

# SPACE HULK

**BRINGER OF  
SORROW**



# INTRODUCTION

**The Bringer of Sorrow is a campaign for Space Hulk that introduces the Deathwing of the Dark Angels Chapter and rules for using them in games of Space Hulk. With the rules in this book you will be able to field new models such as the Deathwing Champion and Deathwing Apothecary, and new weapons such as the plasma cannon and halberd of Caliban.**

The missions in this book describe pivotal moments in the Deathwing's campaign against the Genestealers. As well as describing what happened upon the *Bringer of Sorrow*, the missions provide all the game information you need to refight these key battles using the rules found in the Space Hulk Rulebook.

The missions in the Bringer of Sorrow can be played either as a series of separate games or linked together to form the Bringer of Sorrow campaign. In the campaign, you play through each mission and record the result, adjusting the next mission with the rules given in its background. In this way, the missions build up to form an overall story.

If you are playing the Bringer of Sorrow campaign, then the Deathwing player must win the final mission to win the campaign. In addition, if the Deathwing player also wins the first two missions they will have enough time to muster a serious defence against the tendrils of Hive Fleet Moloch. The Genestealer player wins the campaign if they win the third mission, but they can greatly increase their chances of doing so if they win either of the first two.



# THE BRINGER OF SORROW

In 747.M41, the hive world Corinthe came under threat from two distinct sources when the inexorable approach of a tendrill of Hive Fleet Moloch coincided with the sudden appearance of a colossal space hulk. Dubbed the *Bringer of Sorrow*, the craft was a massive amalgam of ships both Imperial and xenos in origin, fused with asteroids and other debris by the unfathomable eddies of the Warp. Preliminary scans showed that the hulk was infested with swarms of Genestealers, which were put forward as a possible reason for the Tyranid fleet's sudden interest in the system. Knowing that the system's local Astra Militarum forces and meagre Navy were no match for the impending threat, the planetary governor made a series of increasingly desperate cries for aid. Eventually, a response came from the Dark Angels Strike Cruiser *Vengeful Blade*, commanded by Master Annas of the 4th Company. The *Blade* translated in-system mere weeks before the forerunners of the hive fleet reached Corinthe.

Captain Annas considered his position. The Tyranid fleet was clearly the greater threat, but the *Bringer of Sorrow* could not be allowed to pass unhindered, especially considering its deadly cargo. Stopping it was no easy task, however; it would take more firepower than even the *Vengeful Blade* could muster to destroy the space hulk, and there was no time for a protracted cleanse mission. Then, thanks to detailed scrying of sensorium data by the Techmarines under Annas' command, a new option became apparent.

One of the ships that made up the hulk's buckled mass was an ancient Avenger class Grand Cruiser, and against all odds its mighty plasma drives still registered as active. If it could be rigged to overload, the resultant detonation would annihilate the hulk. It would be a risky, almost suicidal mission, and more information would have to be gathered first, but if the Dark Angels acted swiftly they could destroy the hulk within a matter of hours rather than days. The few squads of Deathwing Terminators aboard the *Vengeful Blade* donned their armour, checked their weapons and prepared to board the *Bringer of Sorrow*. As the boarding torpedoes powered across the void, auspex scans showed that the first Tyranid ships were just outside the system. Speed was of the essence, and the Dark Angels could not afford to fail.



# SPACE HULK

## DARK ANGELS MISSIONS



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## MISSION

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Sergeant Gabriel volunteered to lead the assault. He and the Deathwing under his command would need to fight past scores of Genestealers in the hope of making safe passage for the C.A.T., before forming a perimeter to prevent more of the aliens from making a counter-attack. A veteran of hundreds of campaigns against these foes, Gabriel knew full well how dangerous his opponents were, and that there would be no time to waste.



## 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 Deathwing Champion armed with halberd of Caliban, a Space Marine armed with plasma cannon and power fist, a Deathwing Apothecary armed with storm bolter and narthecium and a Deathwing Banner Bearer armed with storm bolter and power fist and carrying a revered banner. Squad 2 consists of a Sergeant armed with storm bolter and power sword, a Space Marine armed with assault cannon and power fist, a Space Marine armed with storm bolter and chainfist and two 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. At the start of the game, the C.A.T. is carried by one of the Space Marines in either squad. One boarding torpedo, chosen by the Space Marine player, arrives

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torpedo, chosen by the Space Marine player, arrives at the start of the first turn. The other boarding torpedo arrives at the start of the second turn.

**Genestealers:** The Genestealer player starts the mission with three blips – one in each of the rooms marked on the map. The Genestealer player receives two reinforcement blips per turn. Blips may enter play at any entry area.

### SPECIAL RULES

**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

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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.

**The C.A.T.:** The C.A.T. is an object (see page 18 of the Space Hulk Rulebook). Place the C.A.T. in the



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**The C.A.T.:** The C.A.T. is an object (see page 18 of the Space Hulk 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.

**Establishing the Perimeter:** Space Marines can exit the playing area by moving off either of the

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**Establishing the Perimeter:** Space Marines can exit the playing area by moving off either of the perimeter exit points shown on the map.

**The Bulkhead:** Use a door to represent the bulkhead. A Space Marine can open the bulkhead by spending 1 AP. It cannot be opened or closed by Genestealers, or destroyed by shooting or close assault. Once the Bulkhead has been opened, a Space Marine carrying the C.A.T. can exit the playing area by moving off the bulkhead exit point.

