

SPACE HULK

THE SILENT VOYAGER

By G Jökull Gíslason

This issue's helping of Space Hulk is a Space Marine vs Space Marine campaign, namely the hated, traitorous, Emperor's Children pitting their evil genius against the valiant wolf brothers of Fenris, the Space Wolves. This campaign was sent in by Jökull many months (or was it millenia) ago, where it laid lost at the bottom of Robin Dews desk. But a Great Hunt lead by the Journal team uncovered its whereabouts. Jökull comes from Iceland and is a keen player of Warhammer 40,000 and Space Hulk and collects a large force of Space Wolves. Iceland itself looks a great deal like Fenris and everyone has names like Bjorn and Sven, I personally don't believe Iceland exists and it is in actual fact Fenris.



The war for Optima Prima had reached a deadlock. Many indecisive battles had been fought and now the rebellious Governor Xenodix had retreated with his foul allies to the planets industrial heart, Mountain City. In space the Imperial forces were more successful and the fleet had banished Chaos back into the Eye of Terror. At least the rebels were cut off from reinforcements.

But Mountain City was impregnable with the current Imperial force, huge siege machines would be needed to break the entrenched position. The Adeptus Mechanicus set to work and soon freighters began bringing in the vital equipment from nearby star systems. Crawlers, heavy weapons and parts to form a great juggernaut.

It was a great loss when the starship Voyager failed to arrive. Its cargo had included essential units to complete the juggernaut. The Administratum was deciding on alternative action when unexpectedly the Voyager appeared.

Few ships ever escape the dreaded storms of the Warp. The Voyager was all torn and battered as if it had been cast about by the Daemons of Chaos. All attempts to communicate with the ship failed, but this was no surprise. The hull was ruptured in many places and no one could be alive inside without a sealed environment suit to shield him from the merciless vacuum of space. External scans also revealed no signs of life aboard and chances of any survivors were very low. Guided by auto systems the silent giant moved through the starlit void towards Optima Prima.

The Administratum ordered immediate reboarding of the ship but the Imperial fleet commander Him Nadi was loath to send his valued Tech-priests into this dark and silent ship. Call it intuition but he had a feeling that this ship was tainted with the Warp. Him Nadi then remembered a company of Space Wolves was uncommitted and still orbiting Optima Prima. He requested that a detachment of Space Marines scouted the interior of the ship before taking any further action.

Wolf Lord Skallagrim dispatched his bodyguard. Four squads of Wolf Guard Terminators would board the ship and scout it for any danger. Facing the unknown, the only light is the Emperors will.

This campaign is designed to be played with floor plans and rules from the Space Hulk supplements – Deathwing, Genestealer and Space Hulk Campaigns

CAMPAIGN RULES

The following four missions should be played as a campaign. It portrays the clash between Imperial Marines of the Space Wolves Chapter against the Imperium's most hated enemy Traitor Space Marines. Unlike other games with Traitor Space Marines they start each mission as blips rather than models, this is to add the element of surprise and the fear of the unknown. There are therefore several special rules needed to play the game. Details of these are as follows.

NEW RULES

Traitor Space Marine Forces

At the start of each mission the force of the Traitor player is portrayed by the number of blips available to him. As the Traitor force that has overrun the ship is Slaanesh's, Emperor's Children these are usually six blips. To determine the Traitor force use the ten lettered Hybrid blips from Genestealer mix them up and draw six, the letters represent the following Traitor Terminators:

- A Traitor with assault cannon (1 reload) and power glove
- B Traitor with heavy flamer and power glove
- C Traitor Lexicanium (Librarian mastery level 1) with force axe and storm bolter
- D Traitor with lightning claws
- E Traitor with thunder hammer and storm shield
- F Traitor with storm bolter and chain fist
- G Traitor with storm bolter and chain fist
- H Traitor with storm bolter and power glove
- I Traitor with storm bolter and power glove
- J Traitor with storm bolter and power glove

Traitor Sergeants

After drawing his force the Traitor player then must change one of blips D through J to a Sergeant armed with storm bolter and power glove. He notes down which blip is to be the Sergeant before play and announces it when he converts the blip. If a Traitor Space Marine with storm bolter and chain fist is chosen to represent the Sergeant the Sergeant is armed with a power sword rather than a power glove.

Special Blips

The Traitor player has two special blips that he can use once in the game. Use two different numbered purestrain blips from the expanded blip set to represent these:

- 4 Traitor Terminator Captain armed with storm bolter, power sword, power glove and grenade launcher
- 5 Traitor Chief Librarian (mastery level 4) armed with storm bolter and force axe

To use them the Traitor player must decide before drawing his other forces whether or not he is going to include one or both in his force. He then draws further blips to form the same force. E.g. the Traitor player decides to use the Captain in mission two, he first takes this blip and then draws a further five blips instead of six. If the Captain is used in a squad the Traitor player does not get a Sergeant for that squad. The Traitor player does not have to inform the Space Wolf player if he is using the special blips until he converts them. Each special blip can only be used once each in the entire campaign so use them wisely.

