but unmoving. As Captain Raphael absorbed this turn of events, he received new information, this time from Librarian Calistarius.

Though it remained unclear how Squad Lorenzo had been incapacitated, the effect on the Space Marines' strategic situation was dire. Lorenzo and his warriors had taken a heavy toll of the Genestealer reinforcements but several hundred had survived to threaten the flank of the main attack. Brother Calistarius raced to link up with the outermost Assault Squad, led by Sergeant Leodinus.

During more than three centuries of war, Claudio had never encountered such reckless ferocity. The cold frenzy and utter disregard of the Genestealers meant that,

no matter how many he slew, they kept attacking. It was alien and unnerving, but that meant Claudio simply fought all the harder.

He slashed and swiped with his suit's lightning claws, each fist armed with several blades as long as swords wreathed in arcing energy. Electricity spat and

FORCES & DEPLOYMENT

Conscious Space Marines: The Space Marine player has two conscious Space Marines. They consist of one Librarian armed with storm bolter and force axe, and one Space Marine armed with lightning claws. The Space Marine player deploys the conscious Space Marines on the starting squares marked on the map.

Unconscious Space Marines: The Space Marine player also has one squad of unconscious Space Marines. It consists of one Sergeant armed with a storm bolter and power sword, one Space Marine armed with a heavy flamer and power fist, one Space Marine armed with storm bolter and chainfist, and two Space Marines armed with storm bolters and power fists. The players take turns placing the unconscious Space Marines in any square in any room not already occupied by another Space Marine model. Place the models face down to show they are unconscious. The Space Marine player places first. 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.

Genestealers: The Genestealer player begins the mission with two blips, and receives two reinforcement blips per turn. Blips may enter play at any entry area.

SPECIAL RULES

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

Jammed Doors: Two doors are marked on the map as being jammed shut. These doors may not be opened, but can be destroyed by shooting or close assault.

Exiting the Map: Space Marines can exit the playing area by moving off the exit point shown on the map.

The Sergeant: The Space Marines must use the first command points counter that is drawn from the mug until the Sergeant is revived.

VICTORY

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



crackled as he carved open the ribcage of a Genestealer, its blood hissing into vapour.

Claws met claws as another alien attacked. The Space Marine's weapons sheared through its arms and he decapitated the Genestealer with a purposeful flick of the wrist.

00.21.89

++ SQUAD GIDEON, VERIFY POSITION OF SQUAD LORENZO. THEY'RE SUPPOSED TO BE GUARDING OUR FLANK. ++

++ I CANNOT CONFIRM THEIR STATUS. CAN YOU INVESTIGATE? OBJECTIVE ALMOST COMPLETE, WE WILL JOIN YOU SHORTLY. ++

++ AFFIRMATIVE, GIDEON. REMAIN ON MISSION. ++

++ WE BEAR THE ANGEL'S FLAMING TORCH. ++

00.22.53

++ COMMAND, I SUSPECT ALIEN PSYCHIC ATTACK. ++

++ CONFIRMED, BROTHER-LIBRARIAN. LINK WITH SQUAD LEDDINUS. ++

++ AFFIRMATIVE. THE ANGEL GUIDES MY HAND. ++

'Sergeant!' he called out, but there was no response. 'Angelo? Germanus? Victis?'

A glance at the sensorium confirmed that the rest of the squad were dead. A wave of wrath flowed through Claudio at the realisation. He broke into a lumbering run, striking out to the left and right as he ploughed through the Genestealers massed around him.

'The Primarch demands justice!' he roared, cutting down an alien to his right.

He slashed through the spine of another. 'Death demands vengeance!'

For all his anger, Claudio was surrounded. Alien claws scratched at his shoulder pads and raked across his chest. He felt their blows punching through his armour, digging into flesh and bone. Pain suppressants and healing stimulants flowed through his suit, stemming the blood flow and washing away the agony. With a wordless shriek, Claudio threw back his attackers, lightning claws glittering.

00.23.00

++ COMMAND, HAVE LOCATED SQUAD LEDDINUS. ONE SURVIVOR ONLY. ++

++ PROCEEDING TO LOCATION OF SQUAD LORENZO. ++

++ SQUAD GIDEON HAS COMPLETED PURGING OF CLUSTER. RENDEZVOUS AT LORENZO'S POSITION. ++

MISSION

VIII INTO THE DEPTHS

Sergeant Lorenzo and his warriors confirmed that they had been subjected to some form of psychic attack by the Genestealers. The exact nature of the threat was indeterminate, but the need to rejoin the main attack was pressing. However, Brother Calistarius detected a strange presence less than half a kilometre away, unconnected to the Genestealers. Not wishing to deprive Captain Raphael of all their warriors, Lorenzo and Gideon agreed to split their forces. Lorenzo and his men would accompany the Librarian to investigate this new phenomenon. Gideon's squad, meanwhile, would provide a rearguard for their brothers until their paths diverged. They would then return to the main force.

Map scans revealed a functional turbo-lift – once part of an Astra Militarum troopship – that would bear Calistarius and his companions to their destination. However, between the Blood Angels and their objective lay a growing concentration of Genestealers. These would have to be dealt with first.

FORCES & DEPLOYMENT

Space Marines Initial Force: The Space Marine player's initial force consists of one Librarian armed with a storm bolter and force axe, one Space Marine armed with lightning claws, and one squad consisting of a Sergeant armed with storm bolter and power sword, a Space Marine armed with heavy flamer and power fist, a Space Marine armed with storm bolter and chainfist, and two Space Marines armed with storm bolters and power fists. The Space Marine player deploys his initial forces on any of the squares in starting zone A.

Space Marines Rearguard: In the Mission Status phase of turn 3, the Space Marine player receives a squad of reinforcements, consisting of a Sergeant armed with thunder hammer and storm shield, a Space Marine armed with an assault cannon and power fist, and two Space Marines armed with storm bolters and power fists. The Space Marine player deploys the rearguard on any of the squares in starting zone A.

Genestealers: The Genestealer player has no blips at the beginning of the mission, but receives two reinforcement blips per turn. If two or more entry areas on level one are secured at the start of a Reinforcement phase (see below), then the number of reinforcement blips drops to one for that turn. At the start of the mission, blips can only enter play at an entry area on level one. If all four entry areas on level one are secured at the start of any Reinforcements phase, or the lift is operated, then from that point on, all entry areas on both levels can be used.

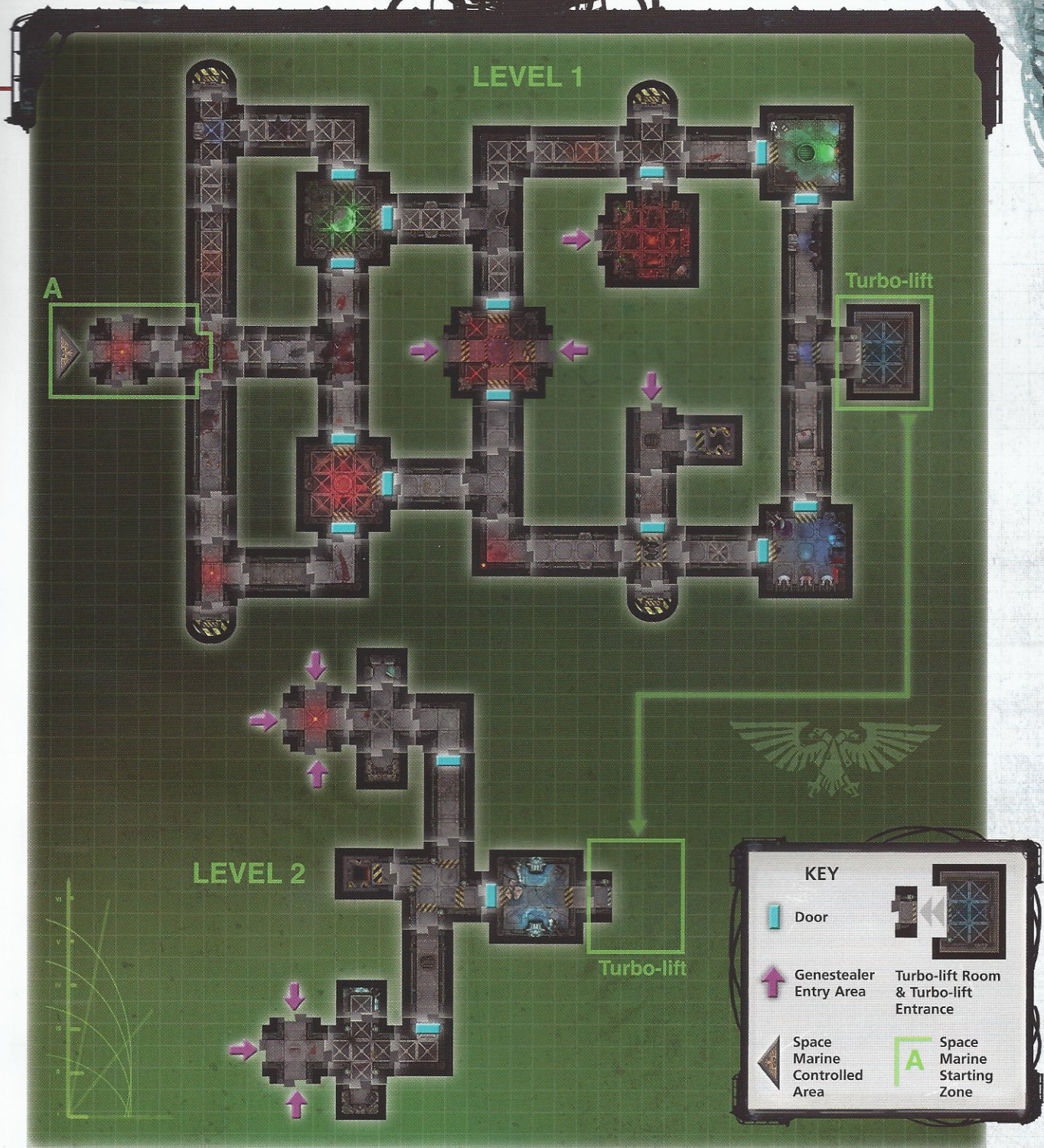
SPECIAL RULES

Area Secure: See Mission III: Exterminate. However, in this mission, only Space Marines from the rearguard can secure Genestealer entry areas (other Space Marines can still force Genestealers to lurk). In addition, Genestealers and blips are not allowed to move onto any of the squares in starting zone A.

The Turbo-Lift: The Space Marine player can choose to operate the turbo-lift in any Mission Status phase that there is a Space Marine either standing on a square in the turbo-lift room, or standing on either of the two turbo-lift entrance sections. When the turbo-lift is operated, slide the turbo-lift room away from the turbo-lift entrance it is currently connected to, and attach it to the other turbo-lift entrance section. Any models in the turbo-lift room move with the room when it is relocated. The Genestealer player cannot use Genestealers to operate the turbo-lift.

VICTORY

The mission ends if, before the turbo-lift is operated for that turn, all of the Space Marine player's initial force have either been killed or have reached level two (including standing in the turbo-lift room if it is connected to level 2 after being used in a previous turn). The Space Marine player scores 1 victory point for each model from his initial force that is on level 2, and a bonus of 3 additional points if one of those models is the Librarian. If the Space Marine player scores 6 or more points he wins the mission. If the Space Marine player scores 3 or less points, the Genestealer player wins the mission. Any other result is a draw.



Calistarius advanced down the corridor, trying to measure his pace. The clarion call of the presence grew stronger with every pace, a shining beacon nestled deep in the depths of the hulk.

It filled Calistarius with a desperate yearning. Indeed, it was all the Librarian could do to hold himself back.

00.25.33

++ COMMAND, I HEAR THE WORD OF SANGUINIUS. OUR DESTINY CALLS. ++

++ VERY WELL. INVESTIGATE PSYCHIC ANOMALY WITH HASTE. BE SPEEDY IN YOUR RETURN. MAIN ATTACK IMMINENT. ++

Suddenly, from around the corner ahead, several Genestealers surged into view. They were sprinting all-out, fangs bared and claws digging furrows into the metal walls and floor. Unfazed, Calistarius raised his force axe and channelled his will through its blade. No matter how many of the alien filth stood in his path, he would not be stopped.

MISSION

IX THE ARTEFACT

Following the psychic trail, Calistarius and his companions discovered an ancient Blood Angels Battle Barge. This craft had been lost in the Warp nearly nine thousand years earlier. Chapter history attested that the *Wrath of Baal* had been carrying an important artefact of the Blood Angels. This object had survived the greatest battle of the Horus Heresy, and had been sent away from Terra shortly after the siege of the Imperial Palace had ended. Lorenzo and Calistarius were determined to locate this treasure and retrieve it from the clutches of the Genestealers.

This would prove no easy task. The *Wrath of Baal* had languished long in the darkness, and its once glorious chambers were now home to dark and terrible things. Every Blood Angel present could feel the siren song of the artefact, pulsing out from the Battle Barge's chapel. Not one of them would falter in his duty, for surely a mighty relic of the Chapter was near at hand.

00.28.56

+ + SERGEANT LORENZO, WE
HAVE DONE WHAT WE CAN. NOW
WE MUST LEAVE YOU. + +

+ + YOU HAVE OUR THANKS,
SERGEANT GIDEON. WE SHALL
RETURN, FOR THE GLORY OF
THE CHAPTER. + +

00.30.16

+ + CONTRIBUTORY SPACE
HULK VESSEL IDENTIFIED AS THE
WRATH OF BAAL. PROCEEDING
TO INVESTIGATE. + +

+ + SANGUINIUS LIVES ON IN
OUR SPIRIT. + +

+ + CONTACT IMMINENT. + +

Ever since he had been roused from the psychic attack, Goriel had felt different. More whole. He could feel the emanating sensation that Calistarius had described. It was something that lingered in his mind and pulsed through his veins with each beat of his two hearts. Something in the darkness was reaching out to him and his entire being was reaching back.

FORCES & DEPLOYMENT

Space Marines: The Space Marine player has one Librarian armed with a storm bolter and force axe, one Space Marine armed with lightning claws, and one squad consisting of a Sergeant armed with a storm bolter and power sword, a Space Marine armed with a heavy flamer and power fist, one Space Marine armed with storm bolter and chainfist, and two Space Marines armed with storm bolters and power fists. The Space Marine player deploys his forces on the starting squares shown on the map.

Genestealers: The Genestealer player begins the mission with two blips, and receives two reinforcement blips per turn. Blips may enter play at any entry area.

The Artefact & Dead Space Marine: Place the artefact and the body of the dead Space Marine in the squares indicated on the map.

SPECIAL RULES

The Artefact: The artefact is an object (see page 18 in the Rulebook).

The Dead Space Marine: The body of the dead Space Marine blocks movement and shooting in the same manner as a living Space Marine.