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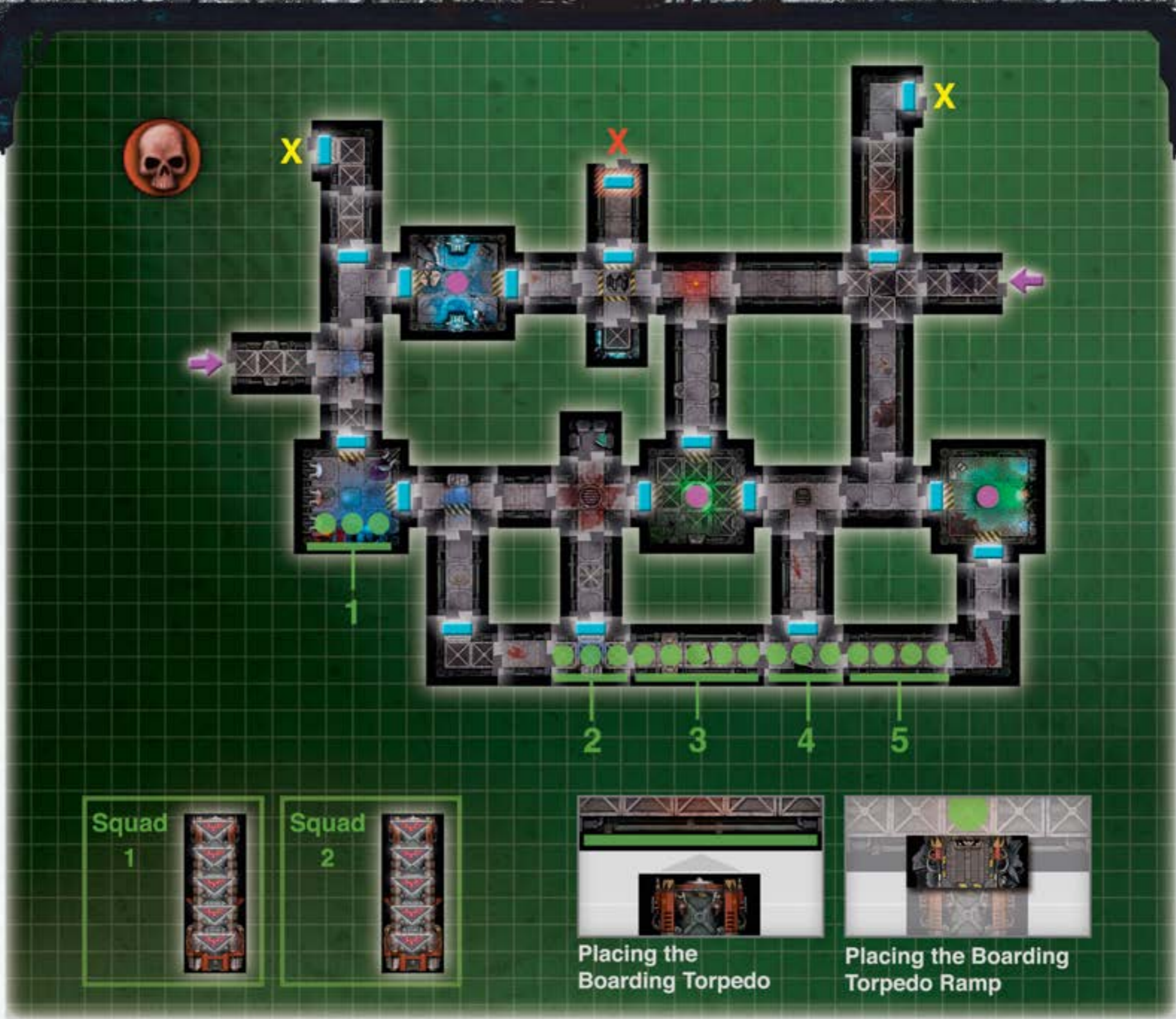
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### VICTORY

The Space Marine player wins by carrying the C.A.T. off the bulkhead exit point and moving at least one other model off one of the perimeter exit points. Otherwise, the Genestealer player wins.



Squad  
1

Squad  
2



Placing the Boarding Torpedo



Placing the Boarding Torpedo Ramp

## MISSION

# KNOWLEDGE IS POWER

Having advanced through the twisted corridors seemingly unnoticed by the Genestealers, the C.A.T. eventually located the master controls of the ship's reactor core. Unfortunately, the radiation leaking from the *Bringer of Sorrow's* unstable plasma coils damaged the ion-shielded C.A.T., which began to move and act in an increasingly erratic manner. Worse, it failed to respond to the repeated directives that ordered it to exload its gathered data. The Deathwing would need to hunt down the rogue scout so that they could manually transmit the data held in its storage banks.

Squads Gabriel and Zadakiel, still closest to the site of the C.A.T.'s last transmission, were ordered to move in. There was no doubt that the area would be crawling with foul Genestealers, but with no other way to discover the location of the master controls, there was little choice. Moving in from the perimeter, the Deathwing advanced with the Litanies of Hatred upon their lips, intent that only death would prevent them from completing their mission.

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### SPECIAL RULES

**The C.A.T. Arrives:** At the end of the fourth turn, roll a dice and place the C.A.T. on the C.A.T. entry square that corresponds to the dice result. If you are playing as part of a campaign and the Space Marine player lost Mission 1, roll two dice instead of one; the Genestealer player then chooses which result will determine the C.A.T.'s entry square.

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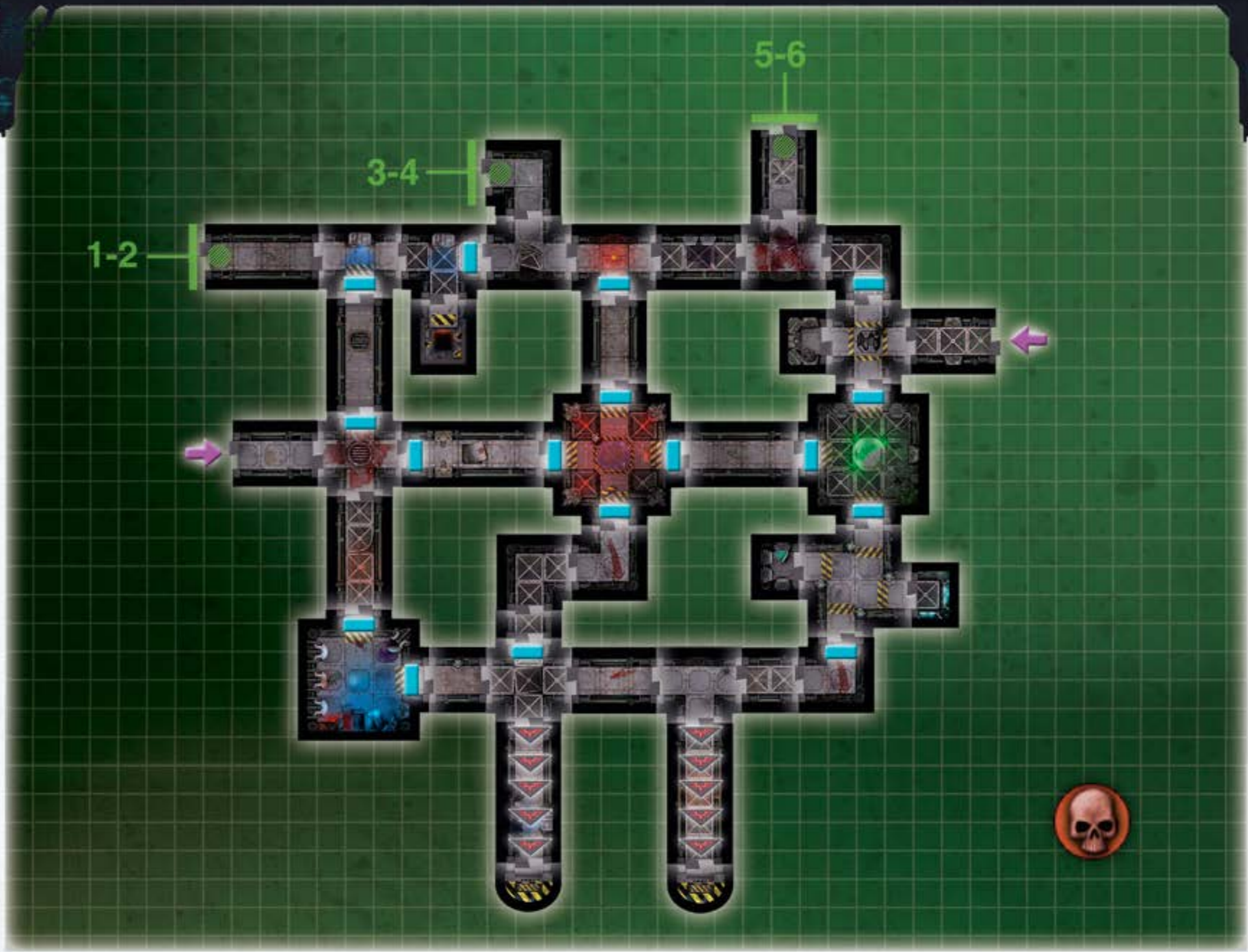
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**Data Upload:** A Space Marine carrying the C.A.T. can spend 4 APs to transmit its stored data.

