

SPACE HULK

MISSION FILES: SPACE WOLVES



RETURN TO KALIDUS



SPACE HULK

INTRODUCTION



INTRODUCTION

Return to Kalidus is a campaign for Space Hulk that introduces Wolf Guard Terminators, the most elite warriors in the Space Wolves chapter, and rules for using them in games of Space Hulk. The missions in Return to Kalidus can be played either as a series of separate games or linked together to form the Return to Kalidus campaign.

When playing a campaign, the three missions become increasingly difficult, and in the final mission the odds are stacked against the Space Marine player. This should provide a suitable challenge, and we recommend that after completing the campaign the players switch sides and see which of them is the superior Wolf Lord!



SCION OF DARKNESS

Jorn slowly lifted the helmet away from his head. Still new to him, this ancient suit of Terminator armour had been treasured by successive battle-brothers of the elite Wolf Guard since the time of Leman Russ. He was still awed by the accolade that had been bestowed upon him. As the youngest and most recently chosen of the Wolf Guard, Jorn was determined to honour the memories of his forebears in battle with the alien foe.

Wolf Lord Volund sat across from him, impassively studying the holosphere which showed in glowing, infinitesimal detail the space hulk *Scion of Darkness*. The warpforged vessel was drifting towards Kalidus, the smog-choked world where Russ himself had once fought at the behest of the Emperor. His conquest was a distant memory now, forgotten by most of the galaxy amid the tumult of the Horus Heresy, but the courtyard of the Imperial Governor's palace still proudly displayed the Wolf King's personal standard. The people of Kalidus had been devoted scions of the Imperium ever since Russ had defended them against an incursion by creatures of the Warp. Now, if the *Scion of Darkness* and its foul cargo were not stopped in their tracks, the planet stood to become little more than an alien-infested wasteland.

The Space Wolves fleet had tried blasting the hulk with bombardment cannons and slicing it open with lance batteries, but their attempts had been thwarted by a

powerful force field. It had presumably been engineered by whichever alien raiders were inhabiting the vessel before the arrival of the Genestealers, and it would have to be deactivated if the sons of Russ were to have any hope of preventing the destruction of Kalidus. Although its power source was buried deep within the heaving mass of the vessel, there was a chance it could be brought down if they could access its controls directly.

Jorn looked around him at the faces of his comrades, lit by the glow of the holosphere. They were hand-picked from Wolf Lord Volund's personal retinue, each of them distinguished by repeated acts of extraordinary bravery, and had been honoured with this chance for glory. The odds were stacked against them, but that suited the Wolves of Fenris. They would fight for the memory of their Primarch, and they would each slay countless aliens before they gave up their lives.

SPACE HULK

SPACE WOLVES MISSIONS



MISSION

A QUEST FOR POWER

According to the Iron Priests, the force field protecting the *Scion of Darkness* was controlled from deep within the hulk, too deep to be reached by teleporters. However, Volund's careful analysis had revealed an old turbo-lift track that seemed as though it might still work if they could activate a nearby generatorum. The Wolf Guard would have to be careful to avoid calling too many of the enemy down on their position, but if they were successful, the turbo-lift could offer much faster progress towards their ultimate objective.

Jorn strode into the boarding pod amid the chanting of Iron Priests and their serfs, locking himself in place as the access hatch ground closed. Once again he was reminded of the great honour inherent in even being allowed to wear a suit of Terminator plate, let alone go to battle in it alongside his new brethren in the Wolf Lord's retinue, and he swore that he would be the one to find the generatorum and complete their mission.



FORCES & DEPLOYMENT

Space Marines: The Space Marine player has one squad. It consists of a Pack Leader 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 frost axe, a Space Marine armed with storm bolter and power fist, and a Space Marine armed with lightning claws. The Space Marine player deploys the squad in the starting squares in the boarding torpedo. The boarding torpedo arrives at the start of the first Space Marine turn.

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

SPECIAL RULES

Boarding Torpedoes: When the boarding torpedo arrives, 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

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SPECIAL RULES

Boarding Torpedoes: When the boarding torpedo arrives, 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 next page).

