

# SPACE HULK



**MISSION BOOK**

ДАЛЛК

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# INTRODUCTION

Throughout the galaxy, the Imperium wages war against the many deadly enemies of humanity. However, none of these enemies are as feared as the dreaded Genestealers. These horrifying, six-limbed monstrosities travel across the galaxy in derelict space hulks in search of new planets to conquer. Only the mighty Space Marines stand between the Genestealers and the destruction of Mankind. Armed with an array of powerful weapons and protected by massive Terminator armour, small squads of Space Marines board space hulks to confront the Genestealers head on.

Of the many battles that have taken place against the Genestealers that infest the galaxy, none was quite as desperate as the action that took place on board the space hulk codenamed *Sin of Damnation*. This book tells the story of that battle, and includes twelve different missions based on the campaign.

The Mission Book is split into three main sections: The Campaign Background, The Missions, and The Imperium of Man. The Campaign Background describes the history of the *Sin of Damnation* campaign, starting with the Blood Angels' first disastrous encounter with the Genestealers in the Secoris system. It takes the story up to the point that the Blood Angels board the *Sin of Damnation*, intent on destroying the Genestealers that lurked within and in so doing redeeming the honour of their Chapter. This is where you come in – the ultimate fate of the Space Marines is in your hands from this point on.

The Missions that follow describe the pivotal moments of the Blood Angels' ensuing campaign against the Genestealers. As well as describing what happened on board the *Sin of Damnation*, the missions provide all of the game information you need to refight these key battles using the rules found in the Space Hulk Rulebook.

Last but far from least, the final section of this book describes the background for the Space Hulk game. Space Hulk is set almost 40,000 years in our future. In the dark universe of the 41st Millennium, vast and terrible forces threaten the very existence of humanity and alien races ravage entire solar systems. Shielded only by the potent psychic power of the immortal Emperor, the Imperium of Man is besieged by its enemies and our most potent weapon against these terrible foes are the Space Marines of the Adeptus Astartes. The Mission Book describes these dark and compelling times, and includes detailed background information on the Blood Angels and the alien Genestealers.

# DISASTER AT SECORIS

In the year 996.M40, an Imperial Navy patrol passing through the Secoris system detected a large space hulk drifting in-system, drawn by the star's gravitational pull. The fourth world of the Secoris system was a populous hive world, inhabited by more than fifty billion humans. It was a hub of commercial and military activity and the threat posed by the closing space hulk was immense. Wary of boarding the vessel with his crews, the commodore commanding the flotilla sent an astropathic message to the nearby fortress-monastery of the Blood Angels. The Chapter responded in full, led by Commander Sangallo, and within three weeks, the might of the Blood Angels had come to Secoris.

The sheer size of the space hulk and its proximity to busy trade routes through the system precluded any kind of systematic bombardment – debris would pose a serious threat to navigation. Instead Commander Sangallo led a full-scale boarding action. The initial stage of the boarding went with little problem, but soon the Blood Angels encountered growing resistance as they attempted to take possession of functioning engine rooms and control chambers. Within thirty minutes, Genestealers were rousing from their hibernation in great numbers and Sangallo committed his reserves to bolster the defensive perimeter around the boarding site, leading the reinforcements himself.

Unable to secure their objectives, the Blood Angels diverted their attention to the inner areas of the ship, seeking the dormant Genestealers. Their attack only served to hasten the awakening process and soon thousands of Genestealers had encircled the advancing Space Marines. Under the covering fire of the 1st Company Terminators, Sangallo tried to extricate his surrounded squads and was eventually forced to send forward the Blood Angels protecting the landing zone to provide a safe 'corridor' back to the boarding craft.