### VICTORY

The Space Marine player wins by transmitting the data stored on the C.A.T. The Genestealer player wins by killing all the Space Marines before they achieve this.





## MISSION

# III DEATHBRINGER

The data recovered from the C.A.T. revealed the location of the main control panel near the warped vessel's reactor core. Now all that remained was to shut down the failsafes, trigger a reactor overload and destroy the hulk in the ensuing plasma cascade. However, such a massive detonation would eradicate any Terminators who couldn't get clear in time, meaning that the squads sent in might still give their lives even if their mission was a success.

It became apparent that the C.A.T. had not moved far from the control panel, which was only a short distance from where Gabriel and Zadakiel now stood. With no time to resupply or repair their damaged armour, the Deathwing advanced towards the control room, knowing that this could well be their final chance to serve the Emperor. Gabriel recited the Rites of Absolution over the vox-net as they strode onward, vowing that each of their names would be remembered for their actions this day.



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If you are playing this mission as part of a campaign and the Space Marine player lost Mission 2, remove one Space Marine from each squad (Space Marine player's choice): these brave warriors were killed by

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If you are playing this mission as part of a campaign and the Space Marine player lost Mission 2, remove one Space Marine from each squad (Space Marine player's choice); these brave warriors were killed by the Genestealers during the search for the control panel's location.

**Genestealers:** The Genestealer player starts the mission with two blips in the room containing the reactor control panel and one blip in each other room (for a total of five blips), then receives two reinforcement blips per turn which may enter play at any entry area.

## SPECIAL RULES

**Reactor Overload:** To overload the reactor, a Space Marine must stand in the reactor control panel square, facing the wall, and spend 4 APs to shut down the failsafes and trigger a reactor overload.

**The Belly of the Beast:** At the end of the Genestealer player's third, sixth, ninth and twelfth turns, the

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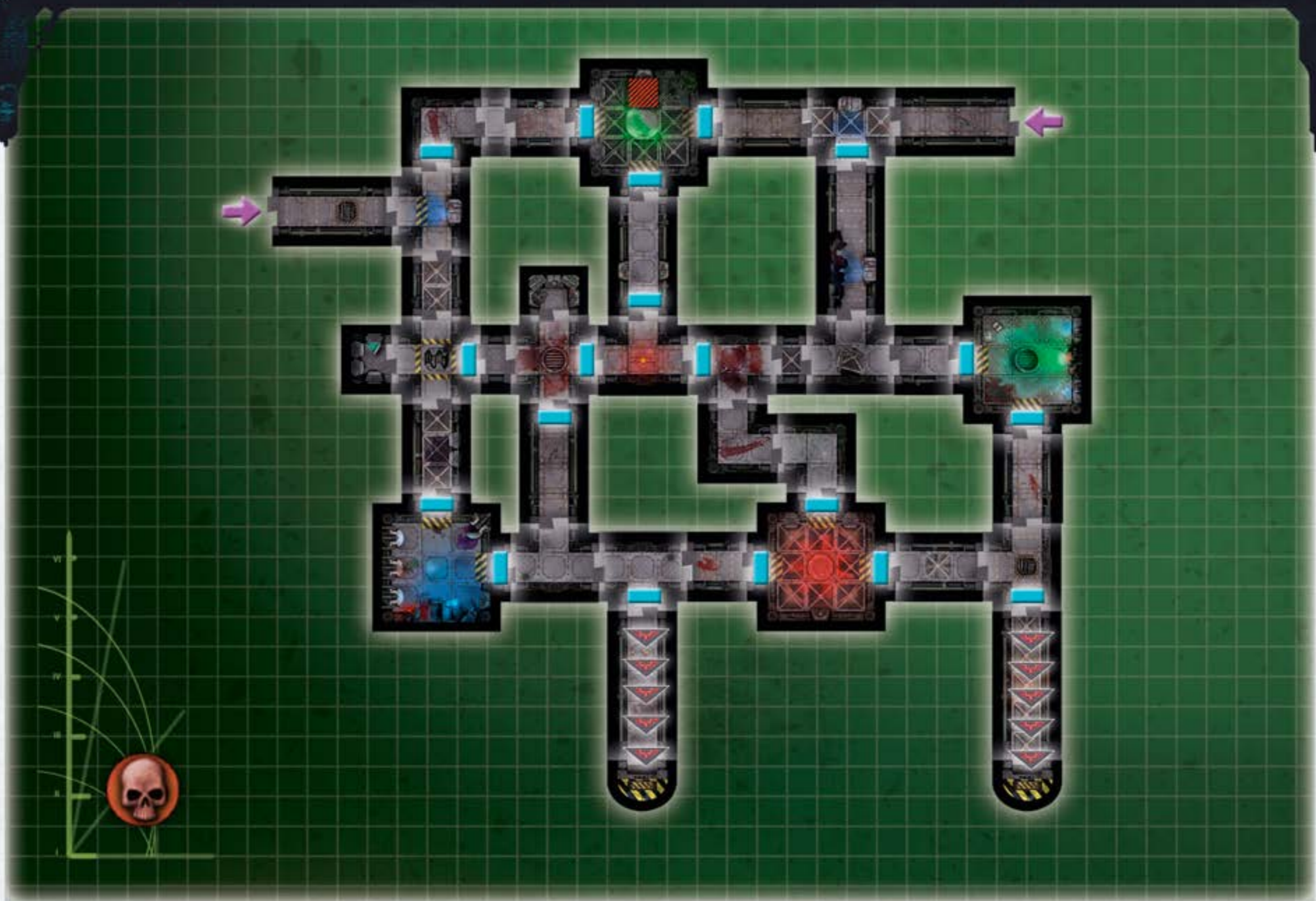
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**The Belly of the Beast:** At the end of the Genestealer player's third, sixth, ninth and twelfth turns, the Genestealer player must place a breach counter on an empty square anywhere on the board, other than the room containing the reactor control panel. Each breach counter is a new entry point. When entering play through a breach counter, a blip or Genestealer moves onto the breach counter's square by expending 3 APs. From then on they are part of play and move and fight as normal. Up to one blip and up to one revealed Genestealer can lurk at a breach counter entry point, and are forced to lurk for a turn if there is a Space Marine six or fewer squares away at the start of the Genestealer phase as normal.

**VICTORY**

The Space Marine player wins by triggering a reactor overload. The Genestealer player wins by killing all the Space Marines before they achieve this.



# REFERENCE

This section is a useful reference for when you are using the fearsome Deathwing in your games of Space Hulk.

## ADDITIONAL SPACE MARINE ACTIONS

Fire plasma cannon	2 Action Points
Fire cyclone missile launcher	1 Action Point



## SHOOTING TABLE

Weapon	Range	Dice	Kill	Notes
Storm bolter	Unlimited*	2D6	6+	Overwatch, sustained fire, jam
Heavy flamer	12	1D6	2+	Area effect, persistent, 6 shots
Assault cannon	Unlimited*	3D6	5+	Overwatch, 10 shots, reload, sustained fire
Plasma cannon	Unlimited	1D6	2+	Area effect, overheat
Cyclone missile launcher	Unlimited	2D6	3+/5+**	6 shots, krak or frag

\* Range is 12 squares when on overwatch

\*\* When firing a frag warhead, the cyclone missile launcher kills on a 5+ instead of a 3+, but affects entire board sections.