Blips

When used to represent Traitor Space Marines blips have only 4 AP but in all other aspects behave like standard Genestealer blips. They do not pay to turn but the traitor player can not use CP to move them further. He may however use CP if a blip is converted to a model in the Space Wolf players turn. The blips cannot fight and the Traitor player does not receive bonuses for unconverted models, such as extra Command points for a Captain. The Traitor player also does not receive psychic cards

for unconverted Librarians. The moment a Librarian is converted the Traitor player receives 4 cards for the first and 2 cards for any subsequent Librarians. The fourth card is above the maximum and is given so that the Traitor player has some selection to make up for the time while his Librarian was unconverted. The Traitor player then must immediately dispose of any excess cards he is allowed for his hand before any further action is taken.

The Wolf Guard

The Wolf Guard is less doctrine than Terminators from other Imperial Chapters so the forces for each mission vary as Brother Captain Kveld-Ulf breaks up and rearranges his Squads to examine the ship. The ability to act as individuals is the true strength of the Space Wolves and they therefore receive no time penalty for loosing a Sergeant.

The Wolf Guards are also fierce close combat fighters and can therefore add 1 to their close assault factor of as in the Campaign Return To Kalidus.

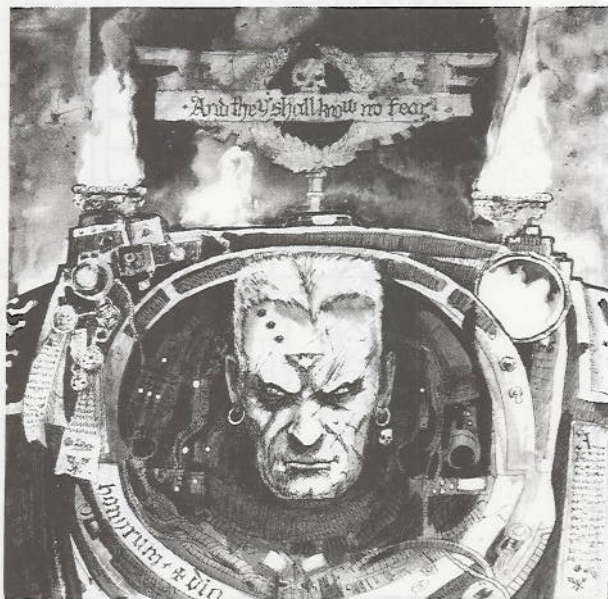
Storm Shield

Both the Imperial and Traitor Space Marines have Terminators armed with thunder hammers and storm shields. The shields are not only useful for parrying in close combat but they can also deflect ranged fire. If a Marine carrying a storm shield is hit by ranged fire the owning player may roll one die for each hit, on a roll of 5 or 6 the shot has been deflected. Storm shields are not as effective against assault cannons and only deflect such hits on a roll of 6. Storm shields provide no protection against section effect hits.

Ammunition

During the game some of the Imperial players Flamer and Assault Cannon Marines may survive a mission and be used again in the Campaign. The Imperial player must record how much ammunition they have left, they then have that amount in the next mission. Never in the Campaign do they receive extra reloads. Once a Assault Cannon Marine has fired the equivalent of 10 bursts he is subject to assault cannon malfunctions.

As well as these special rules all the rules printed in Space Hulk Campaigns for playing Space Marines vs Traitor Space Marines apply. For further information see the rules for Imperial vs. Traitor Space Marines in the book Space Hulk Campaigns.



I: TO THE HUNT

After boarding in their torpedoes the Wolf Guard set up a defensive perimeter. Brother Captain Kveld-Ulf broke up two squads and formed two Reconnaissance units. Sergeants Amund and Bjorn both led two men ahead into the interior of the ship but all was clear. Sergeant Amund was ordered ahead to the bridge where he would rendezvous with Squad Sven while Sergeant Bjorn was ordered to enter the lower levels of the ship and examine the cargo holds.

+11.25.20

- ++ Contact ahead, six Blips at three o'clock
- ++ Proceeding with caution
- ++ Expecting visual identification in 15 seconds
- ++ Possible friendlies, men stay your weapons

As Bjorn's unit came to the cargo level their bio-scanners lit up, six blips were ahead in the entrance to the cargo holds. Quickly Bjorn reported the situation to Captain Kveld-Ulf. Could it be that there were survivors aboard this ship or was there something sinister about the blips.

OBJECTIVES

The Space Marine player has to uncover the secret of the unknown blips and then quickly retreat back to the lift. The Traitor Space Marine player must eliminate all Space Marines.

FORCES

Space Wolves

Squad Bjorn

- One Sergeant with storm bolter and power sword.
- One Codicier with storm bolter and force axe.
- One Space Marine with assault cannon (one reload) and chain fist.