VICTORY

The Space Marine player wins if he gets the artefact back to any Space Marine Starting Square. Failure to retrieve the artefact is a Genestealer win.

> DEAD SPACE MARINE

> ARTEFACT





They passed into a wide, open deck, with a high vaulted ceiling and a long gallery of tall arched windows. An immense shape blotted out the view of the stars, the bulk of a ship crushed into the side of the vessel they were currently investigating. The floor and ceiling of the chamber were buckled and the Space Marines had to clamber over folded ridges of metal. In the wide space they spread into a line abreast and Goriel made his way over to the left flank, close to the windows.

00.31.10

++ ENEMY CONTACTS MULTIPLYING, CONFIRM WRATH OF BAAL HEAVILY INFESTED. ++

++ THE AIR SINGS WITH OUR FATHER'S MIGHT. WE DRAW STRENGTH FROM ITS GLORY. WE WILL NOT BE STOPPED. ++

The further they advanced, the more Goriel felt the tug of the presence Brother Calistarius had detected. It seemed that each step filled Goriel with greater energy, that every stride brought him closer to some goal that he had longed for but never known.

He swivelled to the left and right, suit lamps dancing over the haphazardly corrugated deck as he searched for enemies. He stopped and turned fully to his left, allowing the lights to penetrate the darkness beyond the windows. What they revealed caused him to gasp in amazement.

'Sergeant,' he croaked, his wonder choking the words in his throat.

'What is it?' answered Lorenzo.

00.32.66

++ COMMAND, CHAPEL ON WRATH OF BAAL LOCATED. THE BATTLE-HYMNS OF THE ANGEL RING IN OUR EARS. WE ARE AT A MOMENT OF REVELATION. ++

'Look,' Goriel whispered back.

In the twin glares of his lamps the side of the neighbouring vessel was revealed. It was large and had settled against the hulk at a steep angle. The view from the window was restricted, but despite its unfamiliar tilt and partial obscurity, the blazon upon the side of the vessel was instantly recognisable: the winged blood drop of the Blood Angels.

MISSION

X ESCAPE ROUTE

Within the vault of the Battle Barge's chapel the Space Marines discovered a golden grail; an artefact of the time before the Horus Heresy. It was stained with the blood of their Primarch and the psychic link with Sanguinius coursed through the Blood Angels' veins. Sergeant Lorenzo and Brother Goriel disappeared during the fighting, leaving the squad two warriors down and leaderless. Brother Calistarius took direct command.

The main force had been battling hard to contain the Genestealers within the hull of the merchantman, though a few would inevitably escape the cordon. It was imperative that all squads were on hand for the final attack.

Brother Calistarius led the remnants of Squads Lorenzo and Leonidus from the *Wrath of Baal*, back towards the main force of the 1st Company. They encountered scattered pockets of Genestealers and moved swiftly to rejoin their comrades. However, such was the treacherous nature of the space hulk's layout that the shortest route forced them to break through the corridors of a vessel whose emergency doors had closed. As the Space Marines cut their way through the bulkheads, enemy lifesigns closed in on their position.

'What is it?' Valencio asked.

'A relic of Sanguinius,' Calistarius replied reverentially. 'His blood was once held in this vessel. I can feel it, the provider of our gene-seed indelibly marked on the goblet.'

00.32.92

+ + RECOVER THE ARTEFACT
AND PROTECT BROTHER
CALISTARIUS. REGROUP AT
THE CHAPEL. + +

With a closer look, Valencio saw that the chalice was no mere ornament. The silvery metal within its bowl was etched with exquisitely fine lines like a circuit board, each coloured the rusty red of dried blood. There was something disturbing about

FORCES & DEPLOYMENT

Space Marines: The Space Marine player has a Librarian with storm bolter and force axe, a Space Marine armed with lightning claws, a Space Marine armed with a heavy flamer and power fist, one Space Marine armed with storm bolter and chainfist, and one Space Marine armed with storm bolter and power fist. One of the Space Marines starts the mission carrying the artefact. The Space Marine player deploys his forces on the starting squares shown on the map.

Genestealers: The Genestealer player begins the mission with one blip. The number of blips received as reinforcements depends on the Genestealer turn as follows:

Turns 1-3	1 blip
Turns 4-6	2 blips
Turn 7+	3 blips

Blips may enter play at any entry area.

SPECIAL RULES

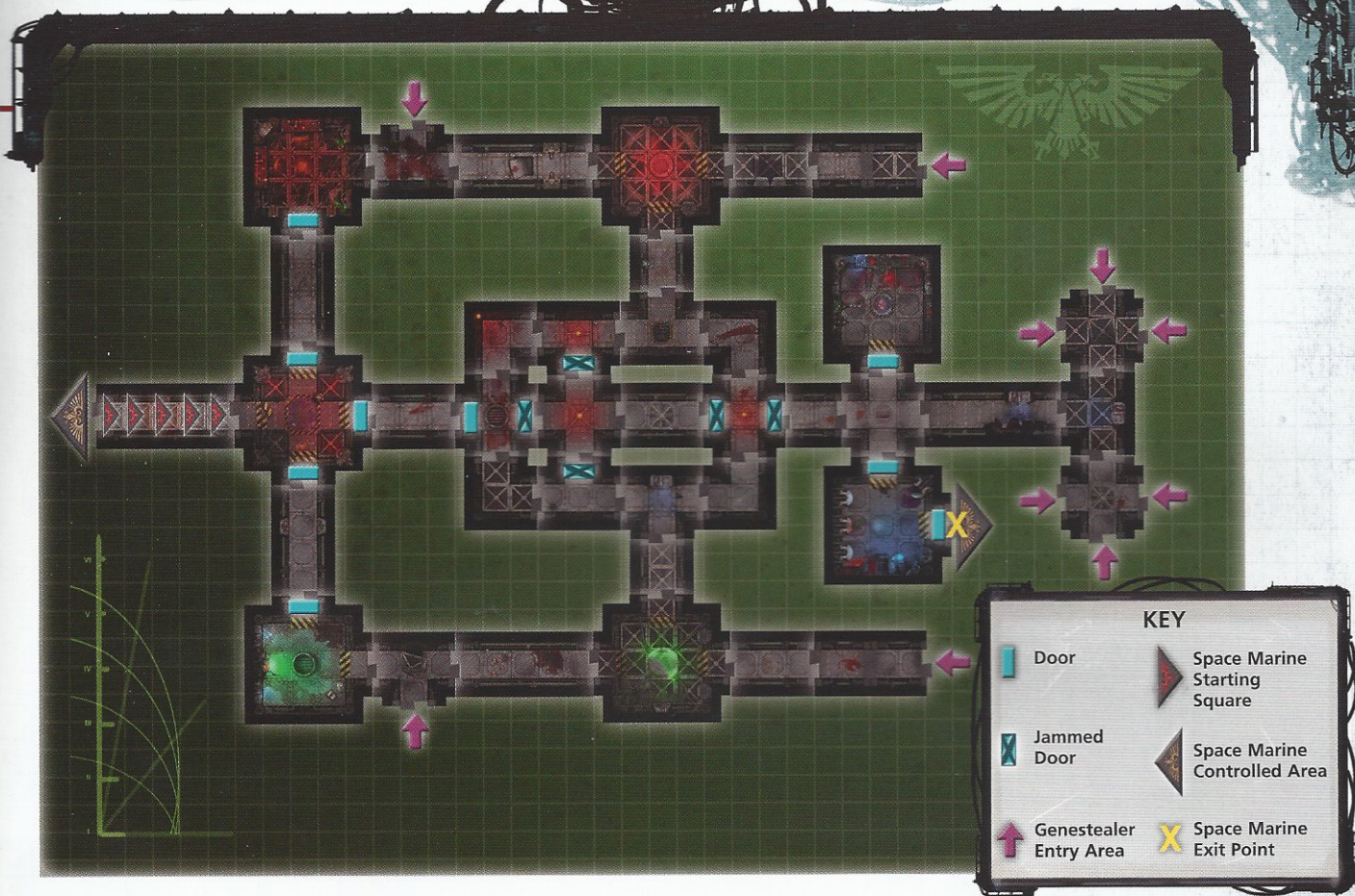
The Artefact: The artefact is an object (see page 18 in the Rulebook).

Jammed Doors: Several doors are marked on the map as being jammed shut. These doors may not be opened, but can be destroyed by shooting or close assault.

Exiting the Map: Space Marines can exit the playing area by moving off the exit point shown on the map.

VICTORY

The Space Marine player wins if he gets the artefact off the board at the exit point. Failure to retrieve the artefact is a Genestealer win.



KEY			
	Door		Space Marine Starting Square
	Jammed Door		Space Marine Controlled Area
	Genestealer Entry Area		Space Marine Exit Point

the patterns cut into the cup and Valencio turned his gaze away.

'We have to find Sergeant Lorenzo,' he said. A cursory examination of the sensorium showed that he was already several hundred metres away, a swarm of Genestealers circling his position.

00.33.54

++ TECHMARINE INSTALLATION OF TOXINS PROCEEDING. ++

++ ENEMY NUMBERS GROWING. ESTIMATE DORMANCY DOWN TO 83%. ++

++ PREPARE FOR THE FINAL ANNIHILATION OF OUR FOE. DEATH BRINGS JUSTICE. ++

'Negative,' replied the Librarian. 'We must take the chalice to safety and rejoin the main attack.'

'We cannot abandon the Brother-Sergeant,' said Valencio. 'He needs our assistance. We must protect him!'

'You have served him well, and owe him no further debt,' said Calistarius, not unkindly. 'You best continue to serve his memory by aiding in the destruction of the enemy.'

'What about Threxia?' Valencio demanded. 'Lorenzo did not abandon me then, and I'll not repay the saving of my life with apathy.'

00.35.37

++ SQUAD CALISTARIUS, INCOMING ENEMY FROM AFT OF YOUR POSITION. ++

++ WE WILL PROTECT THAT FOR WHICH WE HAVE SPILT OUR BLOOD. DEPLOY CHAINFISTS TO FRONT. ++

++ OUR RIGHTEOUSNESS BURNS A PATH THROUGH THE SHADOWS. ++

'Enough,' said Calistarius, and his tone invited no further protest. 'Our absence has already jeopardised

the safety of our brothers. We will join them as soon as possible.'

00.38.81

++ EXPECT RESISTANCE AHEAD. ++

++ CONFIRMED, COMMAND. PROCEEDING THROUGH SECTOR THREE-EPSILON. ++

++ SENSORIUM DATA EXCHANGE IN ERROR. PATH AHEAD BLOCKED. ++

++ BREAK BY PAIRS AND FIND A WAY THROUGH. ++

++ GRANT US THE STRENGTH TO PREVAIL. ++

Snapped into obedience by centuries of training and the sharp voice of the Librarian, Valencio pushed aside his guilt and focused upon the task at hand. More genestealers were moving aboard the Wrath of Baal and there was nearly half a kilometre separating the squad from the rest of the Blood Angels.

MISSION

XI

REGROUP

Though they were barely one hundred metres from the rest of the 1st Company, the Space Marines returning from the *Wrath of Baal* faced two formidable obstacles. The first was a winding network of corridors and rooms sealed by locked bulkheads. The second was a gathering number of Genestealers that had been attempting to circumvent the cordon set up around the pumping station. Although the artefact had been returned, the Space Marines were still isolated.

With the main force unable to break out of their pocket to help Brother Calistarius and his warriors, the Space Marines were left to make their own way through the maze. Squad Gideon had not rejoined the main force, and their Sergeant despatched his warriors to find a path through to their isolated brethren. Having split up to find the most direct route, both squads were in a poor defensive position to respond when the Genestealers located them and began to close in for the kill.

Brother Noctis pointed ahead to the branching corridor. 'I'll cover you as you go forward,' he told his companion, Brother Leon. 'Agreed,' said Leon. 'I'll take up position in the gallery ahead.'

Noctis said nothing as he peeled away into the side passage. He came to a T-junction and glanced at his sensorium. There were signals to the left and the right. Noctis locked down his suit's legs and raised his storm bolter.

'The others are just ahead, I can see the Sergeant's hammer,' Leon announced over the comm.

FORCES & DEPLOYMENT

Space Marines: The Space 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 chainfist.

Group 2: One Librarian armed with a storm bolter and force axe, one Space Marine armed with a heavy flamer and power fist, and one Space Marine armed with lightning claws.

Group 3: Two Space Marines armed with storm bolters and power fists.

Group 4: One Space Marine armed with a storm bolter and power fist, and one Space Marine armed with an assault cannon and power fist.

The Space Marine player deploys Group 1 on any of the three starting squares shown on the map. In the Mission Status phase the Space Marine player must roll a D6 to see whether the next group arrives. A 4-6 means that it can be deployed on the starting squares, while a 1-3 means that it is delayed and he must roll again at the end of the following turn. Any command points left over from the current turn may be spent after the roll has been made to increase its value; each command point that is spent adds +1 to the dice roll. Any Group that cannot be fully deployed because the starting squares are occupied are delayed and you must roll for them again next turn.

Genestealers: The Genestealer player has no blips at the beginning of the mission, but receives two reinforcement blips per turn. Blips may enter play at any entry area.