**DEATHWING CLOSE ASSAULT****Model****Assault Dice****Notes**

Space Marine with power fist or chainfist

1D6

-

Space Marine with lightning claws

2D6+1

-

Space Marine with thunder hammer &amp; storm shield

1D6+1

Block

Sergeant with power sword

1D6+1

Parry

Sergeant with lightning claws

2D6+2

-

Sergeant with thunder hammer &amp; storm shield

1D6+2

Block

Deathwing Apothecary

1D6

Loses ties

Deathwing Banner Bearer

1D6

Wins ties (area effect)

Deathwing Champion with halberd of Caliban

1D6+3

-

Knight Master with flail of the Unforgiven &amp; storm shield

2D6+2

Block

Deathwing Knight with mace of absolution &amp; storm shield

1D6+2

Block



# MISSION STATUS DISPLAY

This is your digital Mission Status Display. It keeps track of how your game is progressing and works in the same way as its cardboard counterpart. It records how much ammunition each weapon has remaining, the number of command points you have used and how many psi points you have remaining.

## MISSION STATUS DISPLAY KEY

### 1. Command Points:

Tap the command point icon to indicate that 1 command point has been used.

2. This shows the total number of command points the Space Marine player has used.

### 3. Undo Last Move Buttons:

These buttons undo the last move for that particular action.

### 4. Assault Cannon Reload:

Press the reload button to indicate that the weapon has been reloaded.

### 5. Assault Cannon:

Tap the assault cannon to indicate a shot has been taken. The ammunition indicators below will deplete after each



Tap "Launch Mission" to use Interactive Mission Status Display

# SPACE HULK

## DARK ANGELS RULES





# DEATHWING TERMINATORS IN SPACE HULK

Here you will find the rules for using the unique weaponry available to the Deathwing.

## USING DEATHWING TERMINATORS IN SPACE HULK

This section describes the additional rules that are required to use Deathwing Terminators in your games of Space Hulk. They include details for using Deathwing models such as Deathwing Knights and Apothecaries, as well as providing rules for using weapons unique to the Deathwing's armoury, such as the plasma cannon and halberd of Caliban.

You will notice that the bases provided in the Deathwing Terminator box set are slightly larger than the squares used in Space Hulk. It is perfectly fine for these bases to overlap the squares, or even each other, just so long as both players are clear about which square each Space Marine is in and in which direction it is facing. If you are using your Dark Angels Terminators exclusively for games of Space Hulk, you may want to consider creating bespoke scenic bases for your miniatures.

## PLASMA CANNON

*Plasma cannons fire searing pulses of energy that vaporise anything caught in the blast. They are ancient and temperamental weapons though, prone to catastrophic malfunctions as they overheat.*

It costs 2 APs for a Space Marine to fire a plasma cannon. This cannot be combined with any other action. There is no maximum range when firing a plasma cannon and it can target any visible Genestealer, door or empty square, even if the Genestealer, door or empty square is in a section occupied by a Space Marine.

## PLASMA CANNON AREA EFFECT

Plasma cannons affect entire board sections, be they a single section of corridor one square long or an entire room. When a plasma cannon shoots at a square, door or model, roll a dice for each model, blip or door in the section (if any); the piece is destroyed on a roll of 2 or higher. You can fire more than once at a section if desired.

### **PLASMA CANNON OVERHEAT**

Plasma cannons generate enormous amounts of heat when fired, and have been known to explode in the midst of battle. Keep a note of how many shots are fired by each Space Marine with a plasma cannon during each turn. There is no danger if a plasma cannon is fired only once, but if a plasma cannon is fired more than once during the same turn there is a chance that a critical overheat will occur. In the Mission Status phase of each turn, the Genestealer player must roll a dice for each Space Marine that fired a plasma cannon. If the number of shots fired by that Space Marine during this Turn was greater than this dice result, the plasma cannon explodes and the Space Marine equipped with it is killed. In addition, the Space Marine player must roll a dice for each model, blip or door on the same board section as the plasma cannon; that model, blip or door is destroyed on a roll of 4 or more.

Unless one of your Space Marines is equipped with a heavy flamer or cyclone missile launcher, we recommend using the flamer counters provided with Space Hulk to help keep track of how many times the plasma cannon has fired each turn, but you could use any other spare counters you have to hand.

### **PLASMA CANNONS AND DOORS**

Although doors can be destroyed by plasma cannon fire, they still offer a measure of protection. Plasma cannons cannot shoot through closed doors. If a section which takes a plasma cannon hit has any closed doors, then the squares beyond the doors are unaffected by that shot, even if the door is destroyed as a result of the shot.

### **PLASMA CANNONS AND THE BROODLORD**

Broodlords are notoriously hard to kill with shooting attacks. As with the heavy flamer, a plasma cannon can only inflict one hit on a model, meaning that it cannot harm a Broodlord.

### **CYCLONE MISSILE LAUNCHER**

*A cyclone missile launcher system is fitted to the carapace of Terminator armour to provide heavy fire support. Able to fire missiles with either anti-infantry or anti-armour warheads, it is able to engage all manner of foes.*

It costs 1 AP for a Space Marine to fire a cyclone missile launcher. This cannot be combined with any other action. There is no maximum range when firing a cyclone missile launcher.



### **CYCLONE MISSILE LAUNCHER AMMUNITION**

A cyclone missile launcher can shoot two different kinds of warheads, krak or frag. A Space Marine with a cyclone missile launcher can choose which type of warhead to shoot each time the cyclone missile launcher is fired, but it only has enough missiles to fire six times in total. Once all six shots have been fired the cyclone missile launcher may no longer shoot – unless one of your Space Marines is equipped with a heavy flamer, we recommend using the six flamer counters provided with Space Hulk to help keep track of ammunition expenditure.

### **KRAK WARHEAD**

When firing a krak warhead, a cyclone missile launcher can target any visible Genestealer or door. Roll 2 dice to resolve the effect of the shooting action. If either dice scores a 3 or higher the target is destroyed.

### **FRAG WARHEAD**

When firing a frag warhead, a cyclone missile launcher can target any visible Genestealer, door or empty square, even if the Genestealer, door or empty square is in a section occupied by a Space Marine. Frag warheads will affect entire board sections, be they a single section of corridor one square long or an entire room. When a cyclone missile launcher shoots a frag warhead at a square, door or model, roll two dice for each model, blip or door in the section (if any); the piece is destroyed if either roll is 5 or higher. You can fire more than once at a section if desired.

### **FRAG WARHEADS AND DOORS**

Although doors can be destroyed by cyclone missile launcher fire, they still offer a measure of protection. Frag warheads cannot shoot through closed doors. If a section which takes a frag warhead hit has any closed doors, then the squares beyond the doors are unaffected by that shot, even if the door is destroyed as a result of the shot.