The boarding torpedo arrives 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).

Once the boarding torpedo is connected to the ship,

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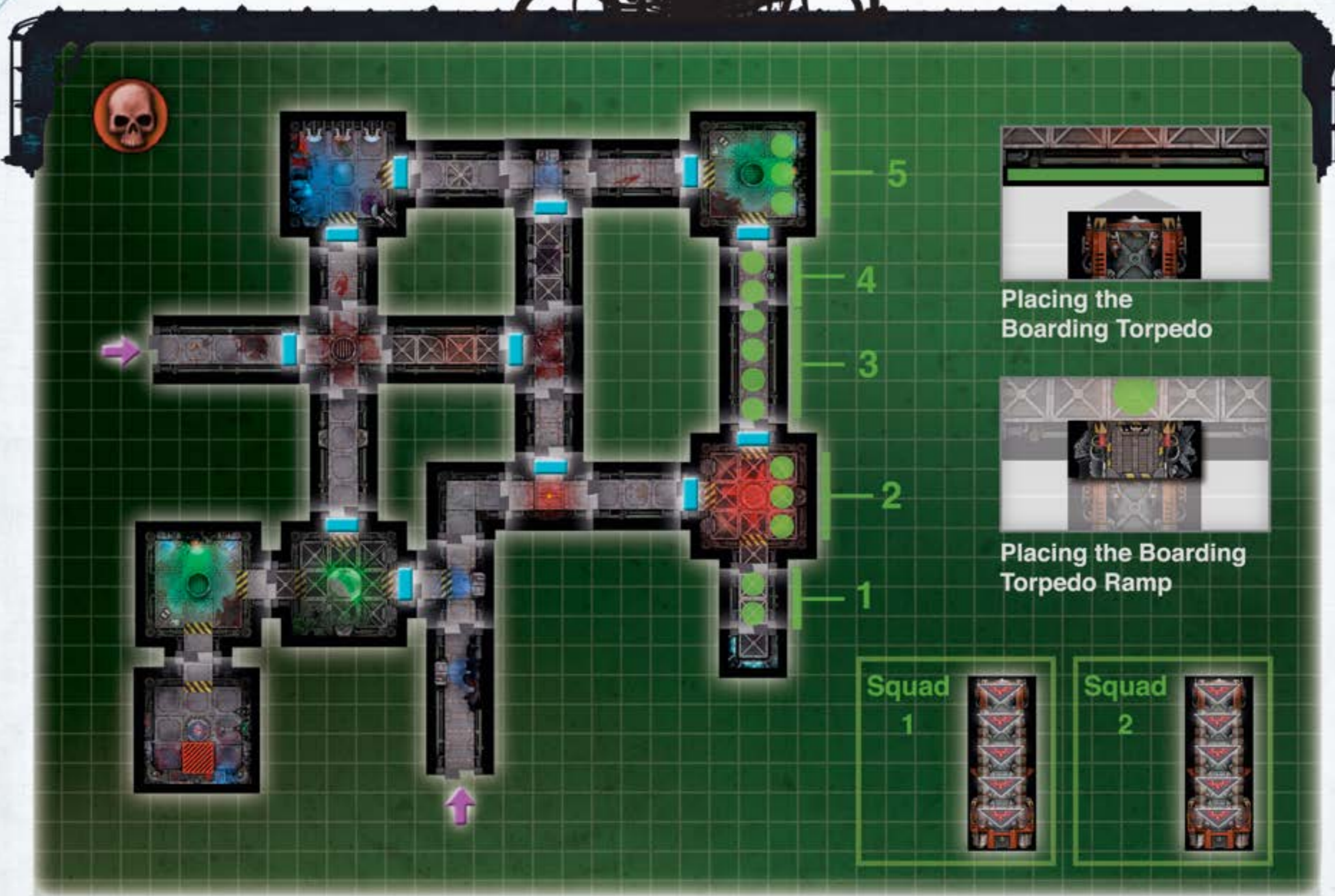
torpedo ramp to show exactly which of the highlighted squares in the section the torpedo is connected to (see the diagrams on the right).