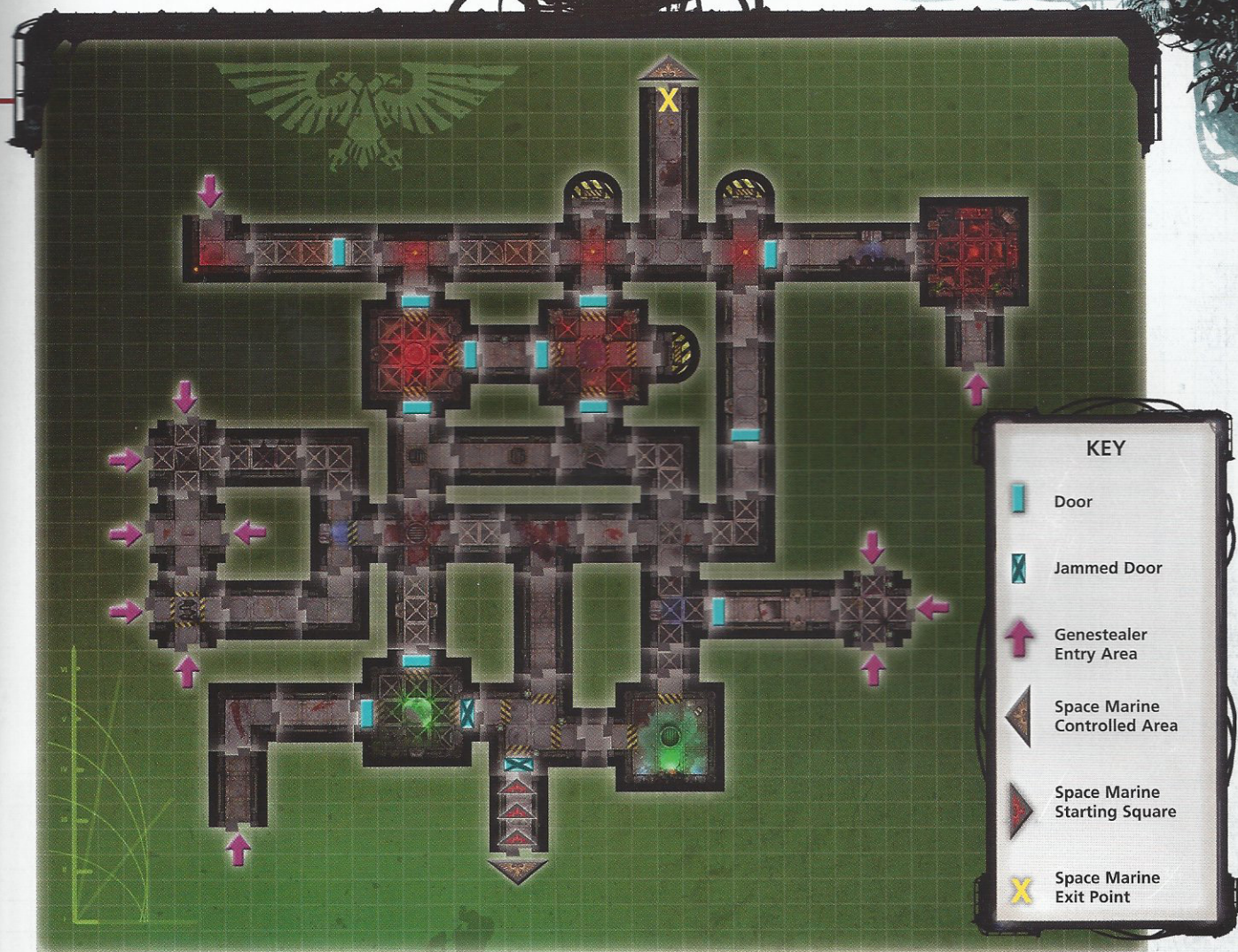
SPECIAL RULES

Exiting The Map: Space Marines can exit the playing area by moving off the exit point shown on the map.

Jammed Doors: Several doors are marked on the map as being jammed shut. These doors may not be opened, but can be destroyed by shooting or close assault.

VICTORY

The mission carries on until there are no Space Marines left in play. When this happens roll a D6: if the score is less than or equal to the number of Space Marines that have exited the board, then the Space Marine player wins; if the score is higher than the number of Space Marines that exited the map the Genestealer player wins.



KEY

-  Door
-  Jammed Door
-  Genestealer Entry Area
-  Space Marine Controlled Area
-  Space Marine Starting Square
-  Space Marine Exit Point

00.39.21

++ ENEMY MOVEMENTS DETECTED. ANALYSING PATTERN. ++

++ MULTIPLE THREAT GROUPS. NUMBERS ESTIMATED AT FOUR HUNDRED AND STABLE. ++

++ ENEMY ARE CLOSING ON OUR POSITION. TIME TO CONTACT: TWENTY SECONDS. ++

'Affirmative,' replied Noctis. 'Link up with the squad and I will hold position here.'

'Don't stay around too long,' Leon said. 'I'm not going to wait for you forever.'

Noctis ignored the jibe and opened fire as the first of the Genestealers rounded the corner to his right. Three salvos gunned

down the first wave and Noctis swung around one-hundred-and-eighty degrees and fired down the other corridor, blasting the head from another Genestealer.

00.39.86

++ SQUAD CALISTARIUS, UNABLE TO REINFORCE YOUR POSITION. ++

++ UNDERSTOOD, COMMAND. PROCEEDING WITH UTMOST SPEED. ++

++ CALISTARIUS, THIS IS GIDEON. APPROACHING YOUR POSITION. WILL RENDEZVOUS AT THREE-EPSILON-EIGHT. ++

Out of the corner of his eye on the sensorium Noctis saw more Genestealers gathering behind him. With a final burst of

fire he backed out of the T-junction. A single bolt blew the panel to pieces and the door came slamming down just in front of him.

Claws scabbled at the far side of the door as Noctis backed further down the passageway. Within moments, the metal was torn apart and a mass of Genestealers burst through. Noctis tore them apart with a steady ripple of fire.

Judging he had enough time to turn and make a break, the Space Marine slewed around his armour and headed in the direction of the others. Almost from nowhere, a lone contact signal appeared on the sensorium, rapidly cutting him off from the rest of the squad. Others were quickly closing in behind him. Noctis knew that he must act with haste if he were to have any chance of rejoining his battle-brothers.

MISSION

XII HARD VACUUM

Though suffering increasing casualties, the Blood Angels had fought hard and the majority of the emerging Genestealers were contained within the hold of the merchant ship. Techmarines had rigged large vats of the toxin gas to the atmospheric control systems at the pumping station. However, in the process of test firing the system a serious problem had been discovered. The route by which the gas would travel to reach the merchant ship was compromised. As it passed close to the space hulk's outer hull, the gas would be forced through a room that had been laid open to the void. The vacuum of space would draw the gas away, venting it harmlessly from the *Sin of Damnation's* ruptured flank. Such a disaster could not be allowed, and so the survivors of squads Calistarius and Gideon received new orders. They must reach the compromised chamber. There, they could use atmospheric controls to raise an energy barrier to seal the breach. Only through the completion of this vital task could the Blood Angels' plan succeed.

Sighting calmly along the length of his storm bolter, Deino squeezed the trigger and sent a single bolt shell streaking down the corridor.

The shot punched clean through his target's forehead. The Genestealer's cranium detonating a microsecond later as the miniature warhead did its work.

Ahead of him, Deino could see more of the enemy spilling from an ancient pipe-head. Teeth gritted in disgust, the Blood Angel fired again and again.

FORCES & DEPLOYMENT

Space Marines: The Space Marine player has a Librarian with storm bolter and force axe, and two squads. Squad 1 consists of a Space Marine armed with heavy flamer and power fist, a Space Marine armed with lightning claws, a Space Marine armed with storm bolter and chainfist, and a Space Marine armed with storm bolter and power fist. Squad 2 consists of a Sergeant armed with thunder hammer and storm shield, a Space Marine armed with an assault cannon and power fist, and two Space Marines armed with storm bolters and power fists. The Space Marine player deploys squad 1 in any square in starting room A, and squad 2 in any square in starting room B. The Librarian can deploy in any square in either starting room.

Genestealers: The Genestealer player begins the mission with two blips, and receives two reinforcement blips per turn. Blips may enter play at any entry area.

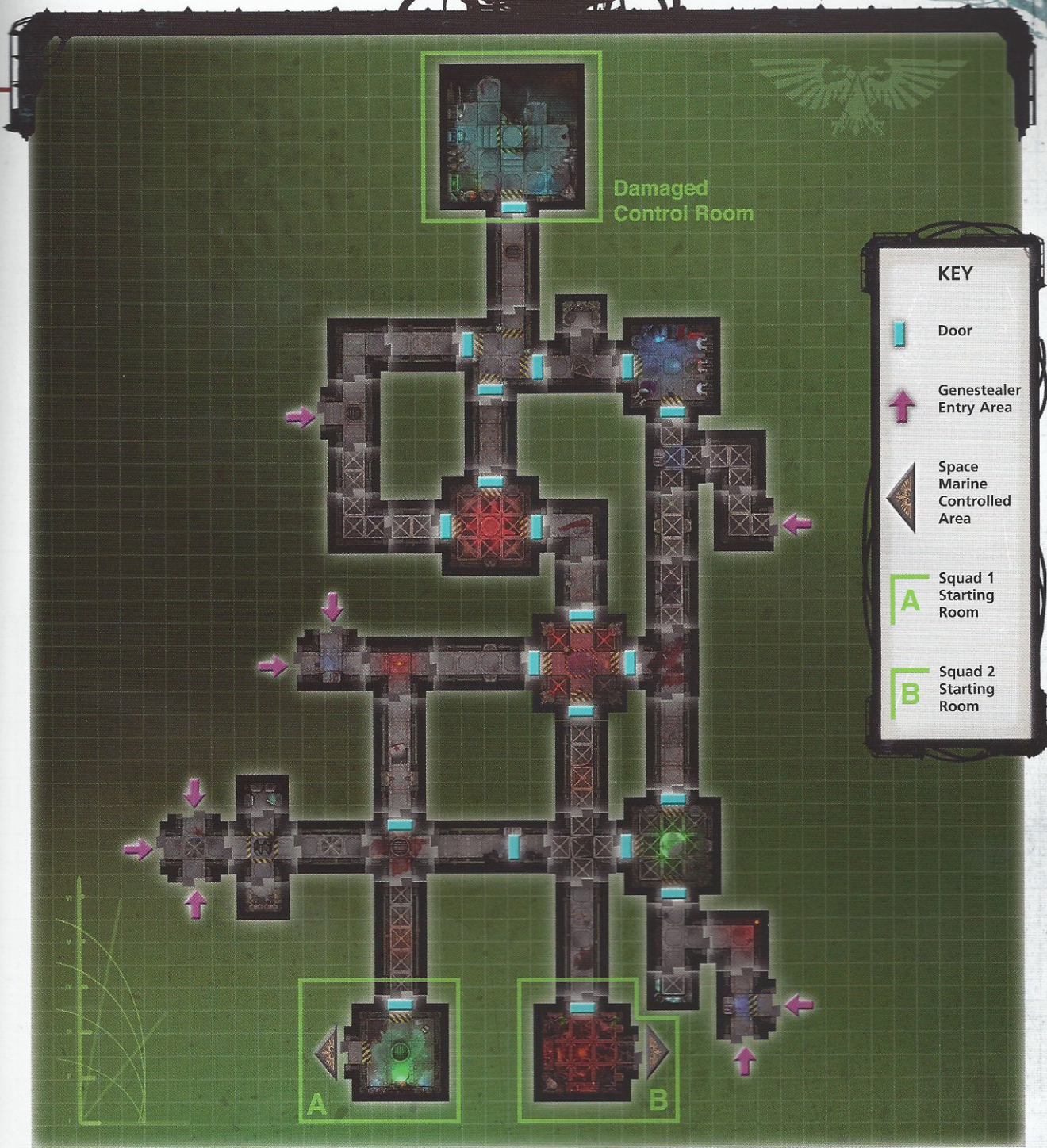
SPECIAL RULES

Activating the Energy Barrier: In order to activate the energy barrier, two Space Marines must spend an entire turn in the damaged control room, doing nothing else. The energy barrier is activated at the start of the Mission Status phase of that turn. If either Space Marine performs an action during their turn, or is attacked in the Genestealer turn, then the procedure is aborted and must be attempted again in a future turn. A maximum of two Space Marines can attempt to activate the energy barrier each turn.

Hard Vacuum: All squares in the damaged control room, and all squares outside it that can be reached via a path of linked squares (of any length) that does not pass through a closed door, are considered to be in vacuum. This has no effect on Space Marines, but Genestealers that are in a square that is in vacuum must roll one less dice than they usually would when resolving a close assault. This penalty is in addition to any other penalties that may apply.

VICTORY

The mission ends when the energy barrier is activated, or if less than two Space Marines are still alive. The Space Marine player wins the mission if the energy barrier is activated and the Librarian is still alive. The game is a draw if the Space Marine player activates the energy barrier and the Librarian is not alive. Any other result is a victory for the Genestealer player.



The last Genestealer was barely a meter from Deino's weapon when his shot tore it almost in two. The eviscerated corpse rebounded from his armour, painting its plates with gore.

As his comms crackled to life, Deino cleared his magazine and calmly slapped another one home. He noted with vague disquiet that his ammunition was running low.

'Squad, this is Calistarius. Thirty meters to target. Resistance increasing. Rally to my position, brothers. Everything depends upon us.'

The Librarian was some way ahead, mired in the thick of the fighting. Deino diverted power to his armour's limbs as he made haste to obey Calistarius' order. His brothers required his aid, and he would not be found wanting.

00.40.43

++ ENERGY BARRIER SYSTEMS CONFIRMED VIABLE. ++

++ SQUADS CALISTARIUS AND GIDEON CLOSING ON TARGET. ++

++ ESTIMATE 00.50 UNTIL TOXIN SYSTEMS ONLINE. URGENCY PARAMOUNT. LET NONE STAY YOUR WRATH. ++

MISSION

XIII NO ESCAPE

The surviving Techmarines had performed a second test firing of the pumping system. This time they had pronounced it a success. However, the knock on-effects had the potential to prove disastrous. The majority of the Genestealer infestation remained dormant, but those nearest to wakefulness had been stirred by the wisps of toxin gas filtering down around them. The Genestealers were now surging up through the decks of the hulk in an attempt to escape their imminent doom. Should they break through, they would present an unacceptable threat to the Blood Angels' plan.

The remnants of Squads Lorenzo, Gideon and Leodinus were still returning from their previous assignment. Now they found themselves ideally placed to intercept this swarm as it emerged. Eager to ensure the threat tearing its way up through the decks was contained, Gideon had the Techmarines remotely lock down the bulkheads surrounding the Space Marines' position. The Genestealers would be halted there. None would escape alive.

FORCES & DEPLOYMENT

Space Marines: The Space Marine player has two squads. Squad 1 consists of a Space Marine armed with heavy flamer and power fist, a Space Marine armed with lightning claws, a Space Marine armed with storm bolter and chainfist, and a Space Marine armed with storm bolter and power fist. Squad 2 consists of a Sergeant armed with thunder hammer and storm shield, a Space Marine armed with an assault cannon and power fist, and two Space Marines armed with storm bolters and power fists. The Space Marine player deploys his squads in any of the squares in starting room A.

Genestealers: The Genestealer player has no blips at the beginning of the mission. For the first 12 turns, the Genestealer player receives one reinforcement blip on each empty Breach (see Breach Counters below). No reinforcements blips are received from turn 13 onwards.

SPECIAL RULES

Breach Counters: At the start of the mission, after the Space Marine player has deployed, the Genestealer player must place two Breach counters on the board. Each Breach counter must be placed on a different empty square that is within the Breach Zone shown on the map. In the Reinforcements phase of turn four a third Breach counter must be added to an empty square within the Breach Zone, and on turn eight a fourth and final Breach counter is added to an empty square within the Breach Zone. New Breach counters cannot be placed in a square that is adjacent to a Space Marine.

