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SPACE HULK

GENESTEALER INVASION

MISSIONS FOR SPACE HULK, DEATHWING AND GENESTEALER

BY DEAN H. BASS

We're currently working on a book of missions for Space Hulk, Deathwing and Genestealer which will include a number of campaigns – missions that can be played as a linked series of games where the outcome of each mission affects your chances in the next.

As a sample of what you can look forward to, here are the first few missions from one of the campaigns – these missions can also be played as stand-alone games.

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

At the air locks, squads of Space Marines waited for the command to enter the ship. Many were dressed in honour suits of Terminator armour, some with the protective psychic hoods that marked them as Librarians. The Librarians were concentrating hard, focusing their thoughts on the psychic emanations from within the ship, trying to locate their source. The signals were weak but there was a sense of tension, of power temporarily held in check.

The Space Marine commander was loth to send his Brother-Marines into such an uncertain situation but the faint markings on the side of the spaceship dated from the Dark Age of Technology – the chance of recovering the lost knowledge that might have survived the millennia was worth the risk. With a final weapons check and an invocation to the Emperor, the air locks were breached and the first squads sent inside.

SPECIAL RULES

The rules on crates and rubble cover the effects of psychic attacks and the new weapons from Genestealer on these objects. You can use these new rules with any Space Hulk game you play.

The rules for Playing the Campaign cover the effect that losing a mission has on your forces for future missions within this campaign. Although these rules are only intended for this campaign, you can easily adapt them for any similar series of missions that you play.

CRATES

Most of the new weapons introduced in Genestealer can be used to destroy crates. To attack a crate, simply use the same roll as needed to destroy a door. If a crate is destroyed by any weapon other than a conversion beamer, replace the crate marker with a rubble marker or turn it over to represent rubble. If a conversion beamer is used, the crate is vaporised and no rubble is left in its place.

Psychic attacks may also destroy crates. Vortex and Blast both automatically vaporise crates and leave no rubble. Lightning Arc destroys a crate on a 4 and Hellfire destroys a crate on a 3 – in both cases, the crate is replaced with rubble.

RUBBLE

The rubble deflection rules apply to the new weapons as per storm bolters (ie a roll of 5 or 6 saves). If a conversion beamer is being used, a save indicates that the shot misses its intended target and vaporises the rubble instead, removing the rubble marker.

Blast and Vortex psychic attacks also remove rubble markers.

PLAYING THE CAMPAIGN

If you want, you can play the missions that make up this campaign as one-off games in any order. However, it's more fun to play them as a campaign. If you are playing them as a campaign, use the following rules for how the outcome of each game affects the next.

Space Marine Victory

If the Space Marines win a game, the Genestealer player's choice of Hybrids is reduced for all the remaining games. The Genestealer player should take all the lettered Blips and place them face down. The Space Marine player now gets to pick one of the Blips without seeing what letter it is – this Blip isn't available for use by the Genestealer player for the remainder of the campaign.

This means that if the Space Marine player keeps winning, after two games the Genestealer player is down to eight lettered Blips, after three games he's down to seven and so on.

Genestealer Victory

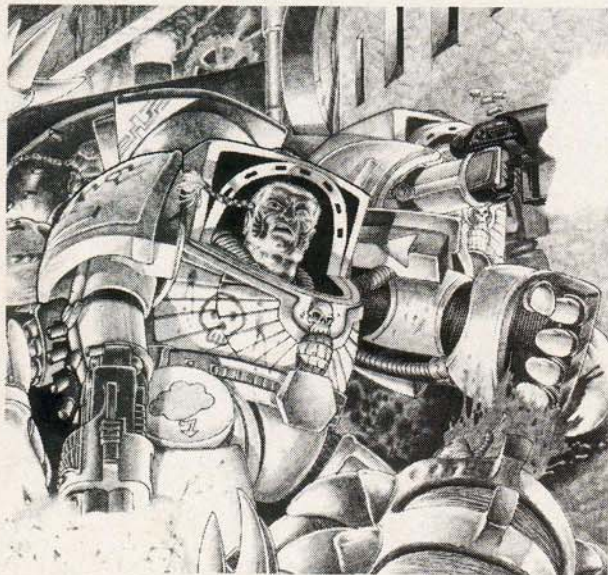
If the Genestealer player wins a game, the number of Space Marines is reduced for the next mission only (not for the rest of the campaign). Because the Space Marine forces are different for each game, the Deployment section of the set-up instructions tells you which Space Marine is unavailable for that game if the Space Marines lost the last game.

