

HYBRID HUNT

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Thirteen terminators are sent to investigate a space hulk that recently jumped out of the warp. It is highly possible that the ship is infested by creatures of chaos. The first squad must search alien presence on the ship. Lifeforms must be located and reported before any other action...

The campaign contains five missions:

Mission One: Locate

Mission Two: Secure

Mission Three: Defence

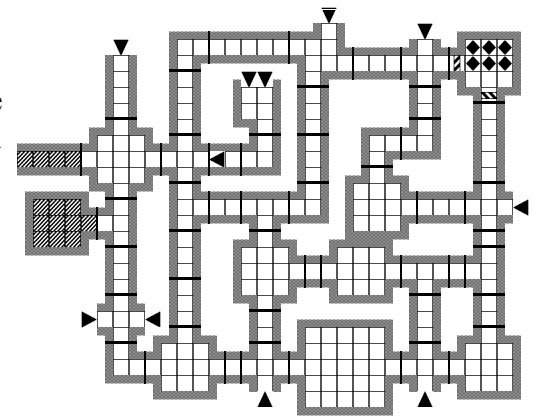
Mission Four: Raid

Mission Five: Eradication

The Campaign

The marine player doesn't know the map's layout, the stealer player sets it up as the marine player advances and gains line of sight on the sections. The stealer player also has to set up the sections on which a marine is able to step on his next turn, even if the marine player doesn't see this section yet. However, the marine player can follow the movements of the blips, and can try to guess the map layout by tracking the blips.

The first two missions are played on the reduced map.



The marine player has to secure the central genestealer entry in the second mission. In the third mission, the stealer player attempts to break the seal of this entry from inside. If the seal is broken, the stealer player can use the double arrow entry for letting in his reinforcements. From the beginning of the third mission, the single central entry is either sealed or moved to the double arrows. No more genestealer can appear as reinforcement on the single central entry. If central genestealer entry is open at the beginning of the third mission and the marine player wants to seal this entry, he must reach the double arrows and spend 2 APs.

Special Rules

Sealing a genestealer reinforcement entry costs 2 APs for the marine player. The marine must face the arrow on the square nearest to it. Sealing is allowed in every mission except the first one.

CP bonuses: When there is neither a captain, nor a sergeant on the space hulk, the marines suffer from lack of leadership, they get -1 at each CP roll.

When there is one sergeant in play, the CPs are rolled as normal.

For each additional sergeant, add +1 to the CPs.

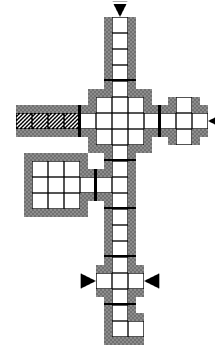
When the captain is on board, add +2 to the CP score.

This means, that if all the three leaders are alive in mission five, the marine player gets a +3 CP bonus!

Note that each marine has a different initial that can be reported on the map. Actually, I have designed this campaign to play with friends by mail. This is also why the stealer reinforcements are rolled by dice instead of drawing from a pile. The names of the marines also allow the recording of a personal trophy chart for each man. Glory awaits the best!

HYBRID HUNT

Mission one: LOCATE



Marine force:

four men

Name	Grade	Weapons
Ernest	Sergeant	Storm bolter + Power glove
Topovitch	Marine	Storm bolter + Power glove
Bettini	Marine	Storm bolter + Power glove
Olafsen	Marine	Thunder hammer + Storm shield

Genestealer forces:

The Genestealer gets 2 Blips to start with and 1 Blip each turn for the 4 first turns.

Roll a D6 on the list below instead of drawing Blips

Blip list:

1. light hybrid
2. 2 genestealers
3. 2 genestealers
4. 3 genestealers
5. 3 genestealers
6. 4 genestealers

Light Hybrid: (d6)

- 1-2-3 lasgun
- 4-5-6 bolter

Deployment

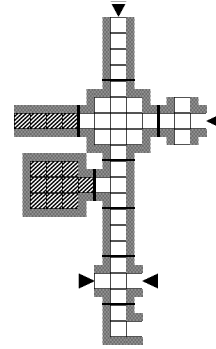
The marine forces always begin on the grey sections.