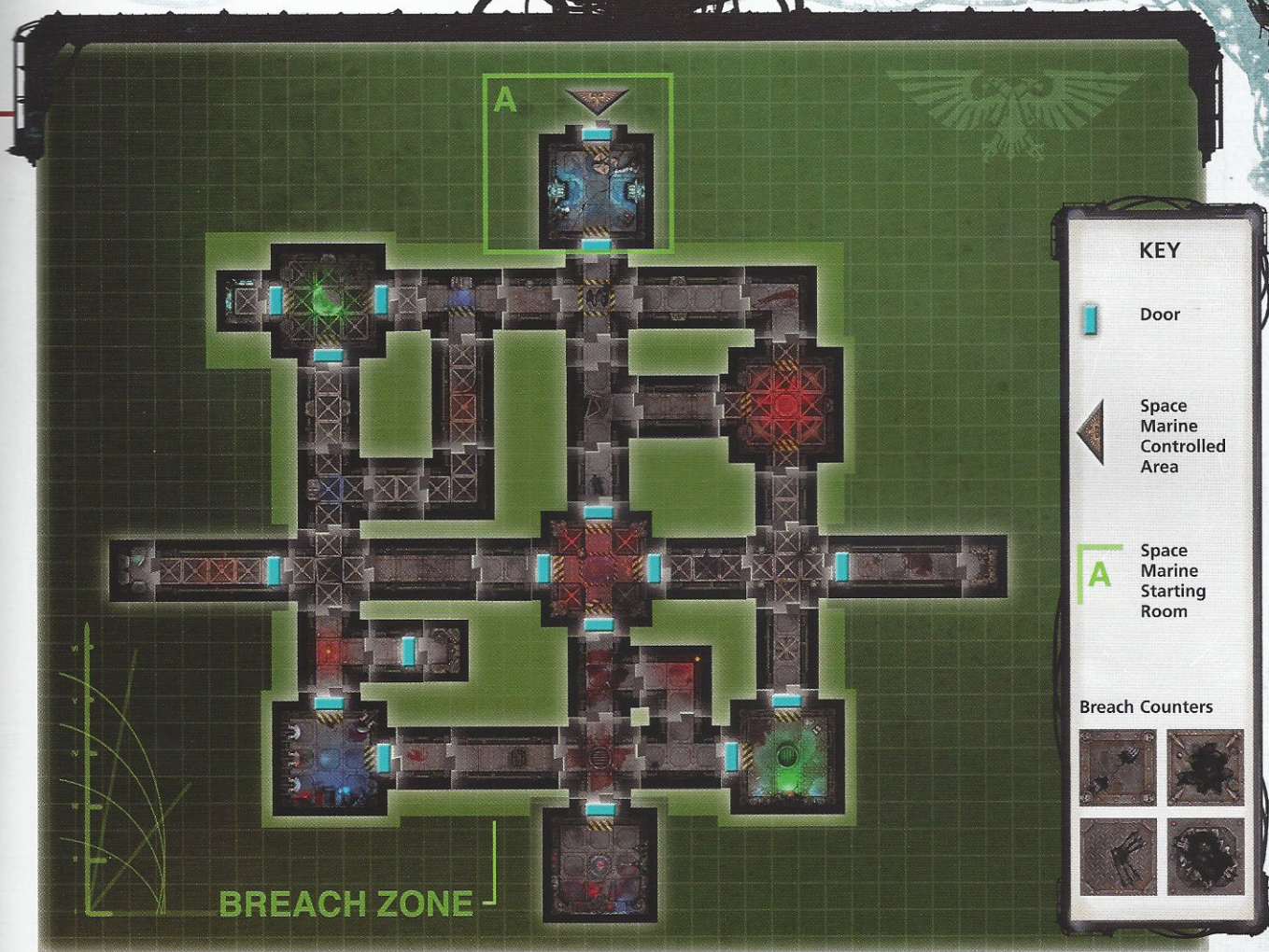
After any new Breach counters have been placed, one reinforcement blip is placed in each empty Breach counter square (triggering involuntary conversion as they are placed, should this be necessary). Newly placed Breach counters can be used on the turn they are placed. Note that the Genestealer player cannot examine the blip counter before placing it, so he will not know how many Genestealers it represents until after it has been placed.

Genestealers are never forced to lurk in this mission, but a Breach counter square that is occupied by a Space Marine, Genestealer or blip, or that is adjacent to a Space Marine, cannot be used. In addition, blips, and any Genestealers they convert into, only receive 3 APs on the turn that they are placed as reinforcements, to represent the difficulty of clambering up through the floor.

In the Mission Status phase of turn 12, remove all Breach counters from the board. No further reinforcement blips will be received for the rest of the game.

VICTORY

The mission ends at the end of the fifteenth turn. If there are no Genestealers or blips left on the board and at least four Space Marines are alive, the Space Marine Player wins the game. If less than four Space Marines are alive, then the Genestealer player wins the game. Any other result is a draw.



00.40.76

++ SECONDARY SWARM
MOVEMENT DETECTED. ++

++ THREAT PARAMETERS
OBBITATED - RESPONSE
REQUIRED. ++

++ SQUAD CALISTARIUS,
SQUAD GIDEON, CONTAIN AND
CLEANSE. ++

Brother Noctis stepped back as the decking beneath his feet buckled. He watched calmly as the deck plates shuddered once – twice – three times. On the fourth blow, a long, jagged claw burst through the overstressed metal. With a tortured shriek, the deck plate parted as more claws tore through, widening the gap with inhuman strength.

Noctis was unmoved. 'Breach at my position,' he announced into the comm, before bringing his power fist down in a

thunderous overhead blow. The crackling gauntlet struck the emerging Genestealer's head, pulping alien flesh and bone.

Noctis followed up by jamming the muzzle of his storm bolter into the rent. Flash-flare underlit the slab-like planes of his armour as the gun boomed in the darkness below. A chorus of screeches echoed up, along with a gratifying spray of ichor.

Standing, Noctis backed away. Stolid and unmoving, he watched the gore-spattered hole for a few moments before reactivating his comm.

'Breach secure. Resuming overwatch.'

Thus far, Noctis' helmet display indicated that the Blood Angels were holding their own. Every bulkhead in this sector had been locked down, sealing the Terminators in with their prey. As each new threat emerged it was annihilated amid heavy

gunfire and roaring flame.

'Brothers, stand ready. Another wave approaches.' Even as Sergeant Gideon's voice crackled over the comms, Noctis was ejecting his spent magazine and slamming a fresh one into place.

Moments later, movement stirred in the breach once again. Calmly, Noctis raised his storm bolter and opened fire.

00.40.97

++ LOCKDOWN CONFIRMED ON
ALL ROUTES OF EGRESS. ++

++ WE STAND IN THE PATH OF
THE SWARM, BROTHERS. A TIDE
OF THE FOE DRAWS NEAR. ++

++ WE ARE THE VIGILANT
HUNTERS. WE ARE THE
EXECUTIONER'S BLADE. NONE
SHALL PASS. ++

MISSION

XIV DEFEND

With all potential threats to their plan dealt with, the Blood Angels stood ready to attack the primary Genestealer infestation. Captain Raphael expected a strong response once the gas started pumping. Thus he had arranged two lines of defence between the aliens and the means of their demise. The first was a cordon of squads directly around the hold; the second comprised the recently returned survivors of Squads Gideon and Lorenzo, who protected the pumping station directly. Though battered from repeated contact with the foe, the warriors of these squads stood unbowed.

For all their bolstered resolve, however, the coming battle would test these squads to their limits. The mess of hastily connected pipes and ducts in the pumping station were unstable. To ensure that they remained operational, the Space Marines defending the control chamber were ordered not to fire heavy weapons into or out of the pump room for fear of damaging the toxin vats. With a thrum of power generators, the pumping station was activated. The Techmarines withdrew from the line of battle and, in the hold below, the deadly gas began to seep through the ventilation shafts.

The Genestealers' lair was a spacious artificial cavern and it would take some time for the toxin to build up to deadly concentration. Detecting the encroaching gas, the Genestealers began to wake more swiftly, roused from their biostasis by the threat. Soon, more than a thousand aliens were bursting from the ship's hold towards the Space Marines. At this moment, the missing Sergeant Lorenzo rejoined his squad, his armour thick with alien blood and claw-marks.

The Genestealers were breaking through in three places now and the Space Marines were struggling to contain them.

Deino repositioned himself once more, turning to look at Claudio at the far end of the corridor. Now he and Deino were the last defenders between the Genestealers

and the atmospheric ducts. Claudio was surrounded by aliens, his lightning claws carving flickering patterns of sparkling blood and electricity in the air.

FORCES & DEPLOYMENT

Space Marines: The Space Marine player has two squads. Squad 1 consists of a Sergeant armed with a storm bolter and power sword, a Space Marine armed with a heavy flamer and power fist, a Space Marine with lightning claws, one Space Marine armed with storm bolter and chainfist, and one Space Marine armed with storm bolter and power fist. The Space Marine player deploys this squad in any of the squares in the two rooms in starting zone A. Squad 2 consists of a Sergeant armed with a thunder hammer and storm shield, a Space Marine armed with an assault cannon and power fist, and two Space Marines armed with storm bolters and power fists. The Space Marine player deploys this squad in any of the squares in the two rooms in starting zone B.

Genestealers: The Genestealer player begins the mission with three blips, and receives two reinforcement blips per turn. Blips may enter play at any entry area, but no more than one blip may be placed at each individual entry area per turn.

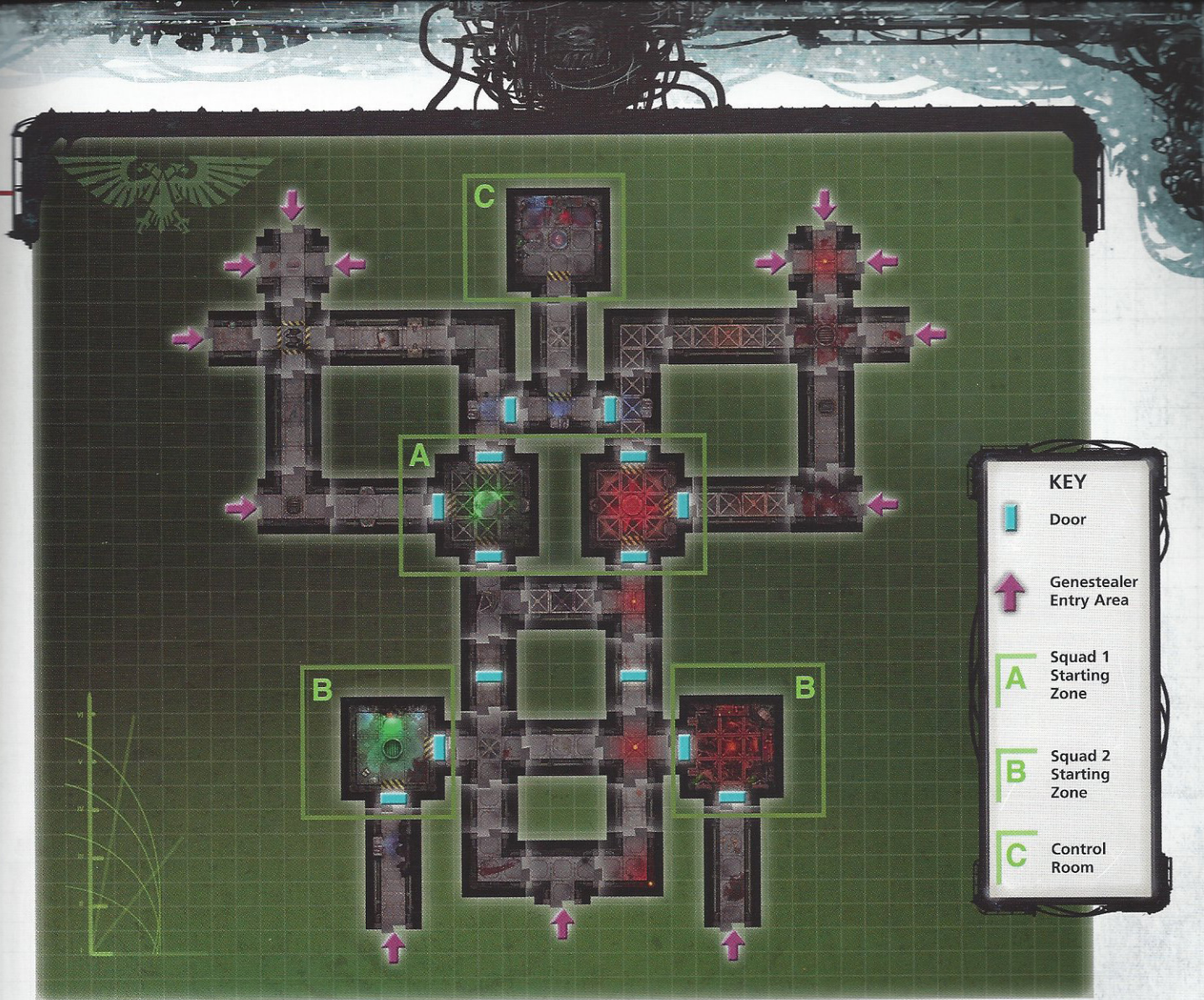
SPECIAL RULES

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 heavy flamer or assault cannon may not be fired into or out of the control room or the adjacent corridor. If one is fired then the game ends immediately in a Genestealer victory. In addition, the limited amounts of ammunition that the Space Marines have remaining means that they do not receive the sustained fire bonus in this mission.

VICTORY

To win, a Genestealer must enter the control room and attack the wall furthest from the door in close assault, as if it were a door. If the Genestealer rolls a 6, it has breached the ducts, and the Genestealer player wins. If the Space Marine player keeps this from happening before the game ends, they win.



00.41.21

++ SQUAD AURELIO WIPED OUT. THEY ARE BLESSED WHO DIE FOR HUMANITY ++

++ READY YOUR WEAPONS AND PREPARE FOR OUR FINAL VINDICATION. ++

Deino could spare him no further thought as more aliens sped across a T-junction ahead and sprinted towards him. He switched to full auto, and his bolts ripped through the clutch of Genestealers, blasting them apart at close range.

A cry from Claudio caused Deino to turn. The Space Marine was engulfed by a biting and clawing mass and he fell to his back under the speed and weight of their assault. Deino fired, explosive ammunition

stitching wounds across the Genestealers and Claudio's armour.

00.41.57

++ TOXIN SYSTEMS INSTALLED. ++

++ COMMAND TO SECOND LINE. TOXIN DISPERSAL SYSTEM TESTED AND OPERATIONAL. ++

++ PUMPING SYSTEM VULNERABLE. NO HEAVY WEAPONS FIRE IN VICINITY OF PUMPING STATION. ++

++ HOLD FIRM AND STAY TRUE TO YOUR BROTHERS. ++

Then something hit Deino in the back and he pitched forward, his shots blowing apart the ceiling and causing a tangle of mesh and cables to fall into the corridor.