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.

Generatorum Control: To activate the generatorum, a Space Marine must stand in the generatorum control panel square, facing the wall, and spend 4 APs. A Space Marine cannot activate the generatorum if there are any Genestealers in the same room.

VICTORY

The Space Marine player wins if a Space Marine activates the generatorum. The Genestealer player wins by killing all the Space Marines before they achieve this.



MISSION

I HONOUR-BOUND

Pack Leader Tarl paused before giving the order to advance. Since they had activated the ancient generatorum, their progress had been considerably slower due to the ancient lumen systems that had been brought online. The Sons of Russ were no strangers to the dark silence of the void, and Tarl would have preferred it to the flickering lights and crackling hum of live power-feeds.

The Genestealers were now aware of their presence, of that there could be no doubt. As they approached their objective, a bank of turbo-lift tracks which were hopefully still functional, they had come under attack with increasing regularity, although they had seen the xenos off with the staccato barks of bolter fire and the icy bite of Fenrisian blades. Now the aliens seemed to be holding back, waiting for the right opportunity to strike.

Lesser warriors might have turned back, or made a request for reinforcement, but these were the Wolf Guard. Tarl gave the word and they moved as one. Their objective was close, and by the fangs of Russ, they would claim it.

FORCES & DEPLOYMENT

Space Marines: The Space Marine player has one squad. It consists of a Pack Leader 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 frost axe, a Space Marine armed with storm bolter and power fist, and a Space Marine armed with lightning claws. The Space Marine player deploys the squad on the starting squares shown on the map.

Genestealers: The Genestealer player starts the mission with five blips, one in each room as shown on the map. The Genestealer player then receives two reinforcement blips per turn. Blips may enter play at any entry area. If you are playing this mission as part of a campaign and the Space Marine player won Mission 1, the ferocity of the Wolf Guard's advance has reduced the aliens' numbers. This means that the Genestealer player instead starts this mission with three blips, each one in a different marked room.

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SPECIAL RULES

Turbo-lift Access: A Space Marine can open a turbo-lift access door by spending 1 AP while the door is in one of his three forward squares. Turbo-lift access doors cannot be opened by Genestealers or blips or destroyed by shooting or close assault, and once they are open they cannot be closed again.

One Way Down: The first time a turbo-lift access door has been opened, roll a dice. On a 5-6, the turbo-lift entrance behind this door is the functioning turbo-lift entrance. On a 1-4, the other turbo-lift entrance is the functioning turbo-lift entrance.

The Descent: Any Space Marine can spend 1 AP while standing on the functioning turbo-lift entrance to summon the lift platform. At the start of the following Space Marine turn, attach the turbo-lift room to the functioning turbo-lift entrance section. A

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The Descent: Any Space Marine can spend 1 AP while standing on the functioning turbo-lift entrance to summon the lift platform. At the start of the following Space Marine turn, attach the turbo-lift room to the functioning turbo-lift entrance section. A Space Marine on the turbo-lift room can then spend 1 AP to activate the turbo-lift.

VICTORY

The Space Marine player wins if a Space Marine activates the turbo-lift. The Genestealer player wins by killing all the Space Marines before they achieve this.

If you are playing this mission as part of a campaign, record which Space Marine models were on the turbo-lift room when the turbo-lift was activated.

MISSION

III TERMINUS

The Wolf Guard stood in silence as the turbo-lift ground its way deeper into the hulk's colossal mass. They had been out of contact with their lord for almost an hour now, but they had no need of his voice in their ears. They knew their purpose.

Jorn's armour had a new scar to match the countless others that adorned its engraved surfaces, courtesy of a Genestealer that might have been his end had Harrek not taken its life at the last second. He was not the only one to have sustained battle damage, but somehow the five of them still stood, testament to the might of the Wolves of Fenris.

The only task that remained was for them to deactivate a trio of control terminals, bringing the shield down and allowing the fleet to obliterate the hulk and the aliens that infested it. Volund had granted them a short time to return to within teleport range, but they each understood that this was no guarantee of their safety. Jorn grinned as he checked his weapon's ammo feed, tracking the turbolift's descent on his visor display. Soon it would reach its destination, and there would only be the heat of battle and the task ahead.