### **HALBERD OF CALIBAN**

*Named after the Dark Angels' homeworld, a halberd of Caliban is a massive and deadly weapon wielded in battle by the Deathwing's Company Champion.*

A Space Marine armed with a halberd of Caliban receives a +2 modifier to his close assault dice roll against models to his front. This means that a Company Champion with a halberd of Caliban receives a +3 modifier against models to his front (+1 for being a Company Champion, and +2 for having a halberd of Caliban).



## MACE OF ABSOLUTION

*Bespiked, glowing with power and emanating an eerie mist from their vents, these ominous weapons are employed by Deathwing Knights to lethal effect.*

A Space Marine armed with a mace of absolution receives a +1 modifier to his close assault dice roll against models to his front. This means that a Deathwing Knight with a mace of absolution receives a +2 modifier against models to his front (+1 for being a combat veteran, and +1 for having a mace of absolution).

Maces of absolution are wielded by Deathwing Knights, who are not used in the Bringer of Sorrow campaign. You can use them when creating your own missions as part of the Space Marine Force, as described in the Deathwing Custom Missions rules.

## FLAIL OF THE UNFORGIVEN

*The leaders of the Deathwing Knights eschew the maces of their fellows in favour of brutal flails.*

A Space Marine armed with a flail of the Unforgiven fighting a close assault to his front rolls two dice and adds 1 to the result of the highest dice. This means that a Knight Master with a flail of the Unforgiven rolls two dice, and adds 2 to the result of the highest dice (two dice +1 for having a flail of the Unforgiven, and a further +1 for being a combat veteran).

Flails of the Unforgiven are wielded by Deathwing Masters, who are not used in the Bringer of Sorrow campaign. You can use them when creating your own missions as part of the Space Marine Force, as described in the Deathwing Custom Missions rules.



# DEATHWING MODELS

Here you will find the rules for using the unique models available to the Deathwing.

## DEATHWING CHAMPION

The Deathwing's Company Champion is one of the most accomplished and veteran warriors in the entire Dark Angels Chapter. The instructions for a mission will tell you if a Deathwing Champion is part of the Space Marine force.

### COMBAT VETERAN

Deathwing Champions are highly experienced combat veterans. To represent this they add +1 to the dice in a close assault fought to the front in the same manner as a Space Marine Sergeant.

## DEATHWING STANDARD BEARER

Deathwing standard bearers carry one of the Dark Angels revered banners into battle, inspiring those battle-brothers who fight beneath them to greater feats of heroism. The instructions for a mission will tell you if a Deathwing Standard Bearer is part of the Space Marine force.



### REVERED BANNER

These banners are holy relics of the Dark Angels, resonant with honours of heroism. A Deathwing Standard Bearer, and all other Space Marines in the same section as the Deathwing Standard Bearer, fight all the harder because of the revered banner's presence. When resolving a close assault in a section which contains a revered banner, the Space Marine side wins the close assault if the scores are tied.

## DEATHWING KNIGHTS

In the stratified circles of the of the Dark Angels, the Deathwing Knights are the pinnacle within an elite. The Bringer of Sorrow campaign does not use Deathwing Knights, but you can use them when creating your own missions as part of the Space Marine force, as described in the Deathwing Custom Missions rules.

### COMBAT VETERAN

Deathwing Knights are highly experienced combat veterans. To represent this they add +1 to the dice in a close assault fought to the front in the same manner as a Space Marine Sergeant.

## **KNIGHT MASTER**

The Deathwing Knights are led into battle by Knight Masters, the most fearsome and respected of their number. The Bringer of Sorrow campaign does not use Deathwing Masters, but you can use them when creating your own missions as part of the Space Marine force, as described in the Deathwing Custom Missions rules.

### **COMBAT VETERAN**

Knight Masters are highly experienced combat veterans. To represent this they add +1 to the dice in a close assault fought to the front in the same manner as a Space Marine Sergeant.

### **INNER CIRCLE COMMANDERS**

Knight Masters have commanded their warriors in hundreds of battles and are accustomed to issuing orders that will be followed without question. To represent this, during the command phase, a Knight Master counts as a Space Marine Sergeant for the purposes of choosing to return a command counter to the container and drawing a replacement counter.

## **DEATHWING APOTHECARY**

Deathwing Apothecaries are combat medics trained and equipped to tend battlefield aid to injured battle-brothers. The instructions for a mission will tell you if a Deathwing Apothecary is part of the Space Marine force.

## **NARTHECIUM**

The narthecium is used by Apothecaries to dispense emergency medical aid, including complex trauma surgery, to the wounded. The Space Marine player can use the narthecium each time a Space Marine loses a close assault, so long as that Space Marine is within one square of the Deathwing Apothecary and is in one of the Deathwing Apothecary's three forward squares (even if that square is 'around a corner'). To use the narthecium, the Space Marine player rolls a dice; on a 1, 2 or 3 the narthecium has failed to revive the Space Marine and the Space Marine is removed as normal. On a 4, 5 or 6, however, the narthecium has successfully healed the Space Marine; that Space Marine disregards the hit that killed him, but loses his overwatch status (if he is in overwatch) for being attacked.

### **APOTHECARIES IN CLOSE ASSAULTS**

Space Marine Apothecaries carry a narthecium into battle in place of a power fist, making them more vulnerable in a close assault. When resolving a close assault involving a Deathwing Apothecary, the Genestealer side wins the close assault if the scores are tied, unless the Deathwing Apothecary is in the same section as a Deathwing Standard Bearer, in which case neither side wins, and no damage is done to either participant.

# SPACE HULK

## THE DARK ANGELS



# THE FIRST LEGION

**The Dark Angels were the first Legion of Space Marines, genetically modified superhuman warriors created by the Emperor himself. Since fighting at the forefront of the Great Crusade, at the dawn of the Age of the Imperium, the Dark Angels have battled against Mankind's most terrible enemies. Now, over ten thousand years later, the Dark Angels still heroically serve Mankind.**

The Dark Angels are dreaded by their enemies and held in awe by those they protect. Yet despite their unsurpassed battle record, the Dark Angels are not embraced by those whom they serve. It does not take the heightened awareness of an empath to sense the brooding obsession that coils around the Chapter. They bear an unsettling mien and are forever enshrouded by myths and insinuations.

It is no surprise that there are rumours about the Dark Angels, for they are an inscrutable Chapter, cloistered within their mysterious fortress monastery upon the asteroid known as 'The Rock'. They emerge to answer the call of battle, arriving unlooked-for on battlefields across the expanse of the Imperium. They call no planet home, but crisscross the stars following a mysterious path known only to themselves.

Those who serve alongside the Dark Angels find them taciturn, wholly absorbed by their archaic battle rites, as if purposefully detaching themselves from those they fight to

protect. In them there is a brotherhood and a solemnity unmatched by even the grimmest of their fellow Space Marine Chapters. Of their own agenda, the Dark Angels remain quiet as the grave. Upon completion of a mission, they disappear with the same unexpected swiftness that marked their arrival, heedless of the unease they have spread and uncaring of the rumours whispered in their wake.





## THE DEATHWING

The Deathwing is the 1st Company of the Dark Angels and they rank amongst the greatest of all fighting units within the Imperium. Across the cosmos, there are hundreds of planets where legends are told, tales of the bone white Terminators of the Deathwing performing some epic deed. The Dark Angels' 1st Company is made up of elite veterans entirely outfitted in Terminator armour, a luxury few Space Marine Chapters can match. Terminators are sent on the most desperate missions: boarding infested space hulks, crossing no-man's land, or attacking the most horrific enemies.