Deino forced himself to his knees and ignored the Genestealer battering his back and shoulders. Beyond the crackling morass of wires and pipes, he saw Claudio fall down, Genestealers leaping past, headed for the control room.

00.42.14

++ CONTAMINATION SEQUENCE INITIATED. PREDICT COMPLETION IN 00.08.32. ++

++ ENEMY RESPONDING. RAPID ASSAULT IMMINENT. ++

++ ESTIMATED TIME OF ENEMY ATTACK IS 00.42.34. CHECK YOUR WEAPONS. ++

++ FORCE RATIO AT THIRTY-TO-ONE AND RISING. ++

++ PREPARE FOR DEATH. ++

MISSION

XV UNKNOWN LIFEFORMS

The toxin attack had been a success and all but a few hundred Genestealers had been eradicated. The surviving Space Marine squads swept the Genestealer lair for the remaining aliens and fanned out into nearby sectors to hunt down those that had escaped before the gas was released.

Sergeant Lorenzo had reappeared after fighting his way back alone from the *Wrath of Baal*. He reported encountering a different kind of Genestealer, larger and faster than the others.

Between the psychic sense of Brother Calistarius and a deep probe scan from the orbiting Strike Cruisers, the Blood Angels were able to locate two more creatures like the one that had attacked Lorenzo. Raphael ordered Lorenzo and Calistarius to take tissue samples from these aliens for future analysis, and then destroy the creatures before they woke. Sergeant Lorenzo pulled together an ad-hoc squad from the most battle-ready survivors of the fighting.

The squad was issued with portable power field generators to aid them in their mission. These could be used to close off doors and passages for a short space of time, ensuring that their prey would not escape. What Lorenzo did not know at the time was that the creature he had followed through the underbelly of the hulk was now stalking him.

FORCES & DEPLOYMENT

Space Marines: The Space 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 Space Marine armed with a heavy flamer and power fist, a Space Marine armed with an assault cannon and power fist, and a Space Marine armed with lightning claws. In addition each Space Marine has one of the power field generators. The Space Marine player deploys his forces on the starting points shown on the map.

Genestealers: The Genestealer player begins the mission with two blips, and receives two reinforcement blips per turn. Blips may enter play at any entry area.

The Broodlord: The Genestealer player may use the Broodlord in this mission.

SPECIAL RULES

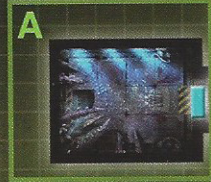
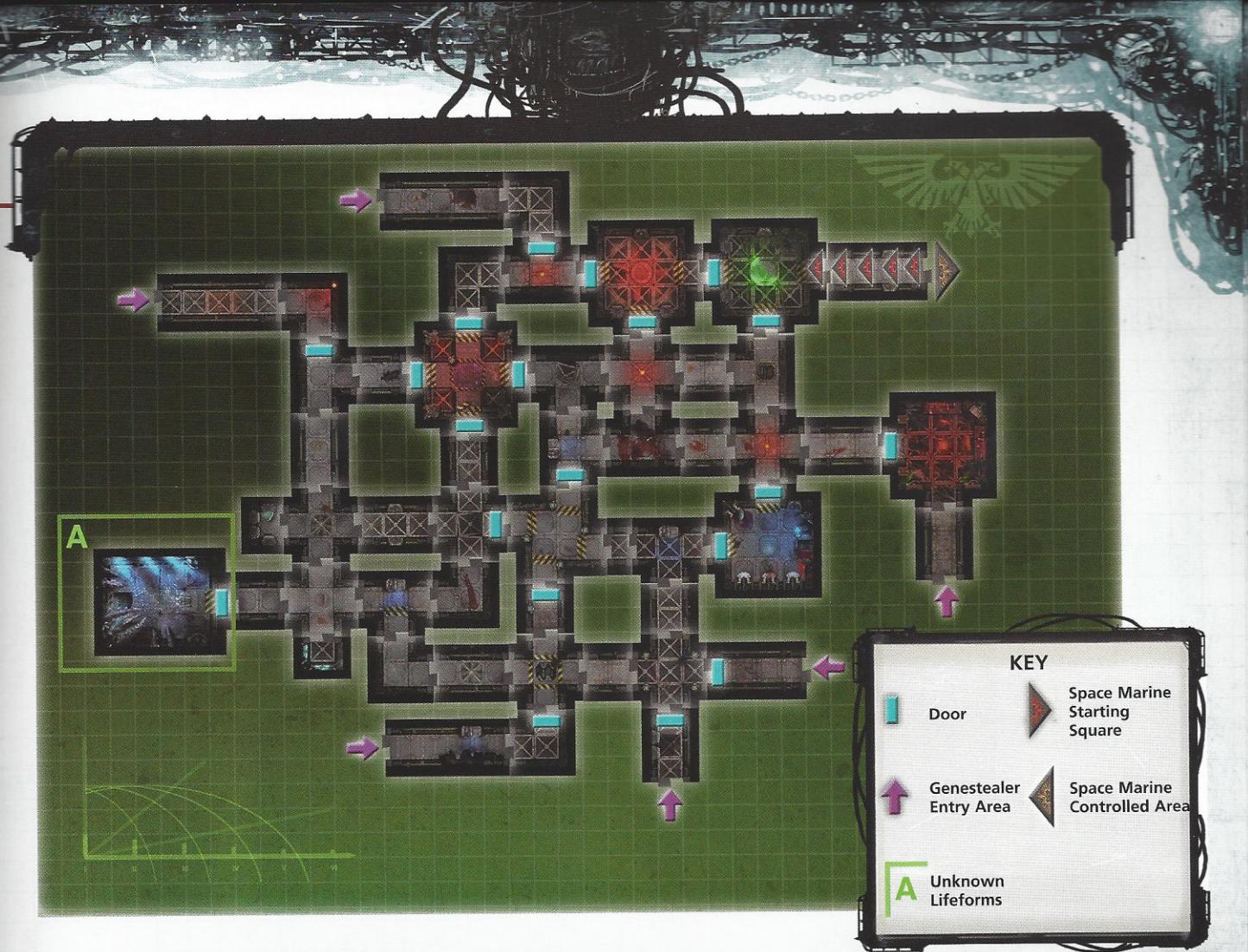
Power Field Generators: A power field generator is a small device that generates an invisible force field. The generators are objects (see page 18 in the Rulebook). In addition, in this mission the Space Marines can use them to delay the Genestealers by throwing them to block some of the ship's corridors. Priming and throwing a generator costs 2 APs. A Space Marine can throw the generator up to six squares, into an empty square in his line of sight. The power field fills the square it lands in, blocking it completely for movement and firing, as if the square was occupied by a closed door. Once activated, the generator may no longer be picked up. A Genestealer can attack an activated power field that is in one of its front squares at a cost of 6 APs. A Space Marine can attack an activated power field that is in one of its front squares at a cost of 4 APs. The first time the field is attacked it is flipped to show its damaged side. A damaged power field that is attacked for a second time is removed from play.

Extracting the Sample: In order to extract the sample a Space Marine other than the Librarian or Sergeant must spend their entire turn in the room with the unknown lifeforms, doing nothing else. If the Space Marine performs an action during the turn, or is attacked by a Genestealer in the Genestealer turn, then the sample is lost and a new attempt must be made in another turn.





Exiting the Map: Space Marines exit the playing area by moving onto the ladder square at the back of the unknown lifeforms room, and then climbing (or falling!) down the ladder as described on page 18 of the rulebook.

VICTORY

The Space Marine player wins if a Space Marine extracts a sample and exits the room with the sample via the ladder at the back. Anything else is a Genestealer win.



KEY

-  Door
-  Genestealer Entry Area
-  Space Marine Starting Square
-  Space Marine Controlled Area
- A** Unknown Lifeforms

00.49.67

++ CALISTARIUS TO COMMAND. HAVE DETECTED SOURCE OF POSSIBLE PSYCHIC ATTACK ON SQUAD LORENZO. PERMISSION TO SEEK AND DESTROY? ++

The unidentified life signals were barely two hundred metres away, but there was no straight route to them. The layout of the ship ahead was a confusing mess of overlapping corridors and gantries, pocked with void spaces and interlaced with narrow crawlspaces and ventilation pipes. Lines of fire would be short and there were numerous entry points for the Genestealers to attack. The aliens' numbers were gathering again, converging from other parts of the space hulk.

'Clear fire lanes,' ordered Lorenzo.

Leon took the lead. As he advanced, he opened fire on a sealed door ahead, blowing it from its rusted hinges. As he stepped through the wreckage, something moved in the darkness and he gunned it down without hesitation.

'Zael, secure the left; Brother-Librarian, stay close to Claudio,' the Sergeant commanded, assimilating the data from the sensorium. The Genestealers had learnt well and no longer rushed headlong into the guns of the Space Marines. They waited around the corners of junctions and behind the closed doors of rooms.

'Sealing left flank,' announced Zael. A blue glow lit the corridor as he placed his power field generator on the floor and activated it with his comm-link. 'Power field in place.'

'Push on, clear a path,' said Lorenzo, following closely behind Claudio and Calistarius.

00.51.64

++ WE MUST HURRY, BROTHERS. I FEEL THEIR CONSCIOUSNESS RISING TO WAKEFULNESS. ++

++ I HEAR THEIR CALL. THOUGH THEY ARE NOT YET AWAKE, THE CREATURES BECKON TO THEIR OFFSPRING. THEY KNOW WE ARE HERE. ++

At once, four groups of Genestealers rushed forward, closing on the Space Marines from every direction. One group were halted on the sensorium and the corridors echoed with the crackle of the power field as the aliens broke through the barrier placed by Zael.

Zael turned and took up a rearguard position, using his heavy flamer to beat back the onrushing tide of aliens.

MISSION

XVI PITFALL

Lorenzo had been successful in destroying the two dormant Broodlords, as the Blood Angels had dubbed the Genestealer leaders. During the encounter, Brother Zael sacrificed himself to save the Sergeant and the active Broodlord was driven off, believed dead.

Isolated from the main force, the survivors of the mission were now at the heart of a rapidly converging circle of Genestealers intent upon destroying those that had slain their leaders. There was no chance of relief squads from the main force reaching Lorenzo and his comrades in time.

Following the readings on their sensorium, the Space Marines fought their way towards the exit. Their objective was a disposal chute that led out onto the surface of the space hulk from where they could be extracted by gunship. The tissue samples carried by Lorenzo were an important source of information about the Genestealers and needed to be returned at all costs.

A few dozen metres from their escape, the Space Marines came across a collapsed deck. Under increasing attacks from the Genestealers, they had to negotiate their way across the wreckage and reach the external duct.

To make matters more difficult, the Broodlord Lorenzo had thought destroyed was anything but dead, and intent on tearing apart the enemies that had destroyed its brethren.

FORCES & DEPLOYMENT

Ladders: Take the twelve ladder counters and place them in the squares indicated on the map. Ladders with the same letter are connected to each other (see the rules for ladders on page 18 of the rulebook).

Space Marines: The Space 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 Space Marine armed with an assault cannon and power fist, and a Space Marine armed with lightning claws. The Space Marine player deploys his forces on the starting points shown on the map.

Genestealers: At the start of the mission the Genestealer player must sort out 12 blip counters that represent a total of 18 Genestealers. He must then shuffle these blips to create the stack of blip counters he will use at the start of the mission. The Genestealer player begins the mission with two blips, and receives one reinforcement blip per turn. Until this stack is depleted the Genestealer player may only use entry areas on the lower level. Once the reduced stack of blip counters is used up, all of the other blips are returned to play, and a new stack is created using all of the blips in the game. From this point the Genestealer player may use any of the entry areas shown on the map.

The Broodlord: The Genestealer player may use the Broodlord in this mission.

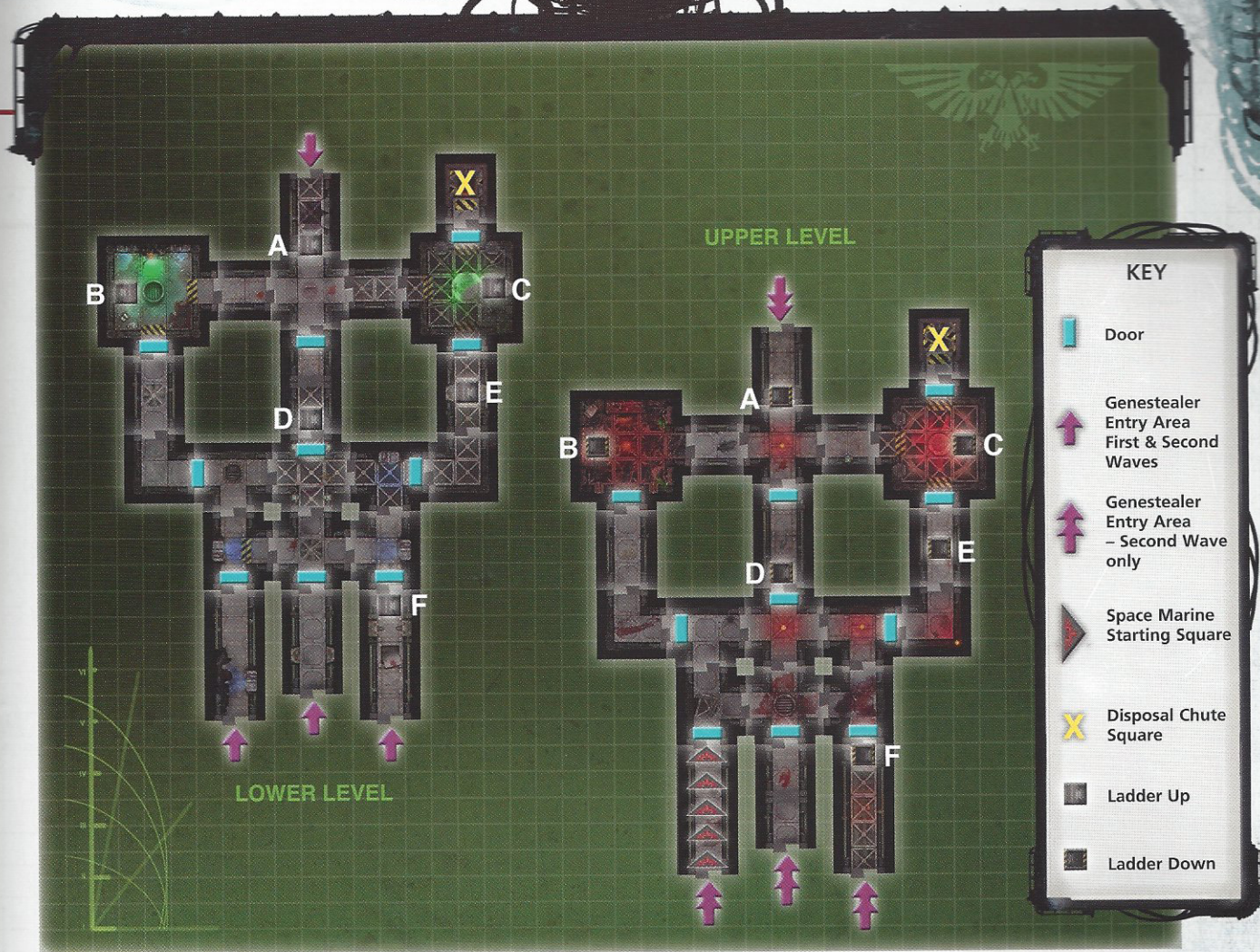
SPECIAL RULES

Disposal Chute: Any Space Marine that steps onto the disposal chute square is immediately removed from play – he has escaped the hulk.

