

IN THE MIDDLE OF THE NEST

A New Space Hulk Mission by Christophe Boelinger

The Story So Far

Centuries ago, the genestealers took full control of the Semeria System. The Empire tried several time and sent troops to regain control over the Semeria system. He never hurd news from them after each raid.

He has now decided to strike a final blow to end the Genestealer occupation in this area. You are just one small part of the entire campaign, but the mission you're about to execute is of capital importance. The Defensive forces of the Genestealers have been reduced to minimum by the Emperor's Terminator Army. It is now time to destroy the Nest and finish it all. The nest is believed to be inside an old Emperor Class Battle Cruiser sent in this system in the earlier time of the genestealer occupation. A hundred squads of terminator marines are going to be teleported in the Hulk to place explosive charges in all areas supposed to hide the Queen's nest.

You are Squad Maximus and Squad Elyssius, two of the one hundred squads assigned with the mission to place five explosive charges in five strategic rooms. Right in the middle of the nest with genestealers surrounding you from everywhere, it is almost impossible for you to predict where these monsters are going to emerge. Coming from the ceiling, tearing it appart, put in simple words « it's raining stealers from the roof ».

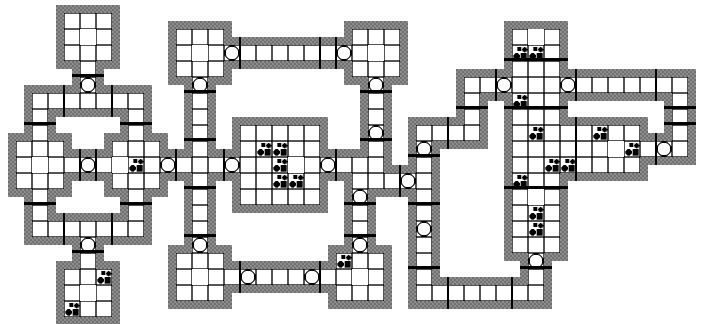
Grab your bolters, hold on tight, shoot everything that moves and prey we can place our charges before they kill us all. For the Emperor, For the Semeria System...

Map

The map uses tiles from the Space Hulk, Deathwing and Genestealer box set.

Rules

This mission uses the rules printed in Space Hulk, Deathwing, Genestealer and the Pitfall rules (Reprinted in Deathwing I think).



Marine Starting Forces

The space Marine has two squads each composed of :

- One Librarian Level 3 in Aegis Suit
- One sergent with storm bolter and power glove
- One marine with Lightning claws
- One marine with Heavy Flamer
- One marine with storm bolter and power glove.

Marines setup

The marine player deploys first. He chooses two of the twelve rooms and places one squad in each of these rooms. There is no restriction on the room he can choose. These two rooms represent the spots where the squads have been teleported. All the marines from the same squad must be deployed in the same chosen room.

Genestealer Starting Forces

The genestealer player starts with 5 blips. This mission is played with the expanded blip set containing Hybrid genestealers and psychers.

Genestealer Setup

Once the marine player has deployed his marines, the genestealer player places 5 objectives marker in 5 other rooms. He cannot place an objective marker in a room occupied by marine models.

Then the genestealer player places 5 pitfall markers in the five remaining empty rooms (rooms with no objective markers and no marine models), and he places one starting blip in each square containing a pitfall.

At the start of the game these blips are considered off the board, at the upper level (these pitfalls are holes in the roof).

Genestealer Reinforcements

The genestealer player receives 2 blips per turn. He places each blip next to a room containing a pitfall. He cannot place the two blips in the same room. If there is only one pitfall left available for him, he draws two blips, chooses one and place it next to the remaining pitfall room.

All blips always lurk the first turn at the upper level. They'll be going down in the next Genestealer turn, whether or not there is a marine model in a six square distance or less.

The Blips can either be converted at the upper level and come down as models or directly come down as blips if they don't come in a marine LOS.

Genestealer Expanded Blip Conversion List

- A. New Pitfall *
- B. New Pitfall *
- C. New Pitfall *
- D. Hybrid Psyker Level 3 with Lasgun
- E. Hybrid Psyker Level 3 with Bolt Pistol
- F. Hybrid Psyker Level 3 unarmed
- G. Hybrid Psyker Level 2 with Missile launcher
- H. Hybrid Psyker Level 2 with Plasma Gun
- I. Hybrid Psyker Level 2 unarmed
- J. Hybrid Psyker Level 1 with Autocannon

* New Pitfall : The genestealer receives no reinforcement this turn but he can place a new pitfall in any numbered room with no pitfall marker. The new pitfall marker must be placed in an empty square (no models, no other maker, no door). This new pitfall becomes a new entry point as soon as it is placed . If the genestealer has another blip to place in the same turn, he can place it on this new pitfall, but the blip still has to lurk one turn on the upper level. New pitfalls can be secured just as initial pitfalls.

Objectives

The marine player has to set explosive charges on each objective squares. To do this, a marine model must stand on the objective square and spend 4 Aps. The charges will only explode when there is no marine left in the hulk , either because the five charges have been set and the marines have teleported back into the imperial Mother ship, or because all the marines are dead.

Securing Pitfalls

A marine standing on a pitfall square can secure it for 2 Aps. The lurking blips are lost, no future reinforcement blip can be placed in this room.

Going up pitfalls

Neither the Genestealers nor the marines can go up a pitfall. Once you're down in Hell, you stay in Hell.

Victory Condition

This mission should be played two times with players switching sides. The winner is the marine player who placed more explosive charges.

In case you play the mission only once :

Number of explosive charges placed	Result
5	Total Marine Victory
4	Marine Victory
3	Draw
1,2	Genestealer Victory
0	Total Genestealer Victory