FORCES & DEPLOYMENT

Space Marines: The Space Marine player has one squad. It consists of a Pack Leader 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 frost axe, a Space Marine armed with storm bolter and power fist, and a Space Marine armed with lightning claws. The Space Marine player deploys the squad on the turbo-lift as shown on the map.

If you are playing this mission as part of a campaign and the turbo-lift was activated in Mission 2, only deploy the Space Marine models that were on the turbo-lift when it was activated. As soon as these models are no longer on the turbo-lift room, slide it away from the turbo-lift entrance section. At the start of the next turn, roll a dice for each Space Marine that was not deployed at the start of the mission; if the result of the dice is greater than the current turn number, place that model on the turbo-lift room. Otherwise, the Space Marine is killed while waiting for the turbo-lift to return. At the end of the turn, reattach

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the turbo-lift to return. At the end of the turn, reattach the turbo-lift room to the turbo-lift entrance section.

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

If you are playing this mission as part of a campaign and the Space Marine player lost Mission 2, a new squad of Wolf Guard is despatched – the Space Marine player deploys the full squad described above. However, the delay means that the Genestealer player starts the mission with five blips instead of one.

SPECIAL RULES

Blast Doors: Use doors to represent the blast doors. They cannot be opened or closed, and cannot be destroyed by shooting, but can be destroyed in close assault in the same way as normal doors.

Shield Terminals: To deactivate a shield terminal, a Space Marine must stand in a shield terminal

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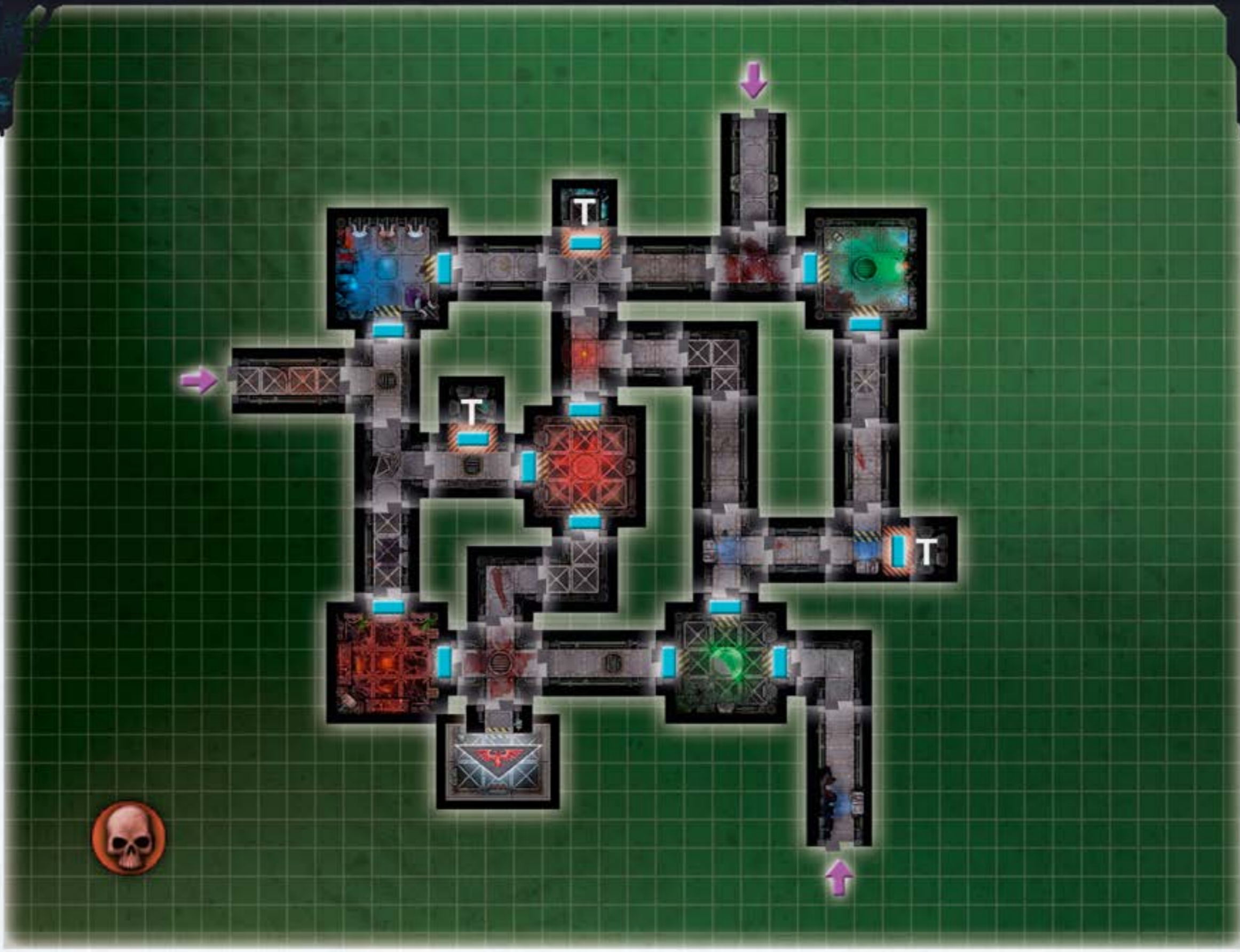
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Shield Terminals: To deactivate a shield terminal, a Space Marine must stand in a shield terminal square, facing directly away from the blast door, and spend 4 APs.