Victory condition

The marine player must kill 4 genestealers or 1 hybrid. When he succeeds, the cryogenic tank (green squares on the full map) is located, but the way to reach it still remains unknown to him.

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Mission Two: SECURE



Marine force:

six men

Name	Grade	Weapons
Marcus	Sergeant	Storm bolter + Power sword
Swift	Marine	Assault cannon + Power glove
Konrad	Marine	Storm bolter + Chain Fist
Peters	Marine	Storm bolter + Power glove
Radski	Marine	Storm bolter + Power glove
Nathaniel	Marine	Lightning claws

Genestealer forces:

The Genestealer gets 2 Blips to start with and 2 Blips each turn as reinforcements.

Roll a D6 on the list below instead of drawing Blips

Blip list:

1. light hybrid
2. 2 genestealers
3. 2 genestealers
4. 3 genestealers
5. 3 genestealers
6. 4 genestealers

Light Hybrid: (d6)

- 1-2-3 lasgun
- 4-5-6 bolter

Deployment

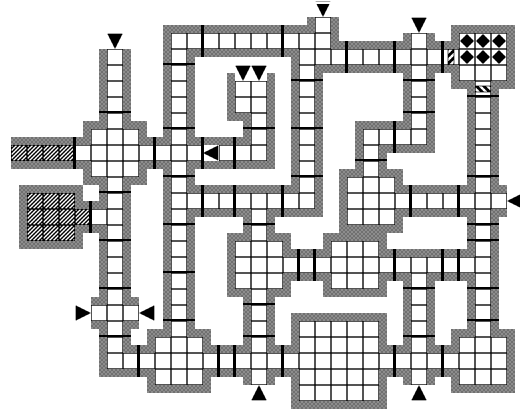
The marine forces always begin on the grey sections.

Victory condition

The area is secured when the four entries are sealed.

HYBRID HUNT

Mission Three: DEFENCE



Marine force:

two heavy weapon terminators + survivors (1) from Locate

Name	Grade	Weapons
Ernest (1)	Sergeant	Storm bolter + Power glove
Topovitch (1)	Marine	Storm bolter + Power glove
Bettini (1)	Marine	Storm bolter + Power glove
Olafsen (1)	Marine	Thunder hammer + Storm shield
Gregor	Marine	Heavy flamer + Power glove
Antonius	Marine	Assault cannon + Power glove

Genestealer forces:

The Genestealer gets 4 Blips to start with and 4 Blips each turn as reinforcements for the first 8 turns.

Roll a d8 on the list below instead of drawing Blips

Blip list:

1. 2 genestealers
2. 3 genestealers
3. 3 genestealers
4. 3 genestealers
5. 4 genestealers
6. 5 genestealers
7. light hybrid
8. medium hybrid

Hybrids:

- Light (d6):
 - 1-2-3 lasgun
 - 4-5-6 bolter
- Medium (d6):
 - 1-2 autocannon
 - 3-4 heavy bolter

- 5-6 plasma gun

Deployment

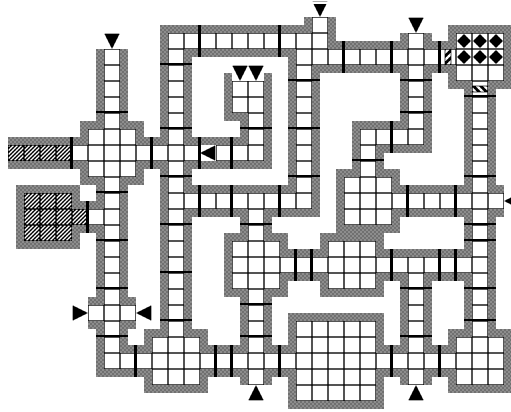
The marine forces always begin on the grey sections.

Victory condition

When all the genestealers are killed, the perimeter is defended. The genestealers must be prevented from breaking the central entry's lock from inside. This action costs 4APs, it can be performed by either a genestealer or a hybrid.

HYBRID HUNT

Mission Four: RAID



Marine force:

The captain + survivors (2) from Secure

Name	Grade	Weapons
Christian	Captain	Storm bolter + Grenade launcher + Power sword
Marcus (2)	Sergeant	Storm bolter + Power sword
Swift (2)	Marine	Assault cannon + Power glove
Konrad (2)	Marine	Storm bolter + Chain Fist
Peters (2)	Marine	Storm bolter + Power glove
Radski (2)	Marine	Storm bolter + Power glove
Nathaniel (2)	Marine	Lightning claws

Genestealer forces:

The Genestealer gets 3 Blips to start with and 2 Blips each turn as reinforcements.

