

SPACE HULK™

DUTY AND HONOR

Amongst all the chapters of the Legiones Astartes, the fame of the Ultramarines is unrivalled. They are the greatest and the most powerful chapter of the Space Marines, renowned throughout the galaxy for their strict adherence to the Codex Astartes as laid down by their Primarch, Roboute Guilliman, ten millennia before.

The Ultramarines suffered greatly during the First Tyrannic War, and their Terminator company perished to a man when fighting against hordes of Tyranids and Genestealers, a grievous loss from which the chapter has not yet fully recovered. Because of this legacy of hatred, the Ultramarines are implacable foes of the Genestealers. Any opportunity to fight against these foul aliens is a much sought-after honour amongst the Ultramarines.

Such an opportunity came during the great Forian Crusade. A gigantic, lumbering space hulk, named *Hunter of the Void*, appeared from the warp space near the homeworld of the Ultramarines, Macragge. Unfortunately, most of the Ultramar fleet was fighting the Emperor's War, and thus only one ship could be spared to stop the heinous aliens.

This ship, the *Will of the Emperor*, carrying several squads of elite Terminators, was dispatched immediately to deal with this threat.

Upon reaching the hulk, the Ultramarines set to the task with zeal. The unremitting fighting raged deep inside the dark corridors, but the aliens proved to be extremely tenacious, as if there was something they were guarding, some dark secret hidden deep within the core of the space hulk. The scanners of the *Will of the Emperor* could not penetrate the shielded chambers deep within the ancient ship, so Commander Troilus decided to send the most seasoned veterans of his command to challenge the vastness of the hulk and lift the veil of secrecy of the lower levels. Two squads were assigned to the task, and they prepared with their customary efficiency, chanting their prayers and reciting the litanies of hatred.

THE GANTRY ROOM

This campaign uses a new 5x5 room with gantries round the edge of a deep drop in the middle. You can find this room in the card section of this issue.

Special Rules: At the end of any close combat fought in the Gantry Room, the remaining model (or both in the case of a draw) rolls a D6. On a roll of 1, the model has lost its footing and plummets to its death! A model cannot move diagonally across the corners of the Gantry Room.

The Genestealer entry point in the Gantry Room is the square directly opposite the gantry square that sticks out over the drop.

If a Space Marine is in the Gantry Room at the start of the Genestealer turn, the Genestealer reinforcements must lurk for 1 turn. Any blip entering play must be converted and the Genestealers must enter at the entry point, one at a time. Any models from the same blip that cannot enter in the same turn are lost.

All flamer counters on the gantry square are removed at the end of the Space Marine turn, even if there are two or more counters on one square. There is nothing to keep the fire burning.

A model in a doorway cannot see the corner squares at that end of the room.

Mission 1

VEIL OF DARKNESS

As the battle raged, the probes of the *Will of the Emperor* scanned the enormous space hulk, and yet the alien ship was reluctant to yield up its secrets. The Space Marines were unable to determine the number of Genestealers aboard, nor could they tell exactly where the clawed monstrosities were emerging from. There was a large area near the reactor core that was impenetrable to the scanners of the Space Marines' ship. Commander Troilus decided that the time had come to cut through the veil of darkness and reveal the secret of the hulk. The Techmarines aboard the *Will of the Emperor* had found a way to shut down the ionisation shielding that interfered with the ship's scanners. A fully functional computer terminal had been detected that could be used to disable the shielding. Two squads of Terminators were assigned to locate the computer panel and access the computer. Due to the massive radiation leaks from the nearby reactor, the squads' teleporters would not work anywhere near the computer terminal, so the Terminators would have to fight their way out after accomplishing their dangerous mission.

BACKGROUND

The Space Marines must reach the Gantry Room computer, shut down the shielding, and move out of the section. If you are playing this Mission as part of the campaign, note whether the Space Marines are successful at the computer and whether two or more Space Marines make it off the board.

SPACE MARINES

FORCES: 2 squads of Space Marines – Squad Notaras and Squad Gorius (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer, and 3 Space Marines armed with storm bolters). The two squads are deployed on the yellow corridors.

BRIEFING: The Space Marine must access the computer and get two or more Space Marines out of the exit point to win. Each turn a Space Marine spends standing next to the computer terminal without any Genestealers in the Gantry Room, roll a D6. On a roll of 4 or more the ionisation shielding is shut down.

