

ESCAPE TOWARDS THE LIGHT

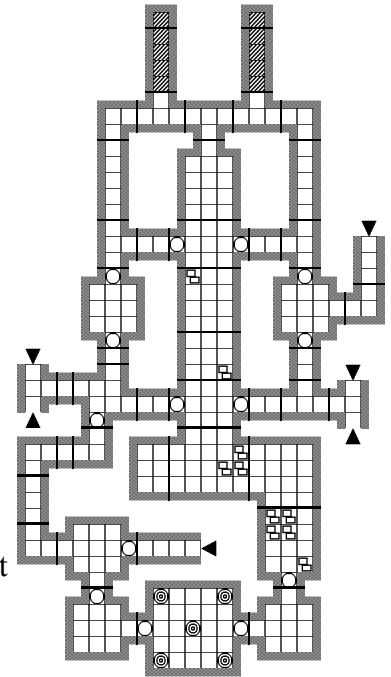
Mission created by Kortex, see Space Hulk Arsenal

Translated with kind help from Babelfish

++ Hardly a few hours after the appearance of an unidentified Hulk, Psykers of the Emperor confirmed the presence of a significant number of Genestealers on board, perhaps even of a Magus. Two squadrons of Marines in Terminator armour were immediately charged to destroy the infested Hulk by sabotaging its propulsion system. After calculation of the space co-ordinates, they are teleported on board, but in the wrong place! In order to continue their mission, it is essential that they are Re-teleported on board their vessel, then again teleported back to the Hulk in initially intended position. Fortunately, the scanners indicate that a teleportation room is near their current position. They must get there at any cost...

Objectives

At least 5 Marines must teleport back to on board their vessel by using one of the teleportation pods located in the room shown on the map. Genestealers must at all costs prevent the Marines from achieving their goal, and must thus eliminate at least 6 Marines.



Forces

Marines:

Squad A

- Captain (Storm Bolter, Power Sword, Power Glove, Grenade Launcher)
- Psyker Marine - Level 4 (Storm Bolter, Force Axe)
- Marine with Flamer
- Marine with Lighting Claws
- Marine with Storm Bolter

Squad B

- Sergeant (Storm Bolter)
- Psyker Marine - Level 4 (Storm Bolter, Force Axe)
- Marine with Assaultgun
- Marine with Chainsaw
- Marine with Storm Bolter

Stealers:

All psykers are of the 3rd level. Stealers receive 2 blips in reinforcement per turn. All the additional blips are used in this mission, and the blips marked with a letter are converted according the table.

A. Psyker with Autocannon

- B. Psyker with Conversion Beamer
- C. Psyker with Missile Launcher
- D. Non-Psyker with Autocannon
- E. Non-Psyker with Conversion Beamer
- F. Non-Psyker with Missile Launcher
- G. Psyker with basic or close-combat weapon
- H. Psyker with basic or close-combat weapon
- I. Psyker with basic or close-combat weapon
- J. Psyker with basic or close-combat weapon

Special Rules

Both players use psychic cards.

The Marine player can secure areas, and the stealer player can use ambush counters if he wish.