Roll a d12 on the list below instead of drawing Blips

Blip list:

1. 1 genestealer
2. 2 genestealers
3. 2 genestealers
4. 3 genestealers
5. 3 genestealers
6. 3 genestealers
7. 4 genestealers
8. 4 genestealers
9. light hybrid
10. medium hybrid
11. heavy hybrid
12. heavy hybrid

Hybrids:

- Light (d6):

- 1-2-3 lasgun
 - 4-5-6 bolter
- Medium (d6):
 - 1-2 autocannon
 - 3-4 heavy bolter
 - 5-6 plasma gun
- Heavy (d4)
 - 1 conversion beamer
 - 2 missile launcher
 - 3 lascannon
 - 4 heavy plasma gun

Deployment

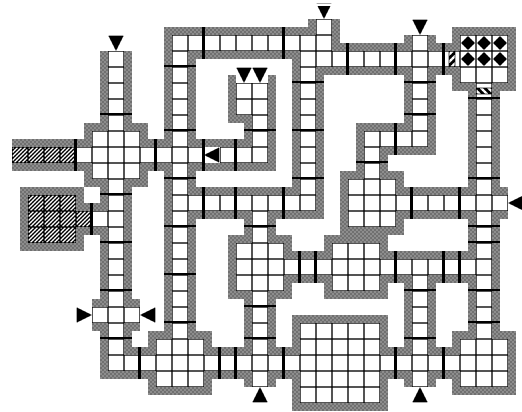
The marine forces always begin on the grey sections.

Victory condition

Teleport back to safety when the cryogenics are destroyed (as a door). Note that two bulkheads ('B' on the map) block the entrance to the cryogenic room.

HYBRID HUNT

Mission Five: ERADICATION



Marine force:

All survivors, from Defence(3) and Raid(4)

Name	Grade	Weapons
Christian (4)	Captain	Storm bolter + Grenade launcher + Power sword
Ernest (3)	Sergeant	Storm bolter + Power glove
Topovitch (3)	Marine	Storm bolter + Power glove
Bettini (3)	Marine	Storm bolter + Power glove
Olafsen (3)	Marine	Thunder hammer + Storm shield
Gregor (3)	Marine	Heavy flamer + Power glove
Antonius (3)	Marine	Assault cannon + Power glove
Marcus (4)	Sergeant	Storm bolter + Power sword
Swift (4)	Marine	Assault cannon + Power glove
Konrad (4)	Marine	Storm bolter + Chain Fist
Peters (4)	Marine	Storm bolter + Power glove
Radski (4)	Marine	Storm bolter + Power glove
Nathaniel (4)	Marine	Lightning claws

Genestealer forces:

The Genestealer gets 5 Blips to start with and 3 Blips each turn for the first 10 turns. If mission four, Raid, was a Genestealer victory one of the starting blips is a Magus.

Roll a d12 on the list below instead of drawing Blips

Blip list:

1. 1 genestealer*
2. 2 genestealers
3. 2 genestealers
4. 3 genestealers
5. 3 genestealers
6. 3 genestealers
7. 4 genestealers
8. 4 genestealers

9. light hybrid
10. medium hybrid
11. heavy hybrid
12. heavy hybrid

* or Magus if Raid won by Genestealer and a Magus is not already in play

Hybrids:

- Light (d6):
 - 1-2-3 lasgun
 - 4-5-6 bolter
- Medium (d6):
 - 1-2 autocannon
 - 3-4 heavy bolter
 - 5-6 plasma gun
- Heavy (d4)
 - 1 conversion beamer
 - 2 missile launcher
 - 3 lascannon
 - 4 heavy plasma gun

Special Rules

Magus Rules:

- There can be only one in play
- Survives 2 kills (aura)
- Is armed with a laspistol
- +1 AP for all hybrids including himself

Deployment

The marine forces always begin on the grey sections.

Victory condition

Every genestealer must be wiped out !

This is the Emperor's will.