The bulkhead at the exit point is sealed and can only be opened by spending 1 AP when a Space Marine reaches the last square of the board section.

The Space Marines move first in this mission.

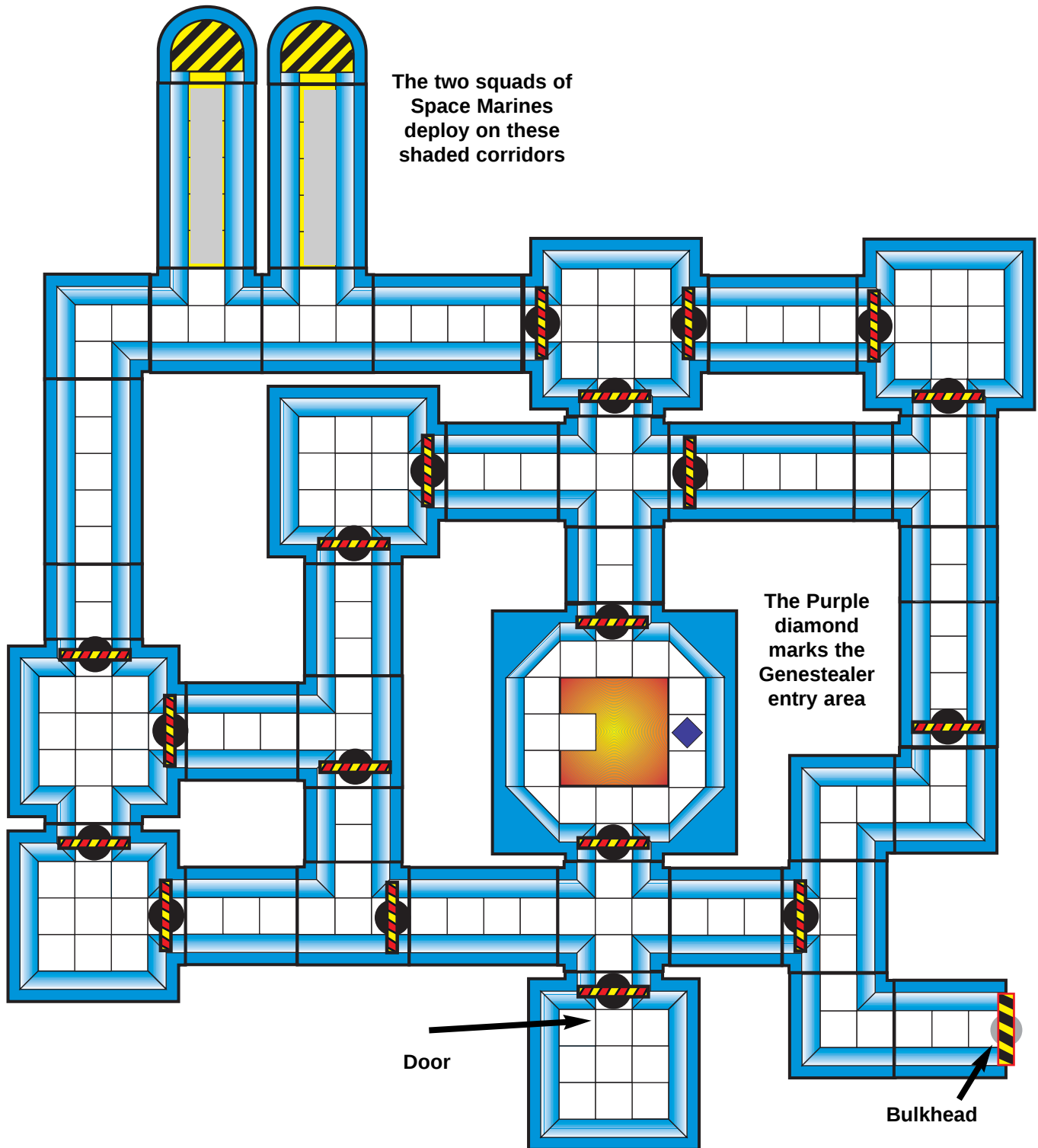
GENESTEALERS

FORCES: The Genestealer player begins the game with a single Blip in the Gantry Room entry area. Each turn another Blip enters at the Gantry Room.