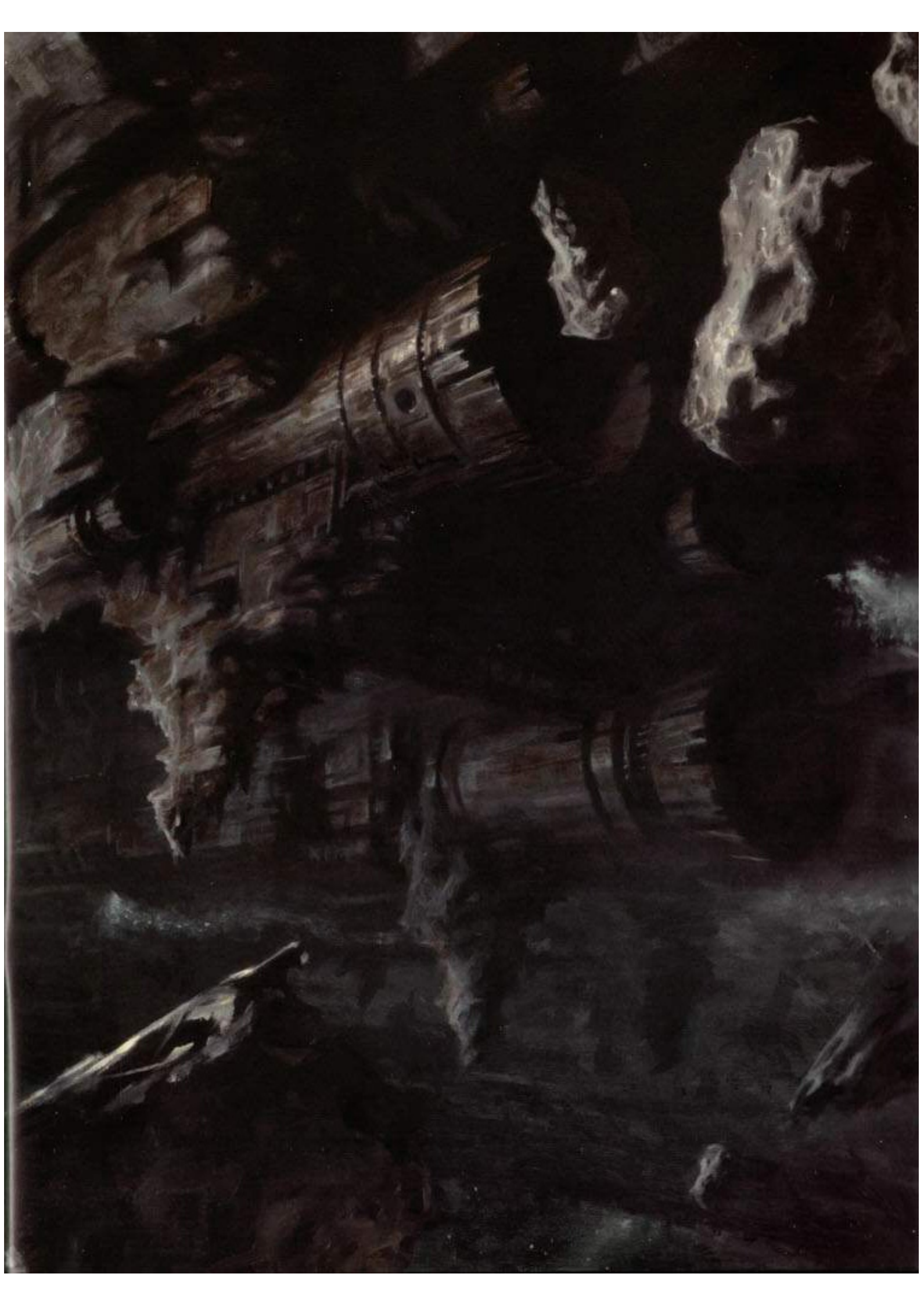
The Genestealers attack relented for a short while and it seemed as if the Blood Angels would be able to withdraw in good order and re-establish their beachhead. However, the calm was short-lived, as the Genestealers had noted the Space Marines' tactics and now attacked to separate them from the ammunition and support personnel at the boarding site. The battle descended into anarchy as some squads attempted to break through to their objective while others fell back towards the boarding torpedoes. Divided, the Blood Angels were picked off, squad by squad, swamped by the overwhelming numbers of their foes.

The battle ended when Sangallo had no choice but to order a general retreat. Though kill estimates put enemy slain at close to twelve thousand, there seemed an unstoppable

tide of the creatures. Of the entire Chapter, only fifty Space Marines survived. Many departed the space hulk in saviour pods still functioning aboard some of the space hulk's vessels. Meanwhile, a few selfless Thunderhawk Gunship pilots flew into open cargo bays and docking chambers to extricate a handful of other squads.

The action had been a complete catastrophe for the Chapter. The shame of defeat would last far longer than the losses inflicted.







# THE SIN OF DAMNATION

It is rare to encounter a space hulk. For much of their existence they are tossed upon the ripples of the Warp, only occasionally breaking into realspace. Even in the material realm the vast distances between inhabited worlds makes it an unusual occurrence to encounter one of these wandering behemoths.

The immense interstellar distances of the galaxy make conventional means of travel next to impossible. In order to traverse these vast distances, the spaceships of the Imperium and other races utilise Warp-space. However, Warp-space is a dangerous place, wracked by storms and inhabited by monstrous creatures, and it is not uncommon for the crew of a vessel to be wiped out, either from starvation, Warp-borne predators, murder, suicide or countless other horrors.