Traitor Space Marines

The Traitor Space Marine has one squad of the Emperor's Children (6 blips).

DEPLOYMENT

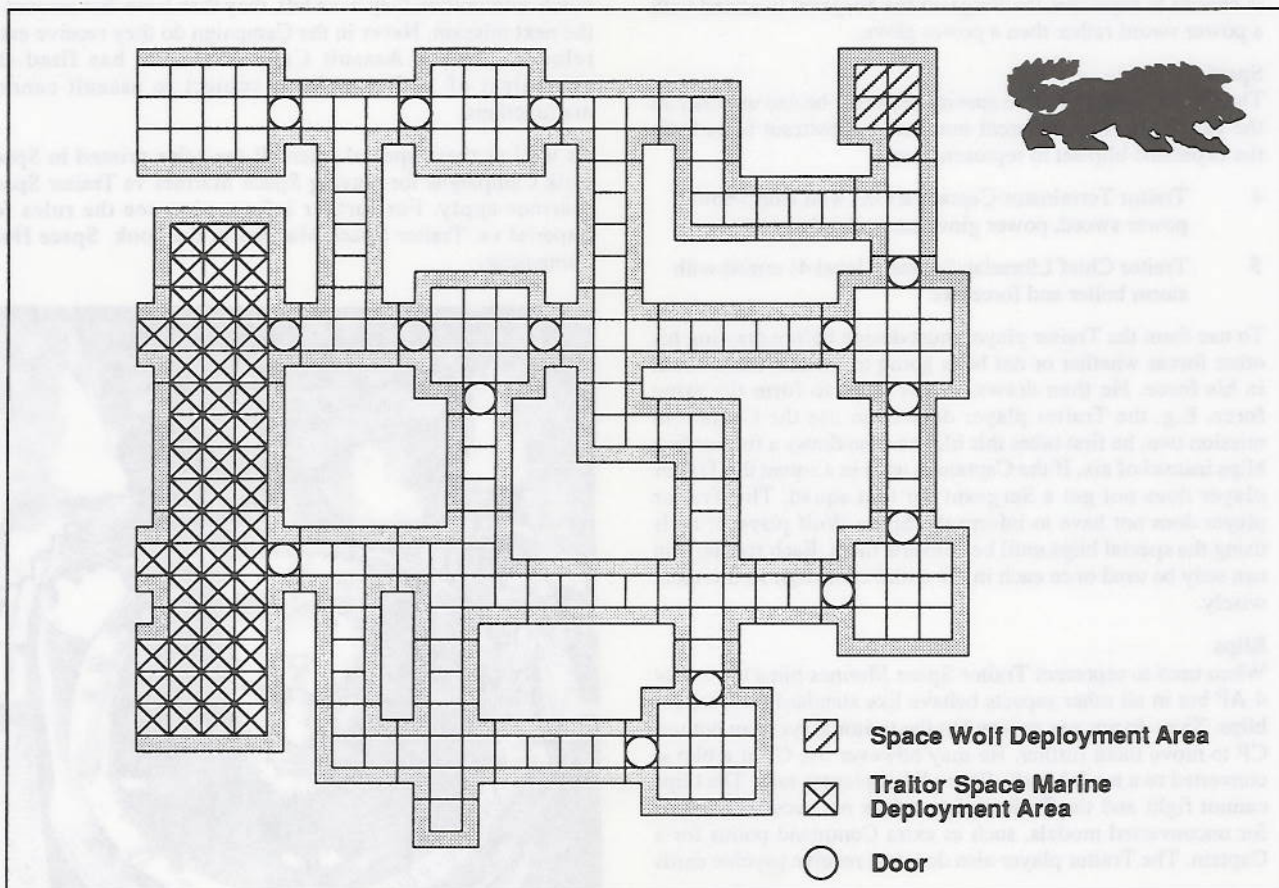
Space Wolves

The three Imperial Space Marines all start in the lift section.

Traitor Space Marines

The Traitor Space Marine player first places all crates counters on the three wide corridor section. He then places his six counters in these sections.

The Space Wolves move first.



SPECIAL RULES

The Space Wolf player uses psychic cards. If the Traitor Space Marine player has a Librarian present he may also use psychic cards.

Establishing Identity

To establish the identity the Imperial Marine player must have a blip or Chaos Marine in his LOS or convert a blip with a psyker using a SCAN card.

Until the Space Wolf player has established the identity of his opponent he may take no offensive action, shooting doors, flaming corridors, using destructive psychic powers or going into overwatch. He may use passive psychic powers such as SWITCH, TELEPORT and CONTROL. This is to represent the fact that the Space Marine player is unaware of who is ahead and will take no chances of killing a friend. He can however save CP to use in his opponents turn.

Once the Space Marine player is aware of his opponent he can withdraw his forces back to the lift.