VICTORY

The Space Marine player achieves a major victory if all three shield terminals are deactivated, or a minor victory if two are deactivated. The Genestealer player wins by killing all the Space Marines before they achieve this.



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

SPACE WOLVES RULES



WOLF GUARD TERMINATORS IN SPACE HULK

This section describes the additional rules that are required to use Wolf Guard Terminators in your games of Space Hulk. It includes details for using Wolf Guard models such as Pack Leaders, as well as providing rules for using frost axes in your games of Space Hulk.

USING WOLF GUARD TERMINATORS IN SPACE HULK

You will notice that the bases provided in the Wolf Guard Terminators box set are slightly larger than the squares used in Space Hulk. It is 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 Wolf Guard Terminators exclusively for games of Space Hulk, you may want to consider creating bespoke scenic bases for your miniatures.



WOLF GUARD WEAPONRY

FROST AXE

The bite of a frost axe can carve through armour, flesh and bone with equal indifference.

A Space Marine armed with a frost axe receives a +2 modifier to his close assault dice roll against models to his front. This means that a Pack Leader with a frost axe receives a +3 modifier against models to his front (+1 for being a combat veteran, and +2 for having a frost axe).



WOLF GUARD MODELS

PACK LEADER

Wolf Guard Pack Leaders are sturdy and dependable veterans who have led their brothers in battle for many centuries. The instructions for a mission will tell you if a Pack Leader is part of the Space Marine force.

COMBAT VETERAN

Pack Leaders are highly experienced combat veterans. To represent this they add +1 to the dice in a close assault against an enemy to the front, in the same manner as a Space Marine Sergeant.

FEROCIOUS FIGHTER

Pack Leaders are warriors born, and excel at slaying their foes face-to-face. When resolving a close assault involving a Pack Leader, the Space Marine player wins the close assault if the scores are tied.

WOLF GUARD COMMANDERS

Pack Leaders have commanded their warriors in hundreds of battles and are trained to issue orders that will be followed without question. To represent this, during the command phase, a Pack Leader counts as a Space Marine Sergeant for the purposes of choosing to return a command counter to the container and draw a replacement counter.



WOLF GUARD REFERENCE

This section is a useful reference for when you are using Wolf Guard Terminators in your games of Space Hulk.