The lifeless ships are left drifting for centuries. Many of the Warp's rivulets of power draw together in certain places, particularly where the Warp pushes against the boundaries of reality and causes a Warpstorm. The ghost ships of the Warp are drawn to these places, where they are crushed together by titanic forces. The resultant mangle of several ships is known as a space hulk.

Some space hulks are relatively small, only two or three vessels compacted together. Others are ancient and vast, hundreds of cubic kilometres or more. Like the ships that spawn them, the space hulks wander upon the unpredictable currents until a chance event deposits them back into realspace. It is then that they may become a lair for the Genestealers. The space hulks can drift through space undetected for centuries, bringing the Genestealers to new worlds to infect. Their space-borne home is a perfect lure for the unwary; the ships that make up a space hulk often carry highly prized, imperishable cargoes or are examples of valuable lost technology.

**"Bountiful fate has presented us with the means by which we might repair those wounds upon our souls caused by the weakness of centuries past. It is not only our duty but our right to face the darkness again; to stare into the abyss of the unknown. This time we shall be the cleansing light in the shadow, the burning beacon of righteous war. Restore the honour of the shamed fallen through the death of your foes!"**

— Commander Dante,  
Chapter Master of the Blood Angels

Perhaps it was fate, the will of the Emperor or the machinations of the Chaos Gods, that the Blood Angels were contacted by the Rogue Trader Borrak Vorra, captain of the *Windrush*, a little more than six hundred years after the disaster at Secoris. By cosmic coincidence, the Rogue Trader had dropped out of Warp-space almost on top of a gigantic space hulk only a few light years from the Blood Angels' home system of Baal.

+ + CAPTAIN RAPHAEL, BLOOD ANGELS CHAPTER,  
MISSION LOG START. MISSION CLOCK SET AT EIGHT  
MINUTES TO IMPACT. BOARDING PARTY DESPATCHED.  
SUPPORT PARTIES WAITING FOR LAUNCH. + +

+ + BLESS YOUR WEAPONS, RAISE PRAYER FOR YOUR  
ARMOUR. BEGIN THE LITANIES OF HATRED. + +

When word came of the new space hulk the Blood Angels seized the opportunity to redeem their past failure. Under the leadership of Captain Raphael of the 1st Company, the Blood Angels sent a task force to intercept and investigate the vessel.

Dubbed the *Sin of Damnation* by the Blood Angels, the space hulk was large, made from the wrecks of nearly a dozen different vessels. Scans performed by the *Windrush* crew revealed there were high concentrations of alien lifesigns aboard and Captain Raphael treated the entire vessel as hostile territory, suspecting a large Genestealer presence.

Strike Cruisers of the Blood Angels transporting the 1st Company and supporting troops broke Warp close to the *Sin of Damnation* and launched boarding torpedoes. While the assault craft blazed through the ether, scanners bathed the vessel with low-power multi-spectral

-04.22.50

+ + THE BLOOD ANGELS HAVE RETURNED.  
WE AVENGE NINE HUNDRED-AND-FIFTY DEAD.  
TIME ALONE DOES NOT HEAL OUR WOUNDS. + +



analysis, to provide overall layout data and identify the concentrations of the dormant aliens. Stronger scanners risked alerting the hibernating Genestealers before the Terminators were aboard, so Captain Raphael deployed autonomous recon devices known as Cyber-Altered Task units, each teleported to a strategic point aboard the space hulk to collect vital information.

The scans showed that the majority of the space hulk was powerless and lifeless, exposed to the open vacuum of space. The bulk of its vast, chaotic architecture served no function at all. Inside was a seemingly random labyrinth of empty mess rooms, access corridors, dormitories, loading bays, storage chambers, command decks, maintenance bays and other facilities. The haphazard maze was criss-crossed by energy lines, power relays, pipes, cables, communication trunks, venting ducts and other crawlspaces. It would have taken years to clear every last nook and cranny.

Raphael's Strike Cruisers orbited the space hulk at a safe distance, their bombardment cannons and torpedoes primed to reduce the *Sin of Damnation* to

atoms at the first sign that the Genestealers were escaping or that the mission was failing.

Every warrior was under immense pressure that day; it was a matter of honour that the Blood Angels scoured the Genestealer threat from the space hulk and allowed archeotechnologists and other Techpriests to conduct a full survey of the ancient vessels that comprised it. Anything else would only serve to further crush the Chapter's self-regard, stripping them of all respect and authority. For the sake of the Chapter, Captain Raphael and his warriors could not afford to fail.