The lift

The lift doors close automatically at the end of each turn, any model caught between is destroyed. If the doors are destroyed the lift still operates normally.

To use the lift a model inside must spend 1 AP or CP to move to another level. The lift then leaves at the end of the Chaos player's turn. It will not return until in the beginning of the Space Wolf player's second turn. While the lift is away the

section can not be entered. Any Space Marine models going off the board in this manner are safe. They cannot be followed.

Once the door to the lift has been opened or destroyed the lift can be destroyed on the same roll as needed to destroy a door. If a Jinx is used against the lift section the lift will not work nor will the lift doors close automatically. If a Blast is used against the lift door the lift is destroyed and a Vortex destroys the lift and then both the Vortex and the lift section are removed from play.

If the lift is destroyed all remaining Space Wolves are left behind and are unable to get away, even if they manage to kill all the Traitor Space Marines. Another Traitor force will arrive and they will eventually be destroyed.

VICTORY CONDITIONS

If the Space Wolf player establishes identity and manages to get one Space Wolf away in the lift he wins. If all the Space Wolves are killed it is a Traitor win.

CAMPAIGN RULES

The Space Wolf player should record which models, if any, get off the board as they are used again in mission four. He should also record how much ammunition the Assault Cannon Marine has remaining if he survived the mission.

We live so that humanity dies

-chant of the Traitor Space Marines.

2: ASSASSIN

+11.46.35

++ Receiving weak distress signal in loading area.

++ Squads Sven and Amund reporting no hostiles.

++ Brother Captain we await your order.

Captain Kveld-Ulf grit his teeth, they were in a ship occupied by the hated enemy of the Imperium, the Traitor Space Marines of the Emperor's Children chapter. These accursed Marines had turned away from the Emperor's will in the Horus Heresy and ever since battled against humanity.

Kveld-Ulf quickly ordered squads of Sven and Amund to take the bridge and secure a defensive perimeter. External scans had been thorough in this part of the ship and Kveld-Ulf was sure there could not be a high concentration of Traitor Space Marines there yet. But what could this distress signal be? Should he dispatch some of his men to investigate or should he concentrate on capturing the bridge? Before he could decide blips flashed on their bio-scanners.

OBJECTIVES

The Traitor Space Marines are sending one squad to weaken the command structure of the Space Wolves by taking out their Captain. The Space Wolves are attempting to stop the Traitor Space Marines from receiving their objective and taking as little casualties as possible.

FORCES

Space Wolves Squad Kveld-Ulf

One Captain with storm bolter, power sword and power glove with grenade launcher.

One Chief Librarian with storm bolter and force axe.

One Marine with assault cannon (1 reload) and power glove.

One Marine with heavy flamer and power fist.

One Marine with storm bolter and chain fist.

Brothers Ingolf and Bodvar of Bjorn's Squad

One Marine with thunder hammer and storm shield.

One Marine with storm bolter and power glove.

Traitor Space Marines

The Traitor Space Marine player has one squad of the Emperor's Children (6 blips).

+11.50.10

++ Enemy approaching from junction 34-Omega-C, single squad formation. Estimate contact in 20 seconds.

++ Take up defensive positions, expect further attack squads.

++ No foe in this area, prepare for a suicide assault.

Reinforcements

At the start of turn 3 the Space Marine player reveals which models if any he has allocated to this mission. They then enter at the bottom of the three wide corridor that he used for initial deployment. At the start of turn 6 the Traitor Space Marine brings in a fresh squad at his special entry area. He must first uncover his remaining blips, shuffle them and then take six new blips. Both players can lurk if they wish and do not need to bring in all their reinforcements at once. The moment Captains or Librarians enter play the player can use their command points or receive psychic cards for the Librarians.

Final Action

If a player decides the game is going against him he may attempt to cause as much damage as possible before going down. Once he decides this he can no longer win the Campaign and can only hope for a draw at the best. The Imperial Marine player can attempt to destroy all control panels, if he succeeds in destroying all three the Traitor Space Marine player receives the command point penalty permanently. The Traitor Space Marine player can attempt to destroy all control panels and if he destroys two or more the Space Wolf player can no longer take control of the ship and must abandon it with all its valuable equipment. If one control panel remains intact he has still lost any chance of controlling the ship but can still use it to reveal the Traitor Space Marines blips. Control panels are damaged on the same roll as is needed to destroy a door and damaged panels count as rubble. The Traitor Space Marine can further attempt to self destruct the ship. If he can remove the log from its casing (2 AP) and spend further 4 AP to activate the ships self destruct mechanism. The

Space Wolf player then has ten turns to deactivate the countdown for 4 AP or else the countdown becomes irreversible. If a Vortex is used in the Log section the self destruct mechanism can not further be activated or deactivated nor can the controls be used if a Jinx is placed on the section. The Space Wolf player will not attempt to self destruct the ship as the Imperial fleet can easily fusion bomb it.