Variants

For particularly skilful or experienced players, you can agree to increase the penalties for losing a game to two Space Marines or two Blips removed after each loss.

You can also choose to play these games using the bidding system from Deathwing and Genestealer. Both players bid points for the Space Marine forces and whoever bids lowest plays the Space Marines. The Genestealer player receives the expanded Blip set and reinforcements as given in these missions.

AMBUSH!



The reports from Septimus V had indicated low levels of psychic activity in the hulk. First contact confirmed the reports but, beyond this, there was no sign of life aboard the space hulk. A handful of squads were sent into the hulk to scout it – these squads included Terminators and Librarians assigned to investigate the deepest and most dangerous levels of the hulk to search out the source of the psychic activity.

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

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

They were caught in an ambush!

OBJECTIVES

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

FORCES

Space Marines Squad Matthias

One Sergeant with storm bolter and power glove.
One Codicier (level 2 psyker) with storm bolter and force axe.
One Space Marine with assault cannon (one reload) and power glove.
One Space Marine with lightning claws.
One Space Marine with storm bolter and power glove.

Genestealers

The Genestealer player begins with 4 Blips and receives 1 Blip per turn as reinforcements. The Genestealer player uses the expanded Blip set and may also choose to use ambush counters. The lettered Blips represent the following Hybrids:

A	Level 1 psyker unarmed
B	Level 1 psyker unarmed
C	Level 1 psyker unarmed
D	Level 1 psyker unarmed
E	Non-psyker with bolter
F	Non-psyker with bolt pistol
G	Non-psyker with lasgun
H	Non-psyker with autocannon
I	Non-psyker with missile launcher
J	Non-psyker with chainsword

DEPLOYMENT

Space Marines

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

Genestealers

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

The Genestealers move first.

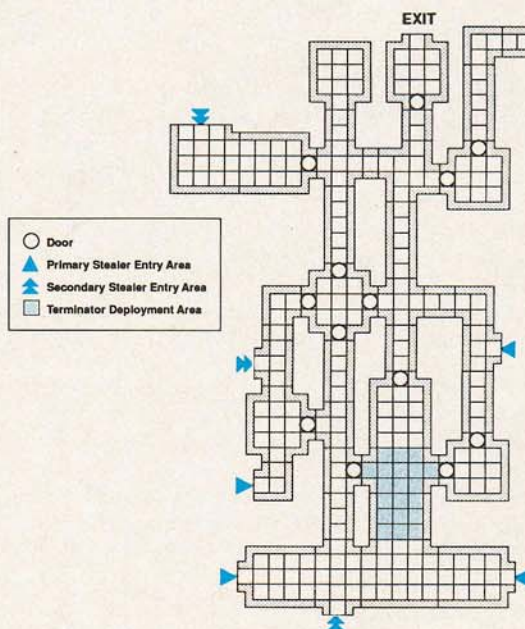
SPECIAL RULES

Both players use psychic cards.

The Space Marine player can secure entry areas.

VICTORY

The Space Marine player wins by getting at least three Space Marines off the board at the marked exit point. The Genestealer player wins by stopping any Space Marines from reaching the exit point. Anything else is a draw.



REGROUP

The Genestealers had hit hard. They'd caught the Space Marines in prepared ambushes and cut them off. The Space Marines had been expecting some psychic activity but hadn't been prepared for the high proportion of Hybrids facing them. Many of the squads had been wiped out – those that survived largely owed their lives to the presence of the Librarians.

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

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



OBJECTIVES

The Space Marine player is trying to link up Squads Octavius and Nicodemus with Squad Antonius and move them all out of the danger area. The Genestealer player is trying to wipe out as many units as possible.

FORCES

Space Marines

A – Squad Octavius

One Sergeant with storm bolter and power sword.
One Space Marine with thunder hammer and storm shield
One Space Marine with storm bolter and power glove.

B – Squad Nicodemus

One Lexicanian (level 1 psyker) with storm bolter and force axe.
One Space Marine with storm bolter and power glove.

C – Squad Antonius

One Epistolary (level 3 psyker) with storm bolter and force axe.
One Space Marine with flamer and power glove.
One Space Marine with storm bolter and power glove.

Campaign Forces

If the Space Marines lost the last game, Squad Antonius doesn't have the Space Marine with storm bolter and power glove.