**-3.00.25**

**++ HOLDING COURSE. ASSIGNED IMPACT POINTS IDENTIFIED. TARGETING COMPLETE. IMPACT PATTERN ANTICIPATED 99.5% ACCURATE. ++**

**++ WE ARE THE VANGUARD OF HONOUR. THE CUTTING EDGE OF THE BLOOD ANGELS. WE BRING DEATH. ++**

# BOARDING THE SPACE HULK

Closer analysis of the life scan data showed a huge concentration of Genestealers in the cargo hold of an ancient merchantman. Though it was impossible to get anything like an accurate number, due to the low level of the scan and the dormant metabolisms of the aliens, Captain Raphael's technicians informed him that there were at least forty thousand Genestealers aboard, probably more.

Any other commander might have balked at such odds, but not Raphael. He was a Space Marine of the Blood Angels and the pride of his Chapter rested entirely on his shoulders. He gave the order for the boarding torpedoes to complete their final approach. The battle would begin very soon.

With painful memories of the Blood Angels' defeat at Secoris, it was decided to commit only the Chapter's Terminators against the enemies aboard the Sin of Damnation. Over long centuries, the 1st Company had been rebuilt and Terminator armour repaired and constructed. Roughly eighty warriors in total were involved in the fighting, under the command of Captain Raphael, the company commander.

The majority of these Space Marines were organised into five-man squads. With information scarce, Raphael deployed his warriors using boarding torpedoes, rather than putting his trust in the vagaries of teleporter technology. Huge missile-like boarding craft blasted through the ether, punching through the outer hull of the space hulk. The Space Marines disembarked from their assault craft and swiftly established guard positions against counter-attack.

With the breach made, a perimeter was established inside which Techmarines and other support personnel could be moved aboard the space hulk. This base of operations would be essential to the Blood Angels' success, providing ammunition and ongoing repairs to the Space Marines as they pressed outwards from the landing site.

In order to retain command overview, Captain Raphael remained on board the Strike Cruiser *Angel's Sword*. From here he was able to pass on strategic objectives to the squads in the space hulk, leaving individual missions to the initiative, training and experience of the squad sergeants. By removing himself from direct fighting, Captain Raphael was able to maintain a degree of strategic oversight that was lacking in the Blood Angels' encounter at Secoris, ensuring that the Space Marines and their support resources were effectively deployed in a hazardous and ever-changing battle.

-00.11.01

+ + RETRO SEQUENCE COMPLETE.

IMPACT VELOCITY. + +

++ ENERGISING RAM SHIELDS. + +

+ + OUR MISSION IS A GIFT FROM THE EMPEROR.  
VICTORY WILL REDEEM OUR FOREBEARS. WE ARE  
BLESSED. + +

+ + IMPACT. + +





# MISSION BRIEFING

This book contains twelve missions for Space Hulk. They combine to tell a story which details what happened when the Blood Angels boarded the Sin of Damnation. The missions are presented in chronological order.

The missions can be played as one-off games or as a campaign. When played as one-off games you simply need to pick a mission to play, decide who will take command of each side, and then battle it out. We recommend that new players use Mission 1 for their first game. The mission instructions will explain how you decide the winner. In a campaign, on the other hand, the missions are played in order one after another, with the same player commanding each side. The player that wins the most games in the series is the overall winner of the campaign.

Because most missions take an hour or so to complete, Space Hulk is perfectly suited for match play. We suggest that each time you try a mission, play it twice, with the players swapping sides after the first game. Keep track of how many turns the game takes and how many casualties occurred for both sides on a piece of paper. If one player wins both games, he wins an outright victory. If you 'split' the games (which will mean that either the Genestealers or Space Marines will have won both times) the player that caused the most casualties, or, if still tied, who succeeded in his fulfilling his objectives in the shortest amount of time, is the winner.

## Background

Each mission is based on an incident that took place when the Blood Angels boarded the Sin of Damnation.

## Map

The map shows how to set up the board and where to place doors and models. At the start of the mission all doors are closed. The map also shows the Genestealer entry areas and any other pertinent information, such as the location of any special objects.

**MISSION 1 SUICIDE MISSION**

While considering a desperate effort to liberate humanity, the Blood Angels learned a hard lesson: humanity should not be taken lightly. For those who would sacrifice, before any Genestealer could get their hands on the controls, each Genestealer must be eliminated. The Blood Angels' reputation for being the most elite of all Space Marines is well earned.