+12.18.40

++ Squad Amund reporting our position at 1-Alpha-E, shall we proceed to capture the bridge or cut off Traitor reinforcements.

++ Squad Sven entering section Alpha, estimating encounter in 25 seconds.

VICTORY

The player who eliminates all his enemies is in control of the bridge and wins this mission. If however either player decides to take final action the other automatically becomes the winner.

CAMPAIGN RULES

The players should note down who is in control of the bridge, whether or not there are any control panels still operational and if the self destruct mechanism has been activated.

3: THE BRIDGE

From the part of the ship most badly damaged a distress signal was coming. There was a possibility that there was a survivor of the crew still aboard. A survivor could report on how the Traitor Space Marines had captured the ship. Such information was too valuable to miss. The two Space Wolves left to guard the boarding torpedoes were dispatched to the signal. Any other forces the Space Wolves could spare would be sent to aid them.

The same signal that brought the Space Wolves had alerted the Traitor forces. To let a survivor of the crew escape was impossible. The secret of the attack must be guarded at all costs. Meanwhile Wolf Lord Skallagrim and his Command unit tried to develop a plan to get the survivor away from danger. The crew member had no teleport homer and if he did he was too far inside the ship and there was too much interference

from various power fields. Bringing him back to the boarding torpedoes would be impossible, the Wolf Guard unit would be overwhelmed soon by the Emperor's Children. Suddenly a telepath pointed out the only possibility.

OBJECTIVES

The Space Wolf player is attempting to rescue the navigator and get him into the long three wide corridor with a Space Wolf so he can teleport him to his ship. The Traitor player has to stop the Space Wolves from doing this.

FORCES

Space Wolves

Brothers Hjalti and Sigurd of Squad Amund.

One Marine with lightning claws.

One Marine with storm bolter and power glove.

Plus any survivors from mission one and forces allocated from mission two.

Traitor Space Marines

The Traitor Space Marine player starts the game with one squad of Emperor's Children (6 blips).

DEPLOYMENT

Space Wolves

The two Space Wolves and any forces from mission two start in the three wide corridor section. Any survivors from Mission one start in the opposite end in the marked corridor section.

+13.45.30

++ Brother Sigurd and Hjalti converging on signal.

++ Have established contact on comlink, friendly crew member alive in section 78-Green-B, located in room 78-Green-B4.

++ Enemy squad approaching from section 79-Blue-B, will arrive in 40 seconds.

Traitor Space Marines

All the Traitor Space Marines are deployed in the marked area.

The Space Wolves move first.

SPECIAL RULES

If either player has a Librarian he may use psychic cards.

Generators and bulkheads

The crew had attempted to seal off the worst damaged part of the ship at some point but now they make things more difficult for the Space Wolves. The crew member still alive, a navigator, has placed a bulkhead in front of his room for defence. He is unable to remove it himself. All rules concerning bulkheads from Deathwing are in effect.

The Navigator

The navigator is wearing power armour and has a laspistol. Note rules concerning Power Armour in the book Space Hulk Campaigns. As the navigator is not part of the Space Wolves force he is not allowed to use command points. Nor is he able to teleport back by himself. He may however defend himself to the best of his ability and can go into overwatch. In close combat he fights with a -2 penalty. This includes the +1 bonus for the laspistol.

Traitor Command points

If the Space Marine player is in control of the bridge or destroyed all control panels the traitor forces have a -1 penalty to their command points. Also if the Space Wolves gained control of the bridge and at least one panel was undamaged the Traitor player must convert his Bibs from the start.

Self Destruct

If the self destruct system has been activated and not stopped the Space Wolf player only has 20 turns in which he can complete his mission.

Teleport

In order to be teleported back to the safety of the ship the navigator must be in base contact with a Space Wolf in the long three wide corridor and the Marine must spend 4 AP's or CPs to teleport them away.

VICTORY CONDITIONS

If the Navigator escapes the Space Wolf player wins, otherwise the Traitor player wins.