BRIEFING: The Space Marines are trying to access the computer in the Gantry Room and get two of their men out of the exit point. The Genestealers win if they can stop either from happening.

Mission 1

VEIL OF DARKNESS



Mission 2

TO KILL THE BEAST

The heroism of Squad Notaras and Squad Gorius had paid off, and the shielding of the hulk collapsed. The scanners of the Space Marine mothership swept the inner levels of the hulk, and the results were horrifying: the entire inner core of the *Hunter of the Void* was infested with teeming swarms of Genestealers. The few remaining squads of Terminators didn't stand a chance against the numberless alien horde that lurked in the vastness of the hulk and the *Will of the Emperor* did not carry sufficiently powerful weaponry to destroy the ship. And still the hulk continued on its inexorable course towards Ultramar.

When all seemed lost, the Techmarines aboard the *Will of the Emperor* found a solution to the problem: Terminators carrying powerful anti-matter bombs could fight their way to a level above the reactors and drop the explosives down the shafts. The chain-reaction of explosions would then tear the space hulk apart, along with its deadly cargo.

Commander Troilus ordered all his remaining Squads to make a diversionary attack, while two squads, commanded by sergeants Gladius and Adrianus, would carry the explosive charges to a point where they could be dropped down to the vulnerable reactor core and seal the fate of the hulk.

BACKGROUND

The Space Marines must reach the Gantry Room and drop their explosive charges down the deep drop in the middle. If you are playing this mission as a part of the campaign, note whether the Space Marines are successful or not.

SPACE MARINES

FORCES: 2 squads of Space Marines – Squad Gladius and Squad Adrianus (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer, and 3 Space Marines armed with storm bolters). The two squads are deployed on the yellow corridors.

BRIEFING: The Space Marine player wins if at least one Space Marine reaches the gantry in the Gantry Room and survives through a Genestealer turn.

The Space Marines move first in this mission.