The Assault Cannon: Before the game, roll two dice and add their scores together, but count scores of more than 10 as 10. The result is the number of shots the assault cannon has remaining. The assault cannon counts as having already used its reload (which means it will explode if a triple is rolled when firing).

VICTORY

The mission carries on until there are no Space Marines left in play. If no Space Marines escaped the hulk then the Genestealer player wins. If one or more Space Marines escaped, each player rolls a dice, and the Space Marine player adds the number of Space Marines that escaped to his score. The player that rolls highest is the winner. In the case of a tied roll the game is a draw.



00.53.58

++ COMMAND, THIS IS LORENZO. REQUEST AN EXIT ROUTE. ++

++ SERGEANT LORENZO. EXIT POINT LOCATED. EXTERNAL EGRESS, THROUGH A VENTING SHAFT TWO HUNDRED METRES FROM YOUR POSITION. ++

The Blood Angels fought a coordinated retreat towards the exit point. Calistarius and Claudio in the lead, Lorenzo and Leon following behind.

They alternated firing and overwatch, cutting through the Genestealers ahead and gunning down those that followed behind. They were less than fifty metres from the safety of the shaft. Though tough, even the Genestealers could not

follow the Space Marines into the freezing vacuum of space.

The deck ahead had collapsed and piles of crumbling plascrete littered the level below. The level they were on was unstable too, and shook every time Leon opened fire. Two ladders led down onto the rubble-strewn deck. Calistarius was the first to swing his weight out onto the corroded rungs bedded into the wall. One snapped under his tread and fell.

The Librarian lowered himself down while Lorenzo provided covering fire from above. Genestealers were swarming in from behind the squad, above and below, and Lorenzo kept up a steady stream of fire until the Librarian was safely on the ground again. Calistarius then took up the fight, blasting with his storm bolter, cutting down with his force axe those Genestealers that came close enough.

Weapons deactivated, Claudio lowered himself clumsily after the Librarian while bolt shells screamed past, picking off aliens waiting below. Once he had a sure footing again, his claws blazed into life and he joined Calistarius to protect the base of the ladder so that the others could descend.

00.57.01

++ CALISTARIUS TO COMMAND. I HAVE EXITED THE VESSEL. TISSUE SAMPLE IS INTACT. ++

++ DESPATCHING THUNDERHAWK TO YOUR EXIT LOCATION. WHAT OF YOUR BATTLE-BROTHERS? ++

++ THEY FELL THAT I MIGHT ESCAPE. THEY BRING HONOUR TO THE CHAPTER. THEIR NAMES WILL LIVE IN GLORY. ++

TRANSMISSION ENDS

THE IMPERIUM OF MAN

In the grim darkness of the 41st Millennium, Mankind battles for survival against innumerable foes. The worlds of man are spread across the galaxy, pinpricks of light isolated by the vast gulfs of space. Civil war, alien invasion and spiritual corruption all threaten to bring about the destruction of the human race. All that stands between Humanity and extinction is the Immortal Emperor and his warriors.

THE IMPERIUM

Nearly four hundred centuries have passed since Man took the first tentative steps into space. Galactic civilisations have risen and fallen in that time, and for the last ten thousand years man has lived in the Age of the Imperium. It is a time of religious dogma and superstition, a place where men put their faith in flesh and spirit more than the wonders of technology. It is the time of the Beneficent Emperor of Mankind, the deathless ruler of the Imperium; now no more than a husk kept alive by the arcane engines of the Golden Throne. Though his body is all but lifeless, the Emperor's will lives on, guiding Mankind along its tortuous path, shielding his people from the threat of spiritual corruption and daemonic annihilation.

Though unimaginably vast, with a population of countless hundreds of billions, the Imperium is yet a fragile, thin civilisation when compared to the immeasurable enormity of the galaxy. The Imperium's million worlds are scattered thinly across the void, separated by tens, if not thousands, of light years. It is a realm founded not on political solidarity, but upon common faith in the Emperor and military necessity.

THE WARP

To understand the perils of the 41st Millennium, one must understand the nature of the Warp, also known as the Immaterium or Warp space. The Warp exists as a separate dimension, alongside the physical world of mortals. It is a place of pure emotional and psychic energy, formless and timeless. Though a separate realm of existence, the Warp is still connected to the material world. It is a roiling mass of power shaped by the thoughts and feelings, the nightmares and dreams, and the aspirations and fears of living creatures.

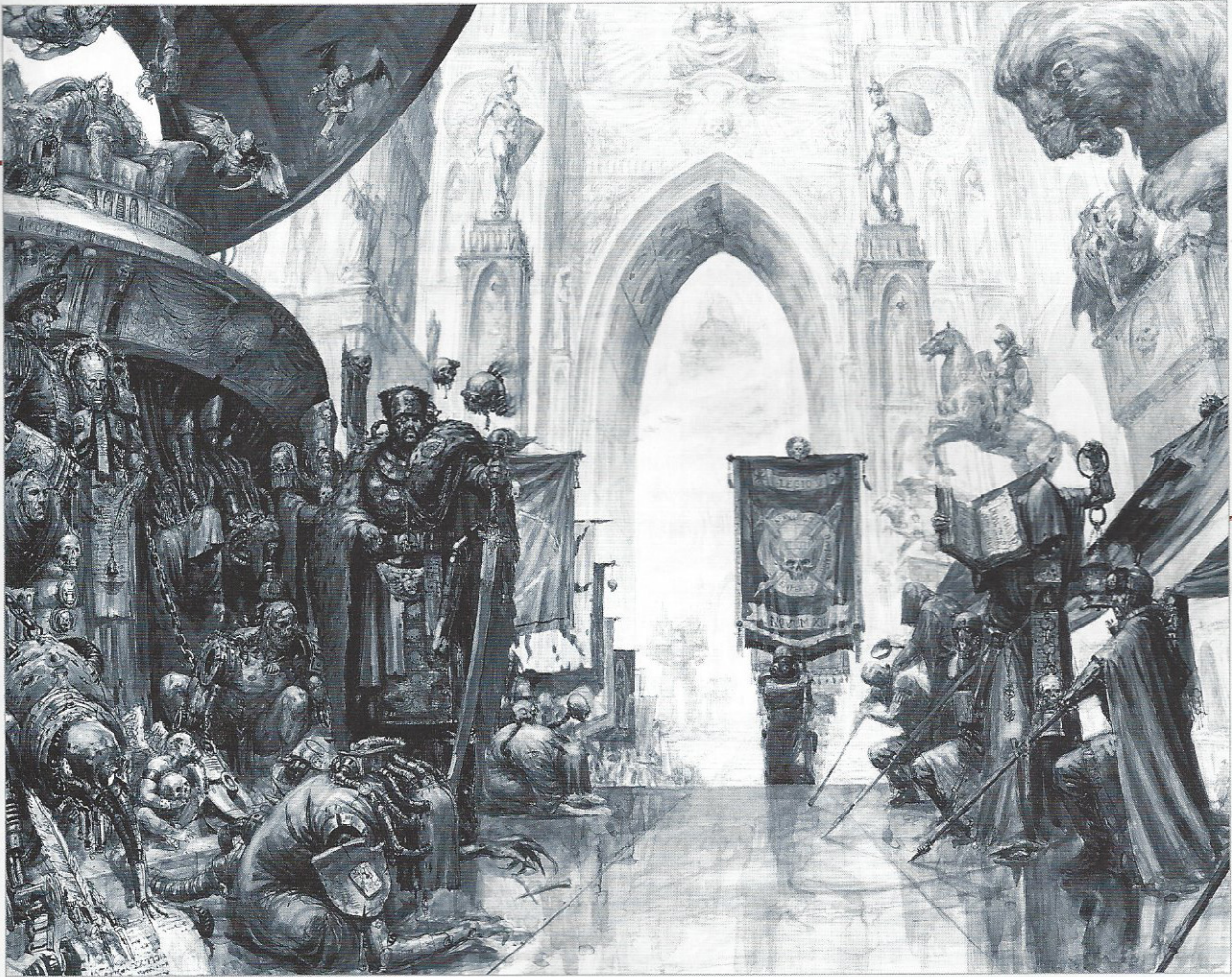
As the Warp has no conventional time or space, ships can ride the currents of Warp space to travel across the galaxy at many times the speed of light. In this way, Man has spread amongst the stars and reached the million worlds that make up the Imperium. The Warp is also the font of

psychic power, and mortals with the gift – psykers – can tap into this energy and manifest many strange and exotic powers.

Without the Warp there would be no Imperium, but it is also home to the greatest threat to Mankind's continued survival. The Warp is home to the great Chaos Powers – otherworldly entities utterly unlike any mortal creature. The Chaos Gods spawn endless legions of Daemons, psychic manifestations of anger and lust, decay and change. These Daemons prey upon the hopes and terrors of mortals, feeding on nightmare and ambition, sometimes breaking through the void to invade the planets of the Imperium. The Chaos Gods tempt mortals directly, bargaining power for service. Many of the Imperium's greatest foes come from amongst the ranks of man, foremost amongst them the terrifying Chaos Space Marines.

Even without the predatory attentions of Daemons, the Warp is very dangerous. Its tides and currents can send ships adrift, not only through space but also time. Ships that are cast astray by the swirling energies of the Warp are often lost for centuries, and can even end up in the far future or the distant past. Even worse, crews on ships whose Warp fields have failed can be devoured by bodiless beasts or wiped out by self-destructive madness.





ALIEN RACES

Mankind is not alone amongst the dark wilderness of interstellar space. There are countless alien creatures, many never encountered by Mankind nor catalogued by the alien hunters of the Emperor's Inquisition. Most are few in number, inhabiting only a single world, or a mere handful of planets. Some, however, challenge Mankind for dominance: the enigmatic, ancient Eldar; the brutal, war-loving Orks; the dynamic Tau Empire; the primordial evil of the Necrons; and the extra-galactic Tyranid race that consumes entire star systems.

Some of these races are as old as man, but many are far older. Some ruled star empires that have since fallen into twilight, others have goals that no human mind can comprehend. Each is a different threat to Mankind, each a foe that must be fought every hour of every day lest the light of the Imperium gutter and die, extinguished by the shadow of alien conquest. Starships duel in the depths of space and alien armies invade the worlds of the Imperium, even as Mankind wages war to claim territory from its inhuman foes. Truly it is an age of war.

FORCES OF THE EMPEROR

The armies and navies of the Emperor are vast, though nowhere near as vast as the population they give their lives to protect. The greatest bulwark against the many foes of the Imperium is the Imperial Guard. Armies numbering in the millions are shipped to innumerable war zones, to fight and die on alien soil in the name of the Emperor. So unimaginably vast is Humanity's number that, no matter how horrendous its losses, there are always fresh recruits to replace those who give their lives for the Imperium. The Adeptus Mechanicus, keepers of ancient technological secrets on Mars, provide arms and armour to this massive war machine, as well as immense engines of war such as the fabled Titan Legions.

Though the Imperial Guard is beyond doubt the largest military force in the Imperium, it is not the most honoured or most powerful. These distinctions go to the Adeptus Astartes, the Chapters of the Space Marines. They are at the very forefront of the battle for survival, the greatest defenders of Mankind and the most dedicated warriors of the immortal Emperor.

THE SPACE MARINES

The Adeptus Astartes, more commonly known as the Space Marines, are the most powerful and dreaded of all the Emperor's warriors. Though they are the prime protectors of humanity, they are far more than human. Each Space Marine is an enhanced warrior armed and armoured with the finest wargear the Adeptus Mechanicus can provide. A Space Marine is biologically and mentally strengthened to be a fearless fighter, capable of battling in the most extreme conditions without thought of retreat.

The Space Marines are a small elite numbering roughly one million warriors – just one Space Marine per world of the Imperium. They are a shock force, fighting independently of the Imperium's massive military bureaucracy, with the weapons and starships needed to respond quickly and decisively to emerging threats. They are at the forefront of the war against the heretics and aliens that would destroy Humanity. The Space Marines are masters of lightning raids, last-ditch defences and the elimination of enemy commanders.

Space Marines are the greatest warriors of the Emperor for three reasons: superior physiology, advanced weaponry, and decades of training and experience. The first advantage is conferred by the genetic enhancement of a Space Marine's body. Recruited when young, an aspirant's body is implanted with gene-seed and artificial organs that change his physical form. When fully grown, a Space Marine stands far taller than a normal man, with muscle mass far in excess of anything nature can accomplish. With a barrel chest and broad shoulders, a Space Marine is capable of feats of strength that have become legendary. He has an additional heart to keep his genetically altered blood pumping through thick arteries, and a third lung to filter out toxins and poisonous gases. Other improvements and organs give a Space Marine superior sight, hearing and reflexes. Even without weapons, a Space Marine is a fearsome adversary.

This prime physical warrior is protected by power armour; an armoured suit filled with artificial fibre bundles that act as muscles, replicating the wearer's movements and bolstering his already considerable strength. A Space Marine's power armour is like a thick skin of metal alloy and ceramite, responding as he moves, protecting him from all but the heaviest weaponry. This armoured soldier is then armed with devastating weapons, the most common of which are boltguns that fire self-propelled rockets that explode inside their target. Some carry specialist or heavier armaments, such as tank-busting lascannons, shoulder-mounted missile launchers or rapid-firing heavy bolters.

All of a Space Marine's size, armour and weapons are for nought without training and purpose. As much as

a Space Marine's body is hardened to the perils of war, so is his mind. He knows no fear of death, and willingly lays down his life for the mission. Utterly dedicated, the Space Marine gives no thought to human comfort and emotion; his only love is the love of battle and service, his only dread is the dread of failure. It takes many years of training to learn to use the weapons of the Adeptus Astartes, and even the newest recruits would be considered veterans by conventional forces. Space Marines live for many years if they do not die in battle, and most are highly experienced in the art of war, having fought across dozens of battlefields in a life filled with constant conflict.