Initiation into the Deathwing is not simply recognition bestowed upon the Chapter's best warriors – it is also a commencement into the first level of the hidden order of the Dark Angels. Upon entering the Deathwing, a Dark Angel learns some of the Chapter's sinister secrets. This epiphany brings him a fuller understanding of the Chapter's apocryphal stories and sets out the truth behind their more mysterious missions, and their desperate battle for redemption.

The bulk of the 1st Company is composed of Terminator Squads, indefatigable warriors who blast apart their enemies with storm bolters while advancing into assault range. Deathwing Terminators bear a mix of weaponry, for both long-ranged and close combat orientated roles. They live up to their name, arriving like a sword stroke to deliver the deathblow. The highest-ranking members of the Dark

Angels' Inner Circle are also sometimes accompanied by a Command Squad from the 1st Company. Such a hand-picked formation of the most veteran Deathwing Terminators makes a formidable unit, ideal for a bodyguard. They can be equipped for any role and often include specialists such as standard bearers, Apothecaries or even the Company's Champion. When a member of the Deathwing is deemed worthy, he is brought into the Chamber of Judgements to face a series of challenges, each individualised to test his strength, resolve and loyalty to the Chapter past any breaking point. Should he prevail, the warrior is granted the title of Knight and passes beneath the shadowed arch. In the stratified circles of the Dark Angels, the Deathwing Knights are the pinnacle within an elite – only the Masters are of greater rank within the Chapter, and they are chosen only from within the stern order of Knights.



# SPACE HULK

## CUSTOM MISSIONS



# CREATING YOUR OWN MISSIONS

**This section provides you with a guide for creating your own Space Hulk missions using Dark Angels Terminators. Designing missions is a lot of fun, and with a bit of practice you'll soon be coming up with games that are every bit as good as the ones in the Bringer of Sorrow campaign or the Space Hulk Missions book. All you need to do is go through the steps described below. Before going through the process step-by-step, though, we must introduce a new rule...**

## THE CUSTOM RULE

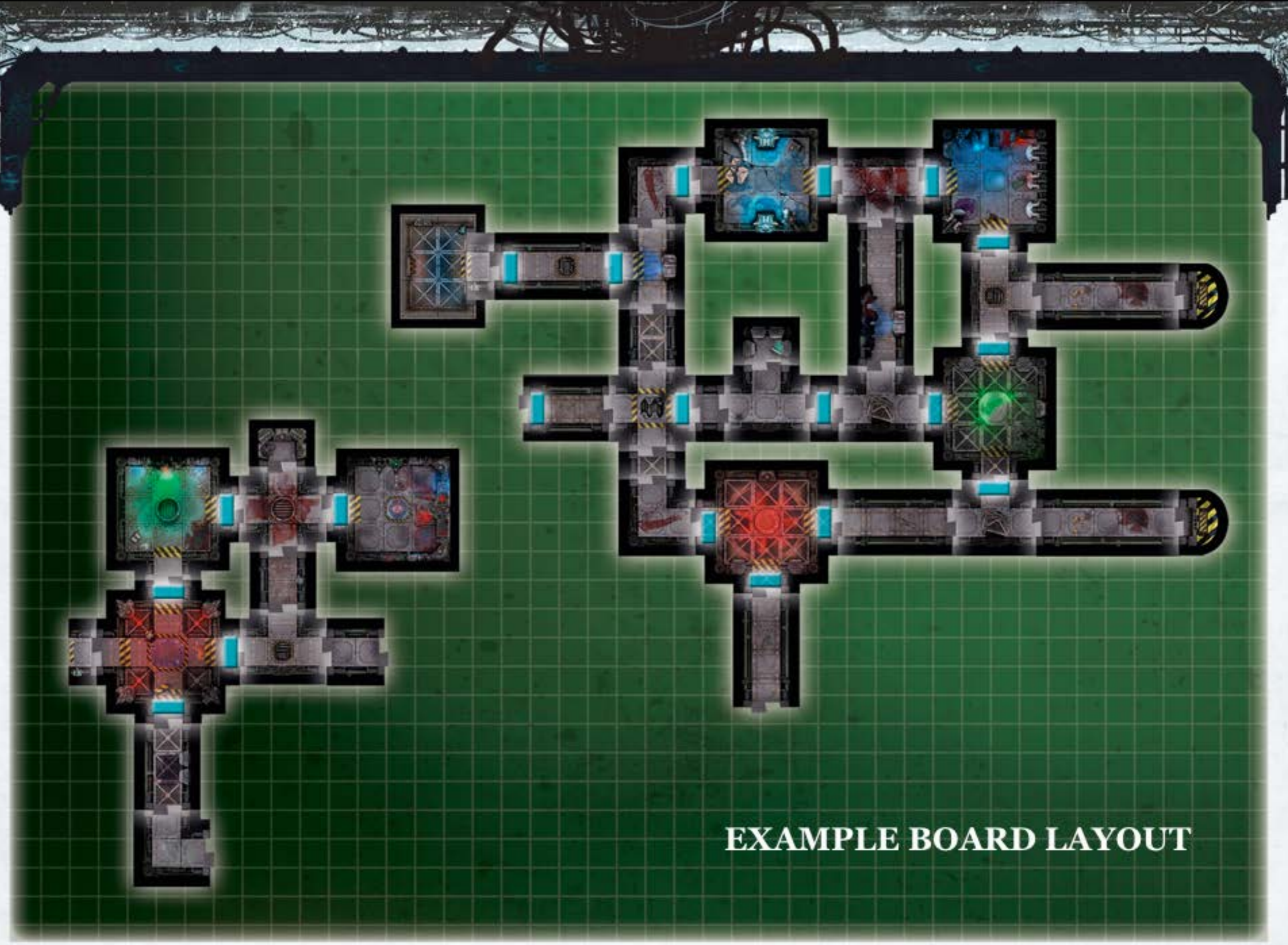
There is only one hard and fast rule when it comes to making your own missions. This rule stipulates that, when playing a mission you have designed yourself, the opposing player always gets to pick which side they will play. This will ensure you make a scenario that is as balanced as possible.

## STEP ONE – MAP

The first step you will need to carry out is to design the map for the mission. In order to do this you will need the board sections from your copy of Space Hulk, and either a camera or some graph paper. At this stage you will not know what the forces or the victory conditions are, but don't worry about this just now! Just lay out the board sections to create your map, and then either take a photograph of your board design or record it on graph paper so that you have a record of the layout.

Next place doors at the entrances to any rooms on the map, and then roll a dice and add additional doors in corridor sections equal to the number rolled. Record the position of the doors on your map.

Although this sounds quite simple, the devil is in the detail – in short, there's an art to designing good Space Hulk board layout, which takes some practice to get right. Because of this it's best to start off with a small layout, maybe based on one of the layouts in the Missions book. Don't get tempted to use all of the board sections – in our experience less is often more in this case. On the other hand, once you've got a bit of experience, you should feel free to design as big or as small a map as you like. You can even make a map that is on two or more levels.