WOLF GUARD CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
Space Marine with power fist or chainfist	1D6	-
Space Marine with lightning claws	2D6+1	-
Space Marine with thunder hammer & storm shield	1D6+1	Block
Space Marine with frost axe	1D6+2	-
Space Marine with frost axe & storm shield	1D6+2	Block
Pack Leader with power sword	1D6+1	Parry, Wins Ties
Pack Leader with lightning claws	2D6+2	Wins Ties
Pack Leader with thunder hammer & storm shield	1D6+2	Block, Wins Ties
Pack Leader with frost axe	1D6+3	Wins Ties
Pack Leader with frost axe & storm shield	1D6+3	Block, Wins Ties

SPACE HULK

THE SPACE WOLVES



THE SONS OF RUSS

There are over a thousand Chapters of Space Marines that maintain the age-long vigil against the enemies of Mankind. The Space Wolves are one of the greatest of these Chapters, their name and honours known throughout the Imperium of Man.

The history of the Space Wolves is an epic tale of battle and glory. Since their founding more than ten millennia ago, they have been at the forefront of Humanity's defence on countless battlefields across the Imperium. The native tribes of their home world, the death world of Fenris, know them only as the Sky Warriors, but they are the Sons of Russ, warriors without peer. Though some see the Space Wolves as little more than savages, the Sons of Russ are a proud brethren, as noble as they are fierce, each with heroic sagas that span centuries of war. These Space Marines may appear to be wild, perhaps even barbaric, yet their loyalty to the Imperium has been proven beyond a doubt. In them, the fury of storm-wracked Fenris has been tempered by the cold cunning of the hunt. They are the Space Wolves, famed across the galaxy for slaying the beasts of the void and destroying the deadliest agents of evil. They are warriors of myth, and in their wake spring legends. Woe betide those they mark as their prey, for they too shall feel the fangs of the wolf around their throats...

THE WOLF GUARD

The Wolf Guard are an elite band of seasoned warriors comprising the mightiest champions of each Great Company. Heroes all, every member of the Wolf Guard is personally hand-picked by their Wolf Lord to be one of his trusted huscarls. It is his deeds that mark a Wolf Guard rather than his age, so there are hot-blooded young warriors as well as sturdy veterans amongst their ranks. Each has fought hard to earn his place, for only those that consistently prove their heroism through acts of valour and skill are deemed worthy to join such hallowed company. In battle, they form their Wolf Lord's sharpest blade; bearing their choice of specialist wargear, they lead the Great Company's battle line or seize vital targets in strength.



Every Space Wolf dreams of a place in this legendary brotherhood. To be a member of this select company is to wield the very deadliest weapons of war, for a Great Company's armoury is always open to the personal guard of its Wolf Lord. So do many Wolf Guard choose to don suits of sacred Terminator armour, the most formidable personal plate available to the Chapter's warriors. The actions of these mighty warriors can turn the tide of any war; packs of Wolf Guard Terminators form the spearhead of many a Space Wolves attack, where they can scorn the foe's defensive firepower as they advance to tear the throat out of the enemy battle line. On rare occasions, a Great Company will armour all of its Wolf Guard in this way and commit them to a single war zone, deploying them as a hammer blow to crush all resistance.



SPACE HULK

CUSTOM MISSIONS



CREATING YOUR OWN MISSIONS

This section provides you with a guide for creating your own Space Hulk missions using Space Wolves 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 Return to Kalidus campaign or the Space Hulk Missions book.