ORIGINS

The first Space Marines were created when the Emperor still walked and fought as a man, before his internment in the Golden Throne and the ascension of his psychic will. As Humanity emerged from the Age of Strife, civilisation was splintered across hundreds of thousands of worlds, and the Emperor forged a force of warriors to bring Mankind back into the light. The Space Marine Legions numbered many thousands of warriors, far more numerous than the Chapters of the Adeptus Astartes today. They took the cause of the Emperor into the darkness in a huge campaign called the Great Crusade, bright beacons of war and hope on a mission to unite humanity under the rule of the Emperor.

Space Marines are more than just comrades; they share similar genetic data and can be considered physical as well as spiritual brothers. Each of the original twenty Space Marine Legions was led by one of the legendary Primarchs. Created from the flesh of the Emperor himself, these super-warriors far exceeded mortal men in size, strength and intelligence. Though the Primarchs are no more, their living tissue forms the basis of the gene-seed used to create the Space Marines, an unbreakable line drawn back through ten thousand years of martial history. Every Space Marine reveres his Primarch almost as much as the Emperor. The Primarchs' personalities and experiences shape the characteristics of their descendants to the present day.

SPACE MARINE CHAPTERS

The Space Marines operate in small fighting forces known as Chapters. Each Chapter is an autonomous entity of roughly one thousand warriors, with its own traditions, tactics and creed. Most Chapters are based upon a single world, with fleets to patrol the depths of space and seek out the enemy. From this base of operations the Space Marines can launch attacks and counter-attacks against their foes. Some Chapters live in space stations orbiting their chosen home world, others are spread through smaller Chapter keeps in asteroid fields or across several planets in neighbouring star systems. A few Chapters are entirely space-based, either aboard a massive fortification the rival of any planet-bound fortress monastery, or on rapid warships spread across dozens of sectors of space.

Each Space Marine Chapter has a unique warrior cult that teaches its members the values of the Chapter's Primarch and inculcates them in the Chapter's preferred methods of war. Some of these traditions pre-date the Imperium, dating back to before the Great Crusade and the galaxy-wide bloodshed of the Horus Heresy, a civil war that tore

the Imperium in two and turned Space Marine against Space Marine. Many of the practices are barbaric and bloodthirsty, though some Chapters are highly aesthetic and refined. All Chapter cults reinforce a Space Marine's loyalty to his Chapter, its Master and his battle-brothers. Thus the Space Marines in a Chapter are bound together not only by military bonds and rank, but by a code of honour and mutual respect as resilient as the power armour that protects their bodies.

Following the catastrophic events of the Horus Heresy it was deemed dangerous for any individual to wield the power of a full Space Marine Legion, and thus they were divided into the smaller Chapters that exist to this day. The huge task of implementing this change fell to the Primarch Roboute Guilliman, who penned the Codex Astartes over many years. This tome sets out not only the organisation of warriors and equipment, but essential battle drills, training regimes and tactical doctrine. Some Chapters adhere religiously to its instructions, others use certain elements of the work and some have disregarded it completely, preferring the lessons left to them by their own Primarchs.



THE BLOOD ANGELS

As descendants of the ninth Space Marine Legion to be founded by the Emperor, the Blood Angels Chapter traces its history back to the birth of the Imperium. Under the leadership of the Primarch Sanguinius, the Blood Angels earned honour and renown at the forefront of the Great Crusade. Yet, for all of their glories hard-won on the fields of battle, the Blood Angels' tale is one of tragedy and blighted destiny. Events far in the past continue to shape the Chapter to this day, affecting every warrior who fights beneath the Blood Angels' banner.

To understand the nature of the Blood Angels, one must know of their history and home world. The Baal system was once unremarkable, similar in many ways to the star system of ancient Earth. When the Age of Strife engulfed Mankind, before the coming of the Emperor and his Space Marines, the old empire of man shattered and fell, and Baal fell victim to war and turmoil. In the twisted ruins and across unnatural deserts, the nomadic tribes waged war from ramshackle vehicles, clad in patched bio-suits. For centuries their plight went unnoticed by the rest of the galaxy.

But then fate turned her fickle eye to Baal. A shooting star descended from the heavens and crashed on Baal Secundus. This was no natural meteorite, but the protective capsule of a nascent Primarch, the future progenitor of the Blood Angels Chapter. Amongst the scabrous mutants of Baal, Sanguinius was a walking god, lean, tall and handsome. He united the disparate tribes of Baal, and under his leadership the planet joined the Imperium and went on to become the home world of the Blood Angels. To this day the inhabitants of Baal continue to provide all of the warriors that make up the Blood Angels Chapter.

THE FLAW

The transformation into a Space Marine is a wondrous process, and in the case of the Blood Angels it could be considered near miraculous. Even the most physically firm inhabitants of Baal fall prey to scabs and lesions, defects of the skeleton and wasting of the muscles. Those with hearts pure enough to defy the impurity of their bodies and prove themselves to the Blood Angels are accepted into the Chapter. They undergo the genetic modifications required to become Space Marines and are elevated from base creatures into handsome gods of war, clean of limb, strong of jaw and in perfect physical condition.

However, there are traits within the Blood Angels that are less than desirable. In battle, they become gripped by a frenzy of bloodletting, giving vent to all of their anger and rage in barbaric displays of violence more

suited to the feral tribesmen of their home world than noble paragons of the Emperor's own bloodline. Some Blood Angels have elongated teeth, and more than one member of the Inquisition has noted the Chapter's unhealthy fixation on blood rites and acts of excessive bloodletting in battle.

Some Blood Angels are afflicted by an even deeper curse, known within the inner circles of the Chapter as the Black Rage. These Space Marines become possessed of a death wish and are assembled into a special force called the Death Company. They paint their armour black and mark it with red paint, symbolising the fatal wounds that Sanguinius suffered in his doomed battle with Warmaster Horus in the final days of the Horus Heresy. In battle the Death Company are deranged, torn between fighting the present foe and phantasmic enemies from the Chapter's past. Most Death Company brothers die quickly, their death wish eventually outweighing their superhuman resilience and their insatiable desire to quench their wrath with blood. Those that continue to survive are quarantined in desolate brigs or citadels until the next battle, their howls of rage and bloodlust a terrifying reminder to the other Blood Angels of one possible fate that awaits them.

CHAPTER ORGANISATION

When the Horus Heresy was finished, the Blood Angels Legion was willing to accept the teachings of Guilliman and organised the Chapters created by the break-up of their Legion along the lines of the Codex Astartes.

Thus, the Blood Angels' fighting force is composed of roughly one thousand warriors, divided into ten companies. The 10th Company is the Scout Company where Aspirants undergoing their alterations are trained, and the 1st Company is the Veteran Company, filled with warriors who have fought for hundreds of years. The only major deviation from this 'Codex' organisation is the Death Company, created in the centuries following the Heresy for the purpose of isolating those battle-brothers afflicted with the Black Rage.

BLOOD ANGELS

1ST COMPANY

Even amongst the elite warriors of the Space Marines, there are those whose skills and deeds raise them above their battle brothers. Every Chapter has a means by which these individuals are marked out and gathered together, and in Chapters based upon the Codex Astartes this is the 1st Company.

The Space Marines of the 1st Company are veterans of many campaigns. Several centuries old, they will have spent their lives fighting a wide range of foes, in challenging situations and armed with a plethora of weapons. All will have received training as close combat Assault Space Marines and heavy weapon-armed Devastators. They will have ridden bikes and Land Speeders and commanded tanks and other vehicles. Many will have served as sergeants to the squads in their original companies. All of this experience culminates in an appointment to the 1st Company, an honour for many decades of dedicated service and selfless battle.

The Chapter Master and most of his Captains will have served as members of the 1st Company before rising to their current rank. Indeed, the Captain of the 1st Company is often seen as the first amongst equals, second in authority only to the Chapter Master, and a high proportion of commanders will have served in this role during their life of war.

1st Company Space Marines retain all of their awards and honours from their previous conflicts, and so many are festooned with marksmanship badges, campaign honours and purity seals. They are an inspiration to their fellow battle-brothers, carrying aloft the standard of the 1st Company and embodying the ideals laid down by Sanguinius. For the Blood Angels, the 1st Company has the added importance of showing that it is possible to resist the dangers of the Chapter's flaw. The veterans are living proof that it is possible to avoid the grip of the Black Rage, to rise above one's inherent weaknesses to become a pinnacle of excellence. The 1st Company is therefore a sign of hope for the Blood Angels in a time when the temptations of succumbing to the flaws of the gene-seed are strong.

The veterans of the 1st Company go to war in five or ten man squads, depending upon the nature of the mission they are undertaking. A Veteran Squad's experience makes it valuable leading a rearguard action or spearheading an attack. Veteran Squads punch through enemy lines, anchor a point of defence or act as a mobile reserve ready to either bolster an attack or counter an enemy breakthrough.

The 1st Company is remarkable in one other respect: Tactical Dreadnought Armour. Known commonly as Terminator armour, this is the ultimate in personal protection and weaponry. Terminator suits are rare and highly prized, so only the veterans of the 1st Company are trained in their use. Even then, it is rare for a Chapter to have enough suits for all of its veterans, and Terminator Squads are deployed only to the most demanding frontlines to perform the most dangerous and vital missions.

A Space Marine who is trained in the use of Tactical Dreadnought Armour earns his Terminator Honours; a symbolic cross known as the Crux Terminatus that can be included in the Space Marine's other livery. The Crux Terminatus is held in high regard by all Space Marines, and each is believed to hold a shard of the Emperor's own armour. The Terminator suits worn by the 1st Company are therefore revered not just for their combat potential but as relics associated with heroes from the Blood Angels' past.



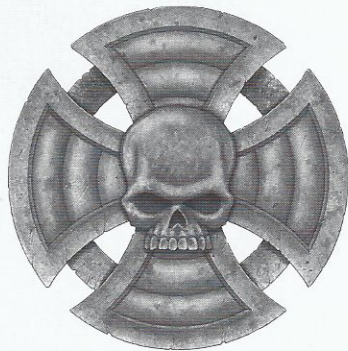
TERMINATOR ARMOUR & WEAPONS

Tactical Dreadnought Armour is the toughest personal armour in the Imperium, possibly the whole galaxy. Its internal frame is made from heavily reinforced alloys. Servos and muscle-like fibre bundles enable the wearer to fight in the bulky armour with relative ease. Layer upon layer of adamantium, ceramite and other compounds are built over this endo-skeletal arrangement, proving protection more commonly found on armoured battle tanks. Only the most devastating weapons are capable of cracking Terminator armour, and the armour is designed to withstand immense environmental pressures, enabling the Space Marine to fight in a vacuum, in the depths of an ocean or even in the heart of a volcano.

As well as providing protection for the Space Marine, Terminator armour acts as a very stable and customisable weapons platform. There are a number of different weapon layouts detailed in the Codex Astartes, and others adopted by individual Chapters. Terminator Squads can therefore be tasked to an assault or long-range role, depending on the enemy and the battlefield.

The most common Terminator armament is the storm bolter and power fist. This combines effective anti-personnel firepower with potent close combat capabilities. Terminator Squads also include a heavy weapon for additional firepower – usually a heavy flamer or assault cannon. It is not uncommon for a Terminator sergeant to carry a power sword instead of a power fist. These bladed weapons are only bestowed on an individual for exceptional acts of valour, and are used with great pride by those that receive them.

Some Terminators are designated as Terminator Assault Squads and forego their ranged weapons for even more prowess at close quarters. The two favoured load-outs in Terminator Assault Squads are either a pair of lightning claws or a thunder hammer and storm shield. Terminator Assault Squads close quickly with the enemy under the covering fire of their battle-brothers, smashing enemy resistance and paving the way for other squads to advance.



Terminators are deployed to the harshest, most testing battlezones. Their nigh-impenetrable armour makes them invaluable in ship-to-ship boarding actions, firefights in the twisted depths of hive cities and, of course, the close range combat aboard space hulks. They are an extension of the veterans' role, acting as an immovable shield in defence and an irresistible blade on the attack. Where the fighting is fiercest, the Terminators thrive.

As well as armour and weapons, Terminator suits incorporate many other systems. In addition to the power generation and life support functions of all Space Marine power armour, Terminator suits incorporate an advanced scanning and communications network. This enables Terminators to share tactical data almost instantaneously. Known as the sensorium, this scanning array means that Terminators can act with precise coordination, identifying and neutralising threats far more efficiently than would otherwise be possible. More advanced systems in some suits allow Terminators to see through each other's eyes or weapon sights, giving each warrior unparalleled battlefield intelligence. A captain or sergeant can coordinate several Terminator Squads with relative ease, each fighting in concert to create a force whose sum is even greater than its considerably destructive parts.

Terminator suits incorporate systems that allow for the teleportation of squads. Teleporter technology is notoriously unreliable, and is used only when it is absolutely vital. More often, Terminators will fight to their objective on foot, or be transported by armoured vehicles or massive boarding torpedoes. Though more time-consuming, this is a more reliable way of ensuring the Terminators reach their target, especially in uncharted or close terrain such as that found on spaceships and in dense urban areas.



HEROES OF THE 1ST COMPANY

Nearly one hundred Space Marines were involved in the fighting on the *Sin of Damnation*. Of these, eighty were Terminators of the Blood Angels 1st Company. Commanded by Captain Raphael, the squads fought valiantly to contain the waking Genestealers, coordinating their efforts to wipe out the enemy.

Amongst the many heroes of the battle, a dozen individuals were marked out for especial praise by Captain Raphael. On a day when every tale was heroic, these warriors fought especially bravely and showed the greatest qualities of a Blood Angels Terminator. All were awarded honours for their deeds, some of them sacrificing their lives for the success of the mission.



SQUAD LORENZO

SERGEANT LORENZO

Over six hundred and fifty years old, Sergeant Lorenzo is a veteran of more wars than any other Terminator in the 1st Company. Despite his achievements, one day of failure haunts Lorenzo. As a Space Marine in a squad of the 3rd Company, Lorenzo was one of only fifty warriors to escape the disastrous boarding action six hundred years ago. His battle-brothers were butchered around him and though absolved of all responsibility, he continues to question his own courage and commitment. Every day Lorenzo is haunted by these thoughts, and every night for six centuries he has prayed for a chance to redeem himself. Now he must seize that chance.



BROTHER VALENCIO

The scouring of the *Sin of Damnation* is Brother Valencio's first combat action since his induction into the 1st Company. Having served the Blood Angels for less than one hundred years, Valencio is young by the standards of the Terminators, but has earned his place amongst them with his forthright, courageous actions in a dozen wars. To the other members of Squad Lorenzo he is still an untested youth, desperate to impress Lorenzo ever since the Sergeant saved Valencio's life during the Threxian Cataclysm. Even for one of the Blood Angels Valencio is eager, some would say foolhardy, but his valour is beyond question.