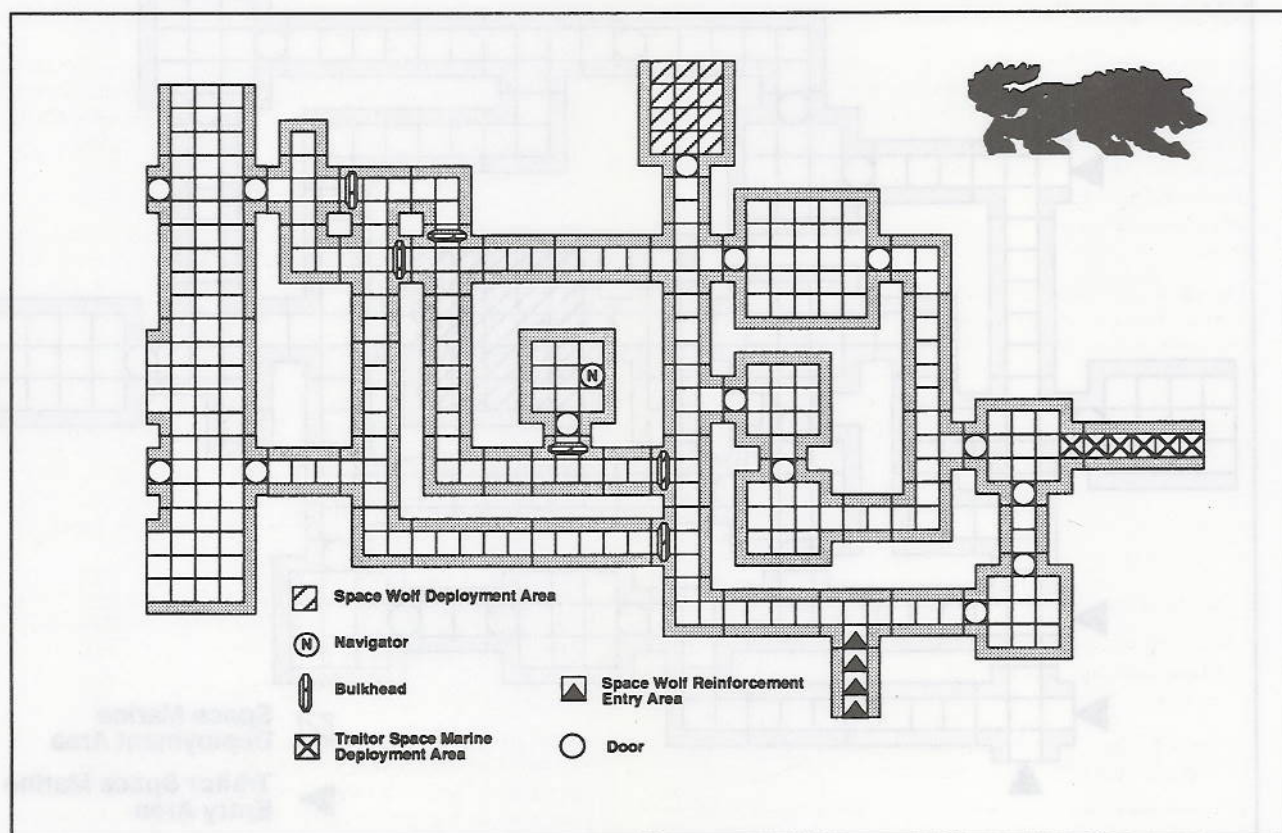


+13.48.05

++ Rescue crew member and accompany him down to section 78-Green-A.

++ Important crew member must be accompanied by a Wolf Guard to be teleported back to ship.

++ Be on guard at all times for the Emperor's Children, delay them at all costs.



DEPLOYMENT

Space Wolves

The Space Wolf player places all of his models anywhere in the large room section in any facing.

Traitor Space Marines

The Traitor Space Marines arrive as two blips per entry area, there are no reinforcements.

The Traitor Space Marines move first.