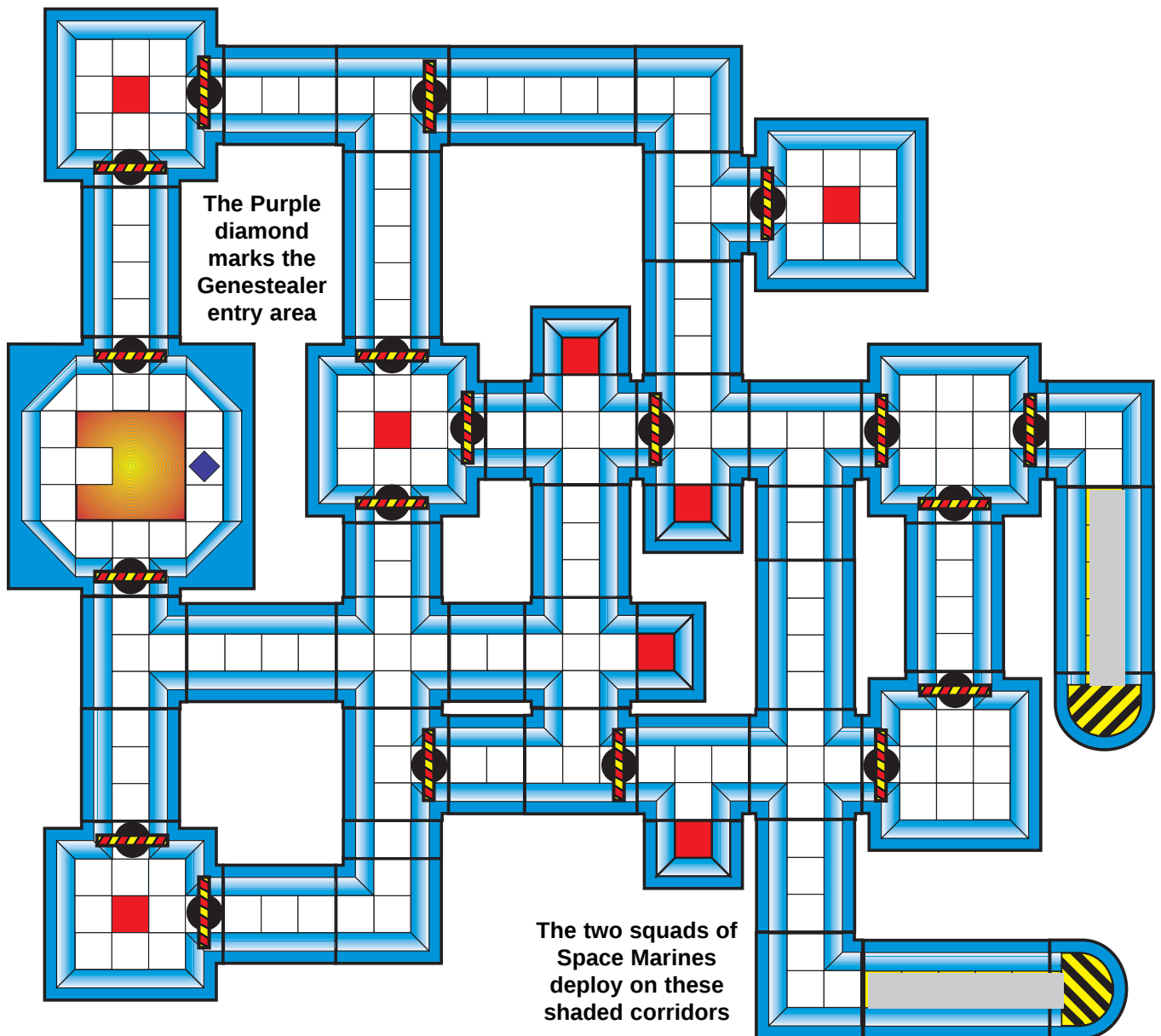
GENESTEALERS

FORCES: The Genestealer player begins the game with one blip counter in each of the eight starting points marked on the map with a square. During the game, the Genestealer player receives one reinforcement blip per turn. This blip is placed in the Gantry Room.

BRIEFING: The Space Marines are trying to get to the Gantry Room and must be stopped.

Mission 2

TO KILL THE BEAST



Mission 3

BACK FROM DARKNESS

The series of explosions began to tear the space hulk apart. Time was running out, but two squads of veteran Terminators still remained aboard the dying monstrosity, including the personal bodyguard of Commander Troilus, led by Sergeant Constantius. Allowing the battle brothers and their irreplaceable Terminator armour to perish on the hulk was unthinkable. The *Will of the Emperor* defied the danger and remained within the range of the Terminator's teleporters, while Sergeant Constantius summoned all his strength to lead his men out of the shielded area of the space hulk. Dying in the service of the Emperor was one thing, but losing the priceless Terminator armour and the gene-seed carried by all Space Marines was a sin and heresy in the eyes of the Emperor.

The retreat was orderly and precise, but it faced the most ferocious assaults by the clawed Genestealers. It was time to pit the might of the Ultramarines and their weapons against the inhuman strength of the alien foe.

BACKGROUND

The Space Marines must get through the exit point before a whole section is destroyed. If the Space Marines failed Mission 2, an extra two Genestealer Blips start in the Gantry Room. If the Space Marines failed to get at least two of their men out in Mission 1, the Space Marine player starts with one less Space Marine armed with a storm bolter. If the Space Marines failed to access the computer in Mission 2, the destruction of the section begins on turn 5.

SPACE MARINES

FORCES: 2 squads of Space Marines – Squad Primus and Squad Constantius (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer, and 3 Space Marines armed with storm bolters. The two squads are deployed on the yellow corridors.

BRIEFING: The Space Marine player wins by getting at least two Space Marines off the board alive.

Move the turn marker at the start of each Space Marine turn, the board sections start to be destroyed at the end of turn 6.

The bulkhead at the exit point is sealed and can only be opened by spending 1 AP when a Space Marine reaches the last square of the board section.

The Space Marines move first in this mission.

GENESTEALERS

FORCES: The Genestealer player begins the game with 1 blip in each of the rooms marked with a red square, and receives 1 reinforcement blip per turn in the Gantry Room.

BRIEFING: The Space Marines are trying to get out of the space hulk before it is destroyed.

The destruction of the hulk is simulated by removing board sections, starting from the Space Marine entry end and removing all adjacent pieces to the last one removed, each turn.

At the end of the sixth Genestealer turn the Genestealer player removes both Space Marine entry areas. At the end of the next turn remove the room and the crossroads. After that remove the L-corridor, the 4-section, and so on.

Mission 3

BACK FROM DARKNESS