SQUAD LORENZO



BROTHER GORIEL

In his former life on the irradiated planet of Baal, Goriel was the leader of a vicious gang of brawlers known only as the Murder Elite. Though his morals were questionable, the psycho-conditioning processes of the Adeptus Astartes have fused his natural ferocity with the discipline of a true Space Marine. He earned great honours as an Assault Marine, once serving with dedication in the Honour Guard of Captain Raphael. Since joining the 1st Company twenty years ago he has become a highly valued member of Squad Lorenzo.



SQUAD LORENZO



SQUAD LORENZO

BROTHER ZAEL

Zael has communed with the Emperor every day of his life since he was an infant on the rad-trails of Baal's dust sea. He rarely smiles, but within his breast burns the fire of hope. His own transformation from a scavenging mongrel to one of the Emperor's chosen is proof that the Blood Angels can overcome all obstacles. Zael carries the squad's heavy flamer, which he uses to bring purifying flame to the wretches who oppose the Imperium. Zael knows that Humanity is destined to rule the stars. In fact, he intends to make sure of it. His self-belief and unshakeable courage make him a reliable and reassuring presence within Squad Lorenzo.



BROTHER DEINO

Brother Deino has fought alongside Sergeant Lorenzo for the best part of a century. He has been awarded the Chapter Marksmanship award many times over the years, displaying an almost supernatural accuracy on the firing range and in battle. Like his fellow Blood Angels, Deino prides himself in the pursuit of perfection and has raised marksmanship to the state of art. As well as his Badge of the Marksman, he carries the customised storm bolter that earned him such reward. Deino combines quick reactions with nerves of steel, and his battle-brothers take great pride and comfort from his calm and effective shooting.



SQUAD LORENZO



SQUAD GIDEON

SERGEANT GIDEON

Sergeant Gideon is considered to be something of a maverick individual, happy to flaunt doctrine and tradition if the need arises. This is no more evident than his choice of weaponry. Gideon was once a member of a Terminator Assault Squad, but upon being promoted to Sergeant replaced his thunder hammer and storm shield with the customary storm bolter and power sword. In the next battle, his armour seized up after being hit by a round from an Ork gun and Gideon declared that its machine spirit had been offended by the change of armament. Ever since, he has refused to relinquish his beloved thunder hammer and storm shield again.



BROTHER NOCTIS

Bearer of the title of Castellan of the Black Tower, Brother Noctis is as solid and dependable as a rock. Sergeant Gideon has come to rely on Noctis' clear head and immovable patience over the years. Though Noctis is jokingly criticised for being boring, having little imagination and obeying all of his orders to the letter, sometimes those are the exact qualities a commander needs most. If a rusted grate or dank tunnel needs guarding, then by the Emperor, Brother Noctis will guard it to the absolute best of his ability or die in the attempt.



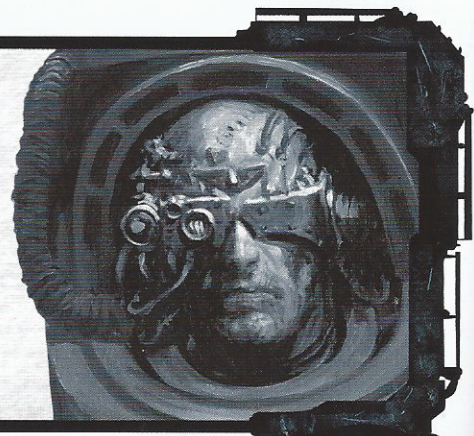
SQUAD GIDEON



SQUAD GIDEON

BROTHER OMNIO

Amongst the aesthetically-minded Blood Angels, Omnio is something of an oddity; he is driven by logic and intellectual curiosity. He is analytical, distant even, a quality that sometimes raises suspicions amongst his battle-brothers but also ensures that in the heart of a fight he is clear-headed and can be relied upon for vital tactical analysis. Gideon once joked that Omnio was a servitor who had been promoted to the 1st Company by mistake. Unsurprisingly, Omnio didn't see what was funny about that.



BROTHER SCIPIO

Brother Scipio is a fast-acting warrior who thinks on his feet and adapts to new situations with astonishing speed. He has been marked out as potential Terminator Sergeant material, but his lack of communication has held him back. Scipio is just as likely to set off on his own initiative as to pass on his insights to other members of the squad. However, Scipio's resourcefulness has extricated the squad from certain death on more than one occasion.



SQUAD GIDEON



SQUAD GIDEON

BROTHER LEON

Brother Leon doesn't say much, but his devastating assault cannon is eloquent enough for the both of them. For Leon, there's only one thing that matters in a battle: kill ratio. The more targets presented by the foe, the happier Leon is. When not fighting, Leon fastidiously maintains his weapons and armour, making small adjustments, adding his own litanies and benedictions to their machine spirits. This has caused some controversy with the Techmarines of the Chapter, who have repeatedly requested that Gideon bans Leon from the armoury when unaccompanied by one of their order.



LEXICANIUM CALISTARIUS

One of the battle-psykers of the Blood Angels Librarium, Calistarius is an honorary member of the 1st Company for the *Sin of Damnation* boarding. The Librarian's powerful mind and supernatural abilities set him apart from his battle-brothers, an isolation he seems to encourage. Calistarius has faced the horrors of the Warp and daily wrestles with damnation and temptation. As a result Calistarius finds it difficult to look upon his fellow Space Marines with any empathy. In truth, he inhabits an entirely different sphere of existence, but his precognitive powers and devastating psychic blasts are a priceless asset to Captain Raphael.



SQUAD CALISTARIUS



SQUAD LEODINUS

BROTHER CLAUDIO

A warrior in Terminator Assault Squad Leodinus, Claudio is skilled at close-quarters combat. His preferred armaments are a pair of deadly lightning claws. Thousands of foes have fallen beneath Claudio's blades over the centuries and he is lauded amongst his battle-brothers for his unflinching dedication to his brothers. Aboard the *Sin of Damnation* Claudio's fellow squad members were slain by a surprise Genestealer attack and now he is filled with cold fury and bloodthirsty desire for vengeance.



THE TYRANIDS

Mankind is not alone in the galaxy. Alien races abound, most of them hostile to humans, some outright devoted to the destruction of other species. Existence in the 41st Millennium is a constant battle between these forces, each struggling for survival and dominance. Yet it is not from within the galaxy that the greatest threat might come, but from outside.

The race known by Imperial forces as the Tyranids originated in another galaxy. Having crossed the immeasurably vast gulfs of the intergalactic void, they have arrived with but a single purpose: to consume and destroy. The Tyranids are not a single type of creature, but a bio-engineered mass that exists only to feed upon all other living matter. How they came to evolve, or if they were somehow created, none can say. All that is certain is the grave threat they pose to the human race.

The creatures of the Tyranids take bio-technology and symbiosis to a level entirely unseen within our own galaxy. Each exists for a sole purpose, from microbiological spores and viruses, to weapons, gargantuan war-beasts, and even living spaceships.

All that the Tyranids use is derived from the organic. The raw biomass needed to create new Tyranid monstrosities comes directly from the species and planets they devour. Molecular chains are broken up and recombined, while essential acids, proteins and other organic material are regurgitated as more creatures bent upon consuming everything. It is for good reason that the Tyranids are known as the Great Devourer.

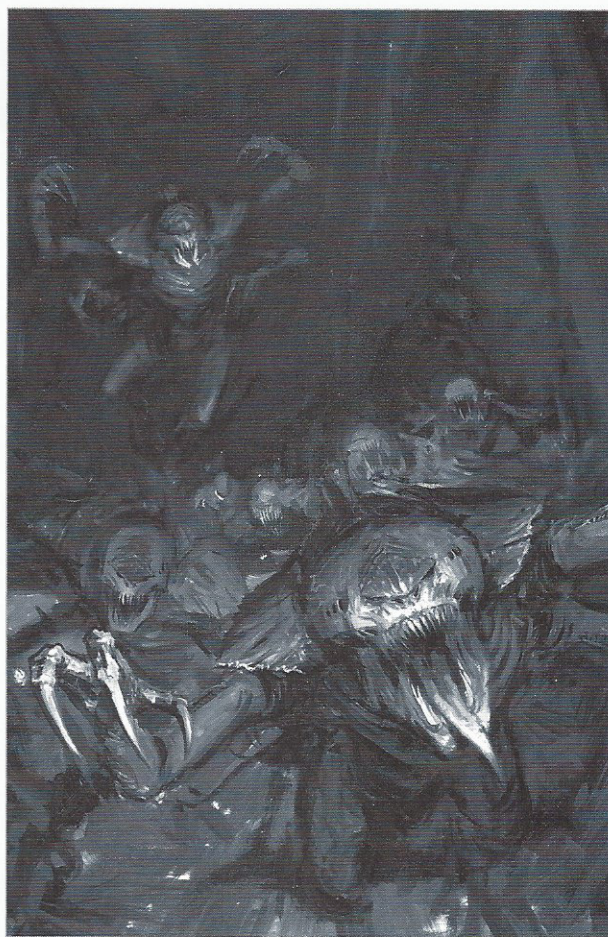
THE TYRANID INVASION

Even the most learned xeno-scholars and Inquisitors of the Imperium consider the Tyranids to be a relatively new threat. Their existence has been verified for less than three centuries, and was once thought to be confined to the Eastern Fringe on the far side of the galaxy. Utterly alien and verging on the incomprehensible, the Tyranid menace is little understood by the forces of the Emperor, and many centuries of desperate war against them is yet to come.

The Tyranids are gathered into vast swarms of ships known as hive fleets. The first of these to attack the Imperium was a solid mass of Tyranid vessels that attacked the Eastern Fringe and was only stopped through great sacrifice at Macragge, the home world of the Ultramarines Chapter. The second hive fleet has been codified as Kraken. Its swarms are dispersed, operating independently of each other. Though these individual swarms can be

defeated, so disparate is Kraken that it is impossible to say truly how large it is and how many swarms it contains. The third, Leviathan, has passed underneath the galactic plane and now moves upwards, attacking worlds close to the galactic core.

Each swarm acts very differently, and in this can be seen one of the Tyranids' greatest strengths. They adapt and spawn new generations at an alarming rate, far faster than any other species can ever match. New tactics, creatures and weapons are encountered in every campaign as the Tyranids change their approach, countering enemy strengths and exploiting their weaknesses.



THE HIVE MIND

Tyranids are able to adapt and coordinate in this fashion due to a unique psychic potential. Every Tyranid is linked to all other Tyranids of its swarm, creating a gestalt consciousness known as the Hive Mind. The Hive Mind is not a thinking entity in its own right; it is not capable of small, conscious thought like a human. It is an agglomeration of instinct and racial imperatives, a psychic embodiment of the Tyranids' function to devour and destroy. Bound together by this common psychic bond, smaller Tyranid creatures are effectively mindless, utterly subservient to the needs of the Hive Mind. They are without emotion, a cloud of biomechanical weapons with no purpose other than to kill and consume.

Certain larger Tyranid creatures have more autonomy and higher brain functions. These 'synapse' creatures act as nodal focus points for the Hive Mind. The presence of synapse creatures strengthens the Hive Mind's grip on a swarm; they not only quell the natural instincts of the creatures around them but also redirect their psychic potential back to the Hive Mind in a two-way process. Creatures known as Hive Tyrants and Norn Queens, and to a lesser extent Tyranid Warriors and other creatures, are essential for the swarms to operate efficiently. Without the influence of the Hive Mind directed by the synapse beasts, the lesser Tyranid organisms revert to genetically instinctive behaviour of feeding and self-preservation.

THE GENESTEALERS

Though the all-devouring Tyranid Hive Fleets are considered a new phenomena, the Tyranid presence in the galaxy is far older than any know. Seeding swarms and infiltration creatures have made their way to the worlds of the Imperium for thousands of years. They have travelled ahead of the gigantic living spaceships and their monstrous cargoes, paving the way for invasion.

One such 'vanguard' organism is the Genestealer. In the Hive swarms, these creatures are fast-moving, deadly shock troops, but they have a far more insidious role to play in the wider war. Genestealers have been invading the galaxy for an unknown length of time. At first it was believed they were a species native to the moon of Ymgarl, and only since the coming of the Hive Fleets has the connection to the Tyranids been made.

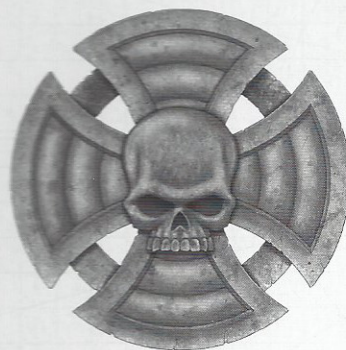
The Genestealers' threat comes from their horrific reproductive cycle. They do not produce young like other creatures, but instead insert their genetic material into a host victim by means of a tube-like tongue called an ovipositor. This is inert of itself, but will combine with the host so that its offspring are born as horrific

hybrid creatures. During and after infection, the host's consciousness is suppressed by a localised version of the Hive Mind, psychically mesmerised to care for its disgusting children.

The hybrid will grow quickly and infect other hosts, which in turn will give birth to hybrids increasingly like the hosts. A fourth generation Genestealer hybrid is almost identical to the host species at first glance, though close examination will reveal physical deformities derived from its Genestealer parent. Able to act almost as normal in the host society, these hybrids lure, kidnap or otherwise provide more hosts for the growing Genestealer brood. The fifth generation of a Genestealer is a 'purestrain'; a fully functioning, unaltered Genestealer. Thus the cycle begins again.

Over years and decades, Genestealer infection will spread through a society, the brood increasing in size and power. The Genestealers have an interlinking telepathy similar to the greater Hive Mind. When a Tyranid swarm draws within a few hundred light years of an infected world, a subliminal reaction is triggered in the Genestealer's Brood Mind. This goads the Genestealers into a frenzy of activity, breeding and killing, destabilising the society in which they were hidden. At the same time the Brood Mind acts as a naturally occurring psychic beacon for the swarm, which will instinctively head towards areas that the Genestealers have infected.

In this way the Genestealers natural survival instincts and psychic powers serve to pave the way for Tyranid invasion. It is unlikely that the Hive Mind plans this, at least not in the way a human being can understand, but the result is that the defences of the planet will be in disarray when the Hive Fleet arrives. Almost inevitably, everything on the planet will be devoured, the Genestealers recombined with the hive fleet along with the organic matter of those they infected. Another world will die and the Tyranids will move on to their next victim.



HEROES OF THE IMPERIUM



Brother Valencio



Sergeant Lorenzo



Brother Goriel



Brother Zael



Brother Claudio



Brother Deino



Brother Omnio



Sergeant Gideon



Brother Leon



Brother Noctis



Brother Scipio