SPECIAL RULES

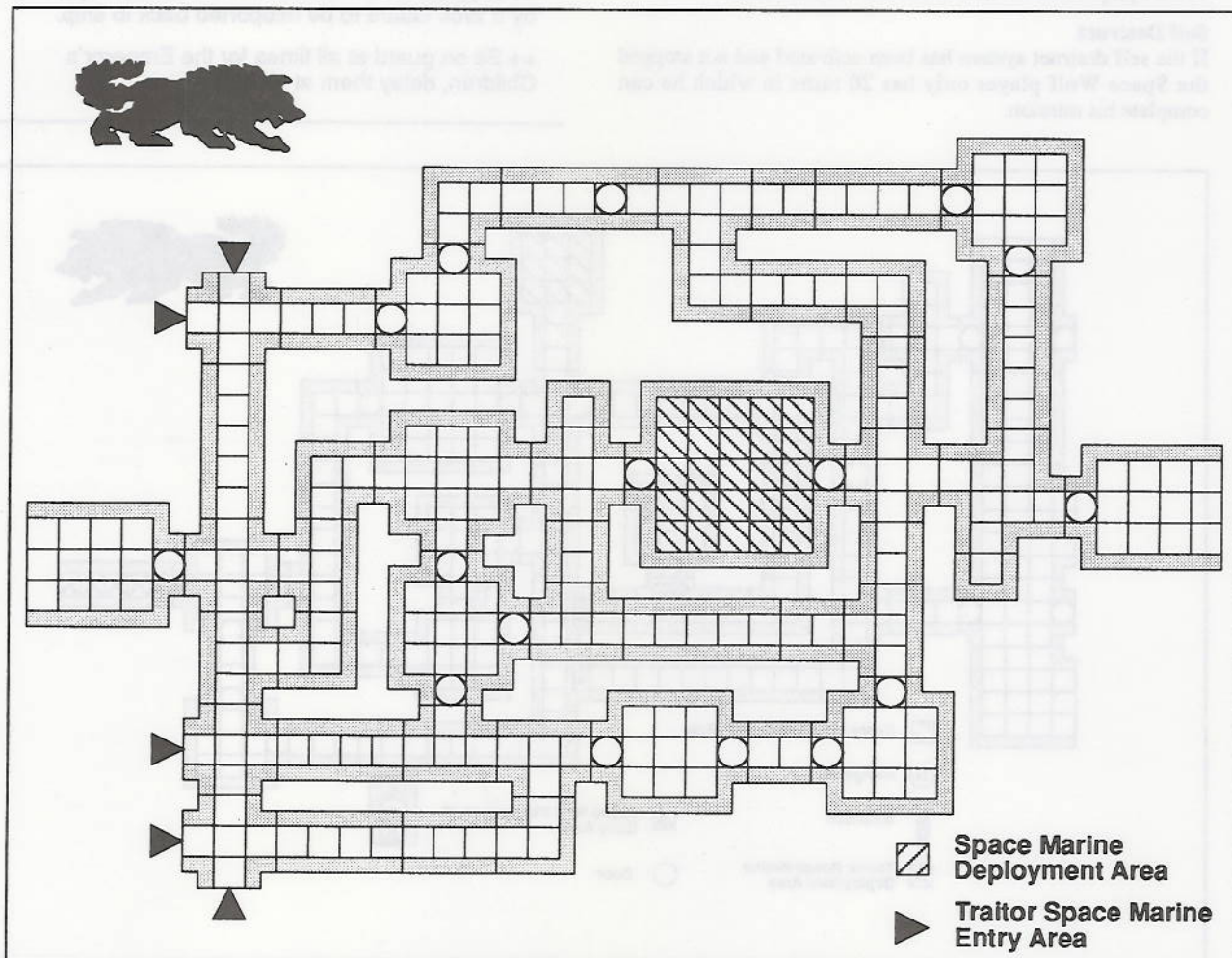
The Space Wolf Player may use psychic cards, if the Traitor Space Marine player has any Librarians in his force he may use psychic cards.

VICTORY CONDITIONS

The game ends when either all the Imperial or Traitor Space Marines are dead. If the Imperial Marine Captain is still alive at this point the Space Wolves win, otherwise the Traitor Space Marines win.

CAMPAIGN RULES

If the Space Wolf player won he must split his remaining forces between the two remaining missions. He must decide now how he will divide his models and record it on a sheet of paper. The Traitor Marine player will not know how these forces are split until the reinforcements arrive in the bridge.



4: DISTRESS SIGNAL

If the Imperial forces were to have any chance of recapturing the ship they must take the bridge intact. From the bridge the Space Wolves would have complete control of the ship and be able to monitor any movement from the main computer. Enemy concentrations in this part of the ship were still low so it was vital the bridge be taken fast.

OBJECTIVES

Each player is attempting to control the bridge, while preventing the other player by destroying them.

FORCES

Space Wolves

Squad Amund

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

Squad Sven

One Sergeant with storm bolter and power glove.
One Lexicanium with storm bolter and force axe.
One Marine with assault cannon (one reload) and power glove.
Two Marines with storm bolters and power gloves.

Traitor Space Marines

Three blips in the bridge area and one full squad (6 blips). He receives another squad as reinforcements by turn 6. The Traitor Space Marine does not get a Sergeant for the bridge.

DEPLOYMENT

Space Wolves

Squad Sven starts in the three wide corridor section while the Squad Amund starts in side room.

Traitor Space Marines

The three blips can be placed anywhere in the bridge while the squad is placed in the three wide corridor.