Genestealers

The Genestealer player gets no starting forces but receives 2 Blips per turn. These are taken from the expanded Blip set, not including ambush counters. The lettered Blips represent the following Hybrids:

- | | |
|---|-----------------------------------|
| A | Level 1 psyker unnamed |
| B | Level 1 psyker unnamed |
| C | Level 2 psyker unnamed |
| D | Level 2 psyker unnamed |
| E | Level 1 psyker with bolter |
| F | Level 1 psyker with laspistol |
| G | Non-psyker with plasma pistol |
| H | Non-psyker with autocannon |
| I | Non-psyker with missile launcher |
| J | Non-psyker with conversion beamer |

DEPLOYMENT

Space Marines

Each unit starts on the relevant marked section.

The Space Marines move first.

Genestealers

Genestealers may enter at any of the marked entry points.

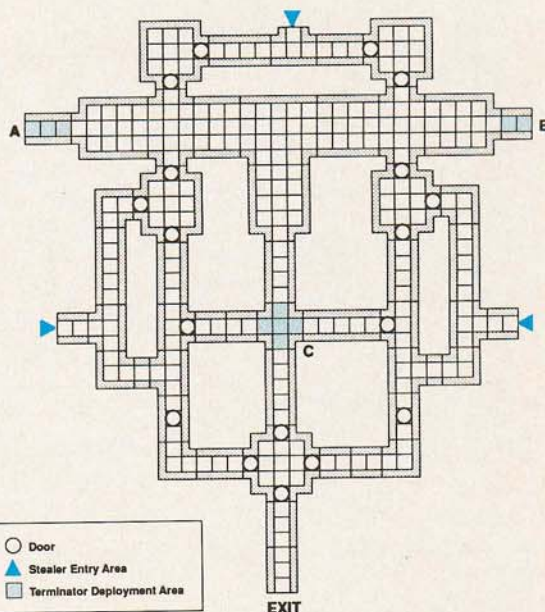
SPECIAL RULES

Both players use psychic cards.

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

VICTORY

The Space Marine player wins by getting at least one Marine from each squad, including at least one of the Librarians, off the board at the marked exit point. The Genestealer player wins by killing all the Space Marines. Anything between these two conditions is a draw.



HAMMER AND ANVIL

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

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

But precious time had been lost in the initial scouting and regrouping manoeuvres – the Genestealers were getting stronger by the minute as more of them came out of hibernation from their long travel through space. And many of the newly-awakened Stealers were powerful Hybrid psykers. To stand a chance against the Stealers, the Space Marines had to commit their own strong psykers to the battle.

OBJECTIVES

The Space Marine player is attempting to get Squad Gideon (the reinforcements) through to Squad Lucius' deployment area (B) by moving the survivors of Squad Lucius back to help them. The Genestealer player is particularly trying to kill the Captain and the two Librarians.

FORCES

Space Marines

A – Squad Gideon

One Captain with storm bolter, power sword and power glove with grenade launcher.
One Chief Librarian (level 4 psyker) with storm bolter and force axe.
One Space Marine with assault cannon (one reload) and power glove.
One Space Marine with flamer and power glove.
One Space Marine with storm bolter and chain fist.

B – Squad Lucius

One Sergeant with storm bolter and power glove.
One Codicier (level 2 psyker) with storm bolter and force axe.
One Space Marine with storm bolter and power glove.

Campaign Forces

If the Space Marines lost the last game, Squad Lucius doesn't have the Space Marine with storm bolter and power glove.

Genestealers

The Genestealer player starts with 2 Blips and receives another 2 Blips per turn as reinforcements (also see Special Rules). These can be taken from the expanded Blip set, with ambush counters if desired. The lettered Blips represent the following Hybrids:

A	Level 2 psyker unarmed
B	Level 2 psyker unarmed
C	Level 2 psyker with lasgun
D	Level 2 psyker with power sword
E	Level 3 psyker with bolt pistol
F	Level 3 psyker with plasma gun
G	Non-psyker with heavy bolter
H	Non-psyker with autocannon
I	Non-psyker with missile launcher
J	Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

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

Genestealers

Genestealers may enter at any of the marked entry points.

The Genestealers move first.

SPECIAL RULES

Both players use psychic cards.

Securing Entry Areas

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

Ambush Counters

If the Genestealer player uses an ambush counter and it is revealed as a Genestealer, the Genestealer is not a Purestrain as normal but an unarmed level 3 Hybrid psyker which has teleported into the area. Obviously, the Genestealer player has to choose whether to draw ambush counters in an attempt to get a psyker or keep drawing normal Blips.

VICTORY

The game ends when all the Space Marines are either dead or in Squad Lucius' deployment area (B).

The Space Marine player wins by getting the Captain, the Chief Librarian and at least two others to Squad Lucius' deployment area. The Genestealer player wins by killing the Captain and both Librarians. Anything else is a draw.