THE CUSTOM RULE

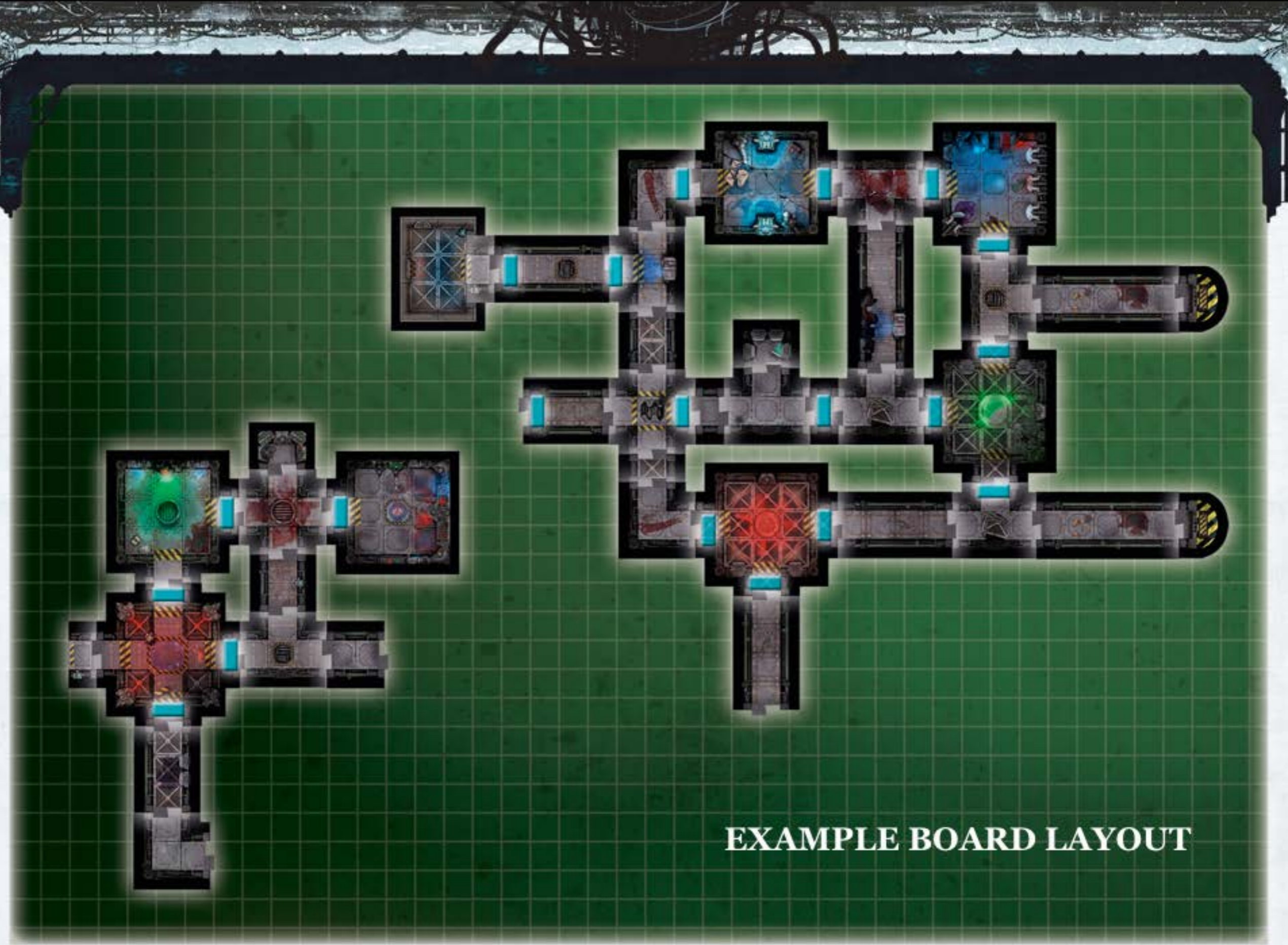
There is only one hard and fast rule when it comes to making your own missions. This rule stipulates that, when playing a mission you have designed yourself, the opposing player always gets to pick which side they will play. This will ensure you make a scenario that is as balanced as possible.