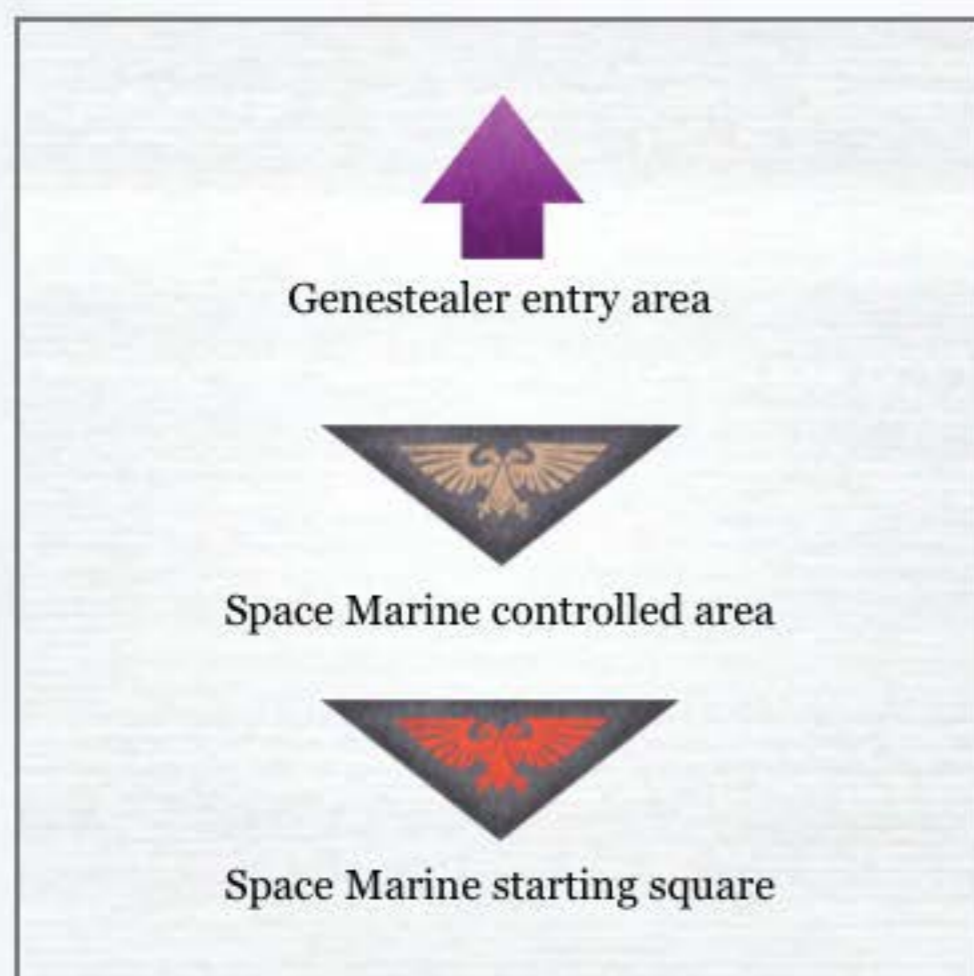
**EXAMPLE BOARD LAYOUT**

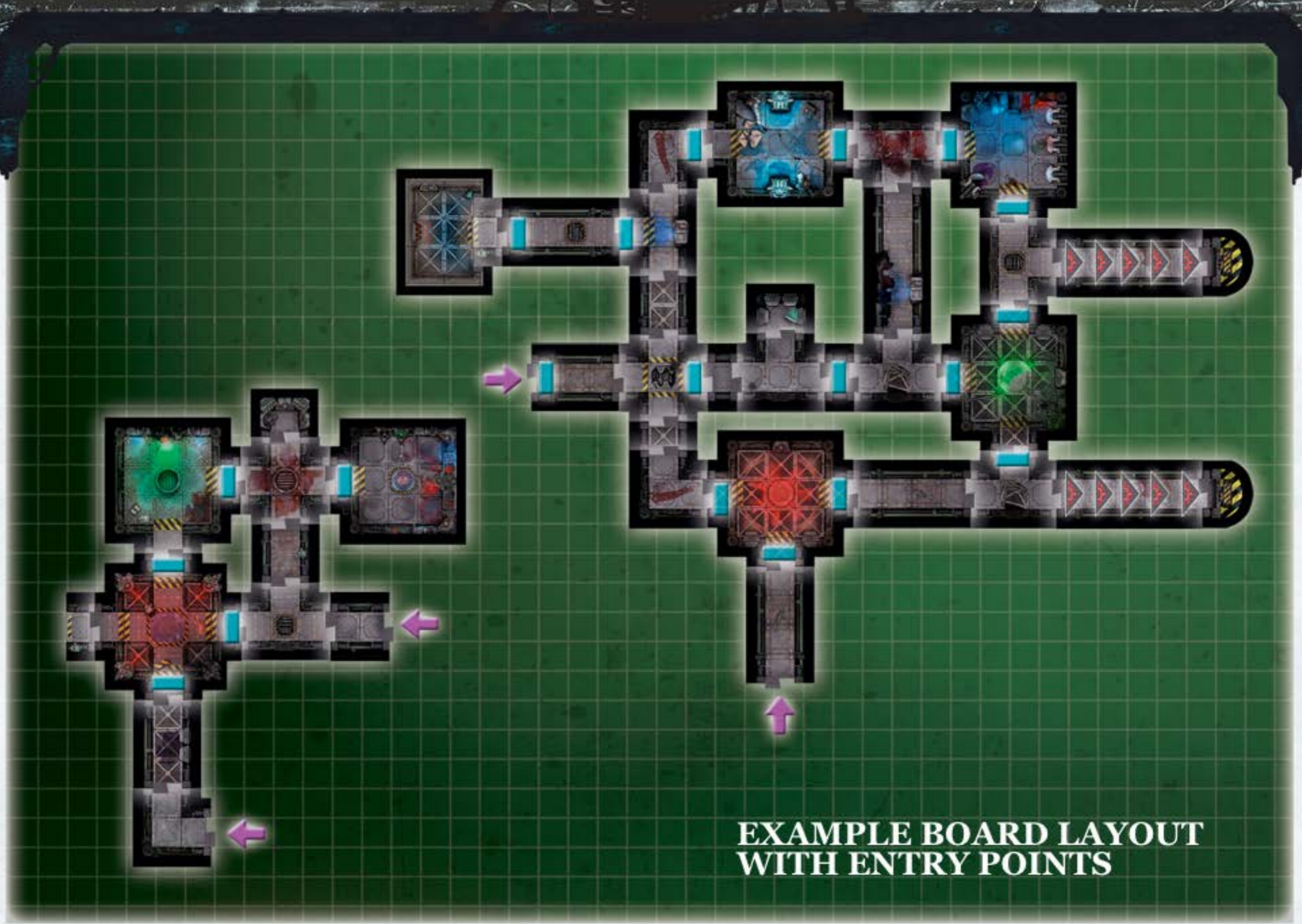
## STEP TWO – SET UP SQUARES & ENTRY AREAS

Having created your map, you must now decide on the Space Marine controlled areas, Space Marine starting squares, and the Genestealer entry areas. First of all place Space Marine controlled area markers next to any two board sections. You can place them as close together or as far apart as you desire.

Next use counters to mark ten Space Marine starting squares in the controlled areas. You can split the starting squares as you see fit, placing all ten in one controlled area, five in each, or any other combination you can think of.