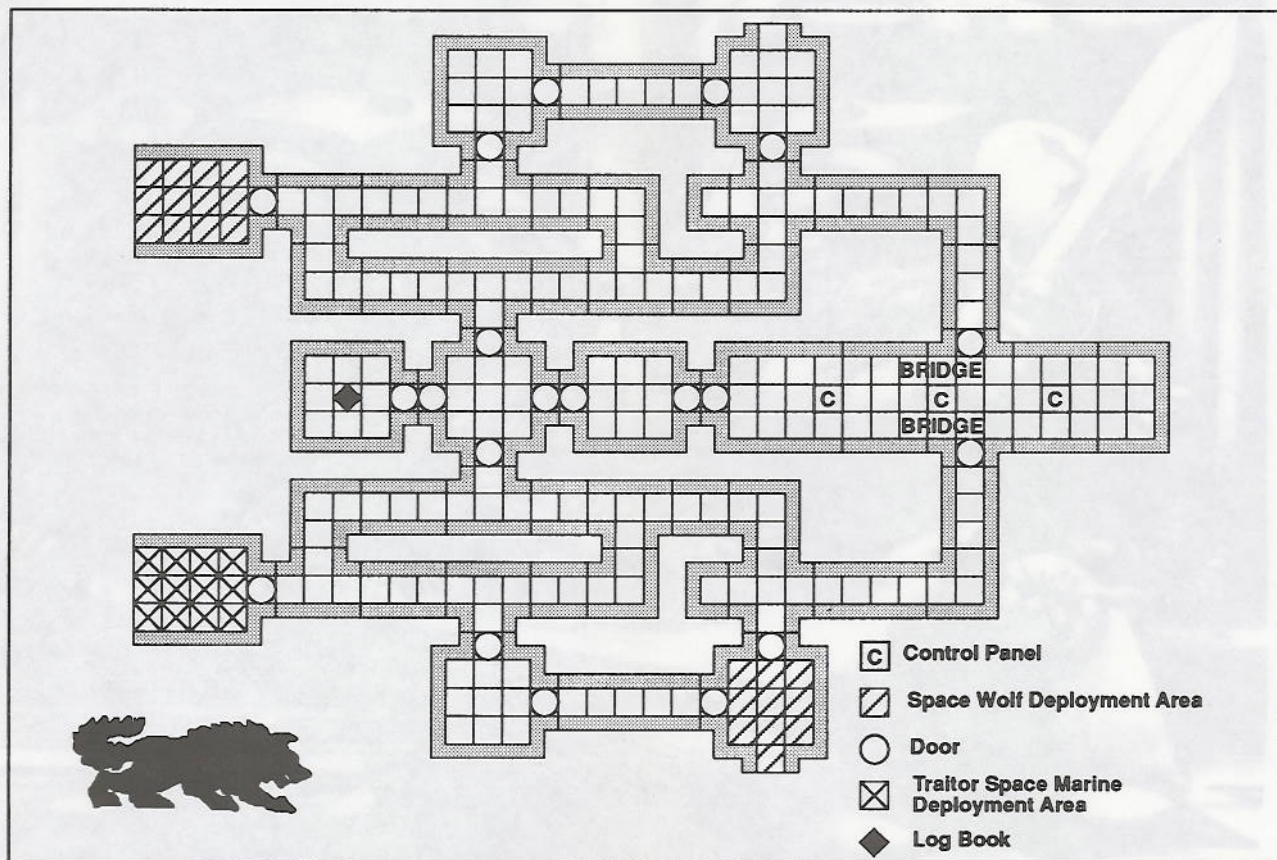
The Space Wolves move first.

SPECIAL RULES

The Space Wolf player uses psychic cards, if the Traitor Space Marine player has Librarians in play he may use psychic cards.

Control panels

To receive full amount of command points the Traitor Space Marine player must have one model or blip in base to base contact to a undamaged panel. If he does not he subtracts one point from his total. Command points from his Captain are unaffected. If a Space Wolf comes into base to base contact with a control panel the Traitor Space Marine must immediately reveal his remaining blips as the Space Wolf can now observe his positions. As long as the Space Wolf remains in base contact the Traitor player must reveal all his blips. Neither player will deliberately damage the control panels unless he decides the game is going against him, see final action.





CAMPAIGN VICTORY

There are four results for overall victory in the campaign.

Total Space Wolves Victory

If the Space Wolf player is in control of the bridge with at least two control panels left undamaged and the ship is not about to self destruct, as well as he has saved the Navigator, the Space Wolf player has achieved complete victory. Observing the Traitor Space Marines from the monitors the Space Wolves can bring in their power armoured brethren and clear the ship. The vital siege equipment can be brought to Optima Prima and the Navigator can provide information on the Traitor Attack.

Partial Space Wolves Victory

If the Space Wolves gained control of the bridge with at least two undamaged panels and prevented the ship from self destructing but failed to save the navigator, the campaign is a partial win. The Space Wolves have done well but no more than expected.

Draw

If the Space Wolf player only managed to save the navigator but did not manage to control the bridge or defend the panels and self destruct mechanism they have failed. But the Traitors have also failed to let a survivor escape the ship.

Traitor Space Marine Victory

If the Traitor Space Marine Player prevents the Space Wolf player from both capturing the Bridge undamaged, or self destructs the ship and prevents the navigator from escaping the campaign is a Traitor Space Marine victory.

If the Space Wolf player is in control of the bridge with at least two control panels operational the players can continue the campaign by designing their own missions as the power armoured Grey Hunters and Blood Claws come and clear the ship. Assume both players have 80 points to buy their forces if you design a campaign, otherwise allow each 20 points for each mission. The Traitor player selects his forces from the traitor terminator list and the Space Wolf player from the power armour list. In addition the Space Wolf player may use any survivors from this campaign. Note the Space Wolves are better in hand to hand combat than other Chapters so all get a +1 close assault factor bonus.

They shall know no fear.