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

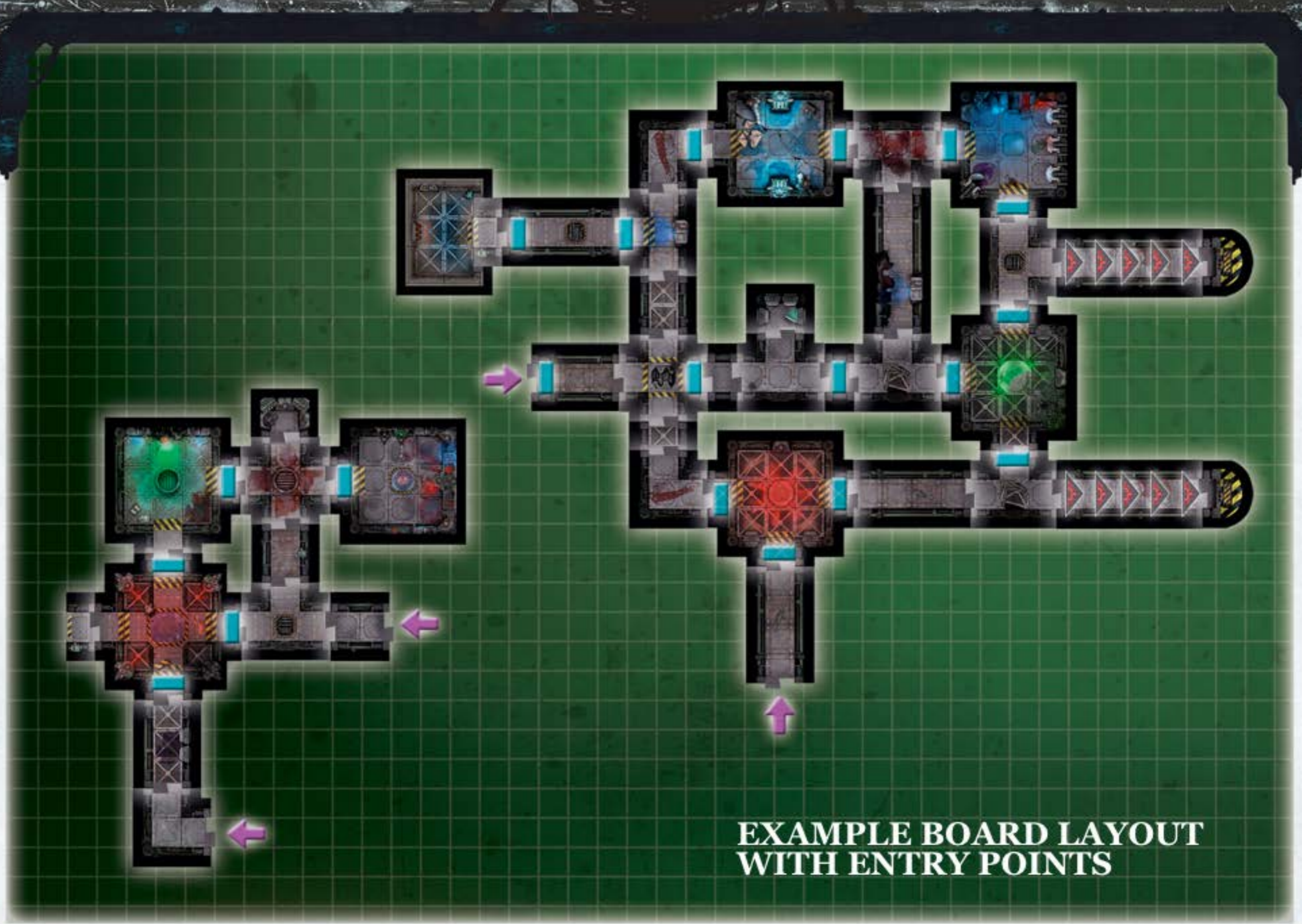
STEP TWO – SET UP SQUARES & ENTRY AREAS

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 Pack Leader with a storm bolter & power sword has a value of 6 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
Space Marine Terminator with storm bolter & chainfist	3
Space Marine Terminator with storm bolter & frost axe	4
Space Marine Terminator with storm shield & frost axe	4
Space Marine Terminator with heavy flamer & power fist	6
Space Marine Terminator with assault cannon & power fist	6
Pack Leader with storm bolter & power sword	6
Pack Leader with lightning claws	6
Pack Leader with thunder hammer & storm shield	6
Pack Leader with storm bolter & frost axe	7
Pack Leader with storm shield & frost axe	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

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 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.



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

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 Space Marine player wins.

5-6 Roll again:

- 1-2 Exterminate:** Keep track of the number of



STEP FIVE – VICTORY

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D6 Victory Conditions

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



STEP FIVE – VICTORY

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D6 Victory Conditions

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 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.