Next, roll a dice, add two to the score, and place that many Genestealer entry area markers next to free entry areas round the board. If you run out of free places any remaining entry area markers are not used.





**EXAMPLE BOARD LAYOUT WITH ENTRY POINTS**

## STEP THREE – SPACE MARINE FORCE

The next step is to decide on the forces that will take part in the mission and where they can deploy or enter the board. First you must pick the Space Marine Force. To do this, select up to ten models from the list below. The Space Marine Force can consist of any combination of these models, and multiple models with the same equipment can also be chosen. You will note that each model has a points value, for example, a Space Marine with a storm bolter & power fist has a value of 2 points, whilst a Sergeant with a storm bolter & power sword has a value of 5 points. These points are used to determine the Genestealer Force in the next step.

### Space Marine Model

### Points Value

Space Marine Terminator with storm bolter & power fist	2
Space Marine Terminator with lightning claws	2
Space Marine Terminator with thunder hammer & storm shield	2
Deathwing Knight with mace of absolution & storm shield	3
Space Marine Terminator with storm bolter & chainfist	3
Deathwing Apothecary with storm bolter & narthecium	3
Deathwing Standard Bearer with storm bolter, power fist and revered banner	4
Deathwing Champion with halberd of Caliban	4
Sergeant with storm bolter & power sword	5
Sergeant with lightning claws	5
Sergeant with thunder hammer & storm shield	5
Space Marine Terminator with heavy flamer & power fist	6
Space Marine Terminator with plasma cannon & power fist	6
Space Marine Terminator with assault cannon & power fist	6
Knight Master with flail of the Unforgiven & Storm Shield	6
Space Marine with storm bolter, power fist & cyclone missile launcher	7

## STEP FOUR – GENESTEALER FORCE

To determine the Genestealer Force, add up all the points of the models on the Space Marine Force and compare it to the following table. The higher the total points value of the Space Marine Force, the greater the Genestealer Force. Record the information on your map.

### GENESTEALER FORCE TABLE

**Total cost of the  
Space Marine Force**

**Genestealer Force**

2-20	No starting blips. One reinforcement blip per turn.*
21-30	One starting blip. One reinforcement blip per turn.*
31-35	One starting blip. Two reinforcement blips per turn.
36-40	Two starting blips. Two reinforcement blips per turn.
41-45	Two starting blips. Two reinforcement blips per turn. The Genestealer player is allowed to use one Broodlord in this mission.
46+	Two starting blips. Three reinforcement blips per turn. The Genestealer player is allowed to use one Broodlord in this mission.

\*If the Space Marines have more than five models, then the 'Jammed Doors' rule applies (see below)

**Jammed Doors:** This rule is used in missions where the Genestealers receive only one reinforcement blip per turn, and the Space Marines start the mission with more than five models.

Roll a D6 whenever a model first attempts to open a door. On a roll of 1 or 2 the door is jammed shut. Jammed doors may not be opened, but can be destroyed by shooting or close assault.



## STEP FIVE – VICTORY

The final thing that needs to be done is to determine how the mission is won or lost – you will then be ready to play! To find out how victory is determined, roll a single dice and refer to the Victory Table below. The table describes what the Space Marine player needs to do in order to win. The Genestealer player wins by wiping the Space Marines out, or by forcing the Space Marine player to concede as they can no longer possibly achieve their victory conditions. Record the victory conditions on your map along with all of the other information needed for the game.

### **D6 Victory Conditions**

- 1-2 Cleanse.** At the start of the mission, before either side deploys, the Genestealer player must pick a room as the objective for the mission. The Space Marine player wins by cleansing this room. A Space Marine cleanses the room by scoring a heavy flamer hit on it, or by firing two shots from an assault cannon, plasma cannon or cyclone missile launcher (frag or krak warheads) at an empty square in the room. If the Space Marines start the mission with none of the weapons listed above, then roll again for the mission's victory conditions.
- 3-4 Escape:** At the start of the mission, before either side deploys, the Genestealer player must replace one of the Genestealer Entry Area markers with a Space Marine controlled area marker. This is the Space Marine's exit point, and the Space Marines can leave the playing area by moving off at this point. Roll the D6 again:
- 1-3: The Space Marine player must give the artefact to one of their models when they deploy. The Space Marines win if they can move the artefact off the board through the exit point. The artefact is an object as described in the Space Hulk Rulebook.
- 4-6: Roll a single dice when there are no Space Marines left in play. If the score is less than or equal to the number of Space Marines that have exited the map, then the

## STEP FIVE – VICTORY

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### D6 Victory Conditions

**4-6:** Roll a single dice when there are no Space Marines left in play. If the score is less than or equal to the number of Space Marines that have exited the map, then the Space Marine player wins.

### 5-6 Roll again:

**1-2 Exterminate:** Keep track of the number of Genestealers that are killed during the mission. The Space Marine player must kill at least six Genestealers for every Space Marine model deployed at the start of the mission (e.g., the Space Marine player must achieve a kill ratio of at least 6 to 1).

**3-4 Rescue the C.A.T.:** At the start of the mission, before either side deploys, the Genestealer player must place the C.A.T. on a square more than six spaces away from any of their entry areas. The Space Marine player wins by carrying the C.A.T. off the map into either Space Marine controlled area. See page 14 of the Space Hulk missions book for the special rules that apply to the C.A.T.

**5-6 Defend:** At the start of the mission, the Space Marine player must place the dead

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- 5-6 Defend:** At the start of the mission, the Space Marine player must place the dead Space Marine piece anywhere on the game board. See page 22 of the Space Hulk missions book for the special rules that apply to the piece. The Space Marines win as long as the dead Space Marine has not been destroyed before the mission ends. The mission ends at the end of the turn that the stack of blips runs out for the second time. The Genestealers may attack (and destroy) the dead Space Marine in the same manner as they would attack (and destroy) a door.

## DESIGNING YOUR OWN MISSIONS FROM SCRATCH

Rather than rolling randomly for things like the forces in the mission and the victory conditions, you can decide these things for yourself. Designing your own missions is pretty simple; just work your way through the steps described above, but this time decide for yourself what to use rather than rolling randomly. Don't feel constrained by the charts – if you want to include things we've not mentioned, just go ahead and do so. If you want to include power field generators or boarding torpedoes in a mission, that's completely up to you.



However, before pondering things like the board lay-out or force composition, you will need to first carry out one extra step (step zero!). In this step you must decide on a theme or background story for your mission. If you read through the missions in the Space Hulk missions book, then you'll see that they all have a background story that the rules for the mission are based upon. You don't have to come up with a written background – though it's a lot of fun to do so – but you did need to come up with a theme or story before you start. This could be as simple as 'The Space Marines must escape before the Space Hulk explodes', to a complex story involving ancient artefacts, Broodlords and special items of Space Marine equipment – it's completely up to you. As a tip, though, use a simple theme for your first mission, and build up the complexity in later missions that you design.

With the theme in mind you are free to work through the steps above, deciding as you see fit what should apply in each case. Just keep in mind that your goal is to come up with a mission that will surprise and delight the people that play it. Try to be original, and to present the players with challenges they have not faced before. By doing this, you will be able to come up with Space Hulk mission that could become a staple of your game-play for years to come.