The map below of the Sin of Damnation is a central element featured in a central chamber. A central chamber, being the heart of the Sin of Damnation, is a complex maze of corridors and rooms. The Sin of Damnation is a complex maze of corridors and rooms. The Sin of Damnation is a complex maze of corridors and rooms.

The central chamber was central to the Sin of Damnation and it was Captain Raptak's intention that the Blood Angels would take control of it. The Sin of Damnation is a complex maze of corridors and rooms. The Sin of Damnation is a complex maze of corridors and rooms.

There is a complex maze of corridors and rooms. The Sin of Damnation is a complex maze of corridors and rooms. The Sin of Damnation is a complex maze of corridors and rooms.

**FORCES & DEPLOYMENT**

**Space Marines:** The Space Marines player has one platoon of 10 Space Marines with 10 Space Marines. The Space Marines player has one platoon of 10 Space Marines with 10 Space Marines.

**Genestealers:** The Genestealer player has one platoon of 10 Genestealers with 10 Genestealers. The Genestealer player has one platoon of 10 Genestealers with 10 Genestealers.

**SPECIAL RULES**

**VICTORY**

**Space Marines:** The Space Marines player wins the mission if they capture the central chamber. The Space Marines player wins the mission if they capture the central chamber.

**Genestealers:** The Genestealer player wins the mission if they capture the central chamber. The Genestealer player wins the mission if they capture the central chamber.

## Forces & Deployment

This section describes the forces under each player's command and where they must deploy. The Space Marines will always start the mission set up on the board. No Genestealers are deployed at the start of the mission, but the Genestealer player may be allowed to set up one or more blips as his starting forces. These blips are set up in the same manner as reinforcement blips, after the Space Marines have deployed. The mission starts with the first Space Marine turn once both sides have deployed.

## Special Rules

Any special rules that apply in this mission will be described here.

## Victory

This section describes what each player needs to do in order to win the game.

## MISSION

# SUICIDE MISSION

Whilst establishing a beachhead to defend their boarding torpedoes, the Blood Angels detected a bank of functioning lifeboats aboard one of the ships. It was a priority that these were rendered inoperable, before any Genestealers could use them to exit the space hulk and evade destruction. Though the orbiting Strike Cruisers had weapons trained on the hulk to eliminate any escaping craft, such fire would disrupt the Space Marines' operations and was not 100% assured.

The large bank of escape pods was controlled by a central release mechanism located in a control chamber a short distance away. None of the saviour craft were capable of launching until a system override was released on the main controls. Squad Lorenzo was tasked with the mission of destroying the controls completely, in order to prevent the lifeboats ever launching.

The control chamber was several hundred metres from the established perimeter and it was Captain Raphael's expectation that Squad Lorenzo would suffer heavy casualties. Such was the importance of containing the Genestealer infestation the commander judged this a price worth paying, even at this early stage of the battle.

*From a corroded grating in the floor ahead of Deino something fast and agile sprang into the corridor.*

*The creature leapt towards the Space Marine on bounding legs, four whip-muscled arms clawing at the passage wall as it righted itself. It had a bulbous, purple head. The rest of its body was covered in a dark blue chitin. Its dark eyes glittered in the lamps of Deino's suit.*

*"Visual contact!" said Deino. "Confirm contact: Genestealer."*

00.03.18

++ LARGE SUB-SHIP CLUSTER AT EIGHT-CHARUN SECTOR. SIZE AND POSITION INDICATES ESCAPE/CONTAMINATION FUNCTION ++

++ SQUAD LORENZO DESPATCHED TO DESTROY ESCAPE CONTROLS ++

++ SQUAD LORENZO ADVANCING. RESISTANCE INCREASING. ++

++ LET THE SLAUGHTER OF OUR ENEMY COMMENCE. ++

*The creature had taken only three strides along the corridor when Deino opened fire. The passage rang with the clamour of the storm bolter's roar. With alien quickness the thing leapt from one wall to the other, the Space Marine's initial burst of fire ripping a trail of detonations across bare metal.*

*Another shape emerged from the darkness as the first hurtled forward with a lithe gait, digging the claws of its upper arms into the floor to increase momentum.*

## FORCES & DEPLOYMENT

**Space Marines:** The Space Marine player has one squad. It consists of a Sergeant armed with a storm bolter and power sword, one Space Marine armed with a heavy flamer and power fist, and three Space Marines armed with storm bolters and power fists. The Space Marine player deploys the squad on the starting squares shown on the map.

**Genestealers:** The Genestealer player begins the mission with two blips, and receives two reinforcement blips per turn. Blips may enter play at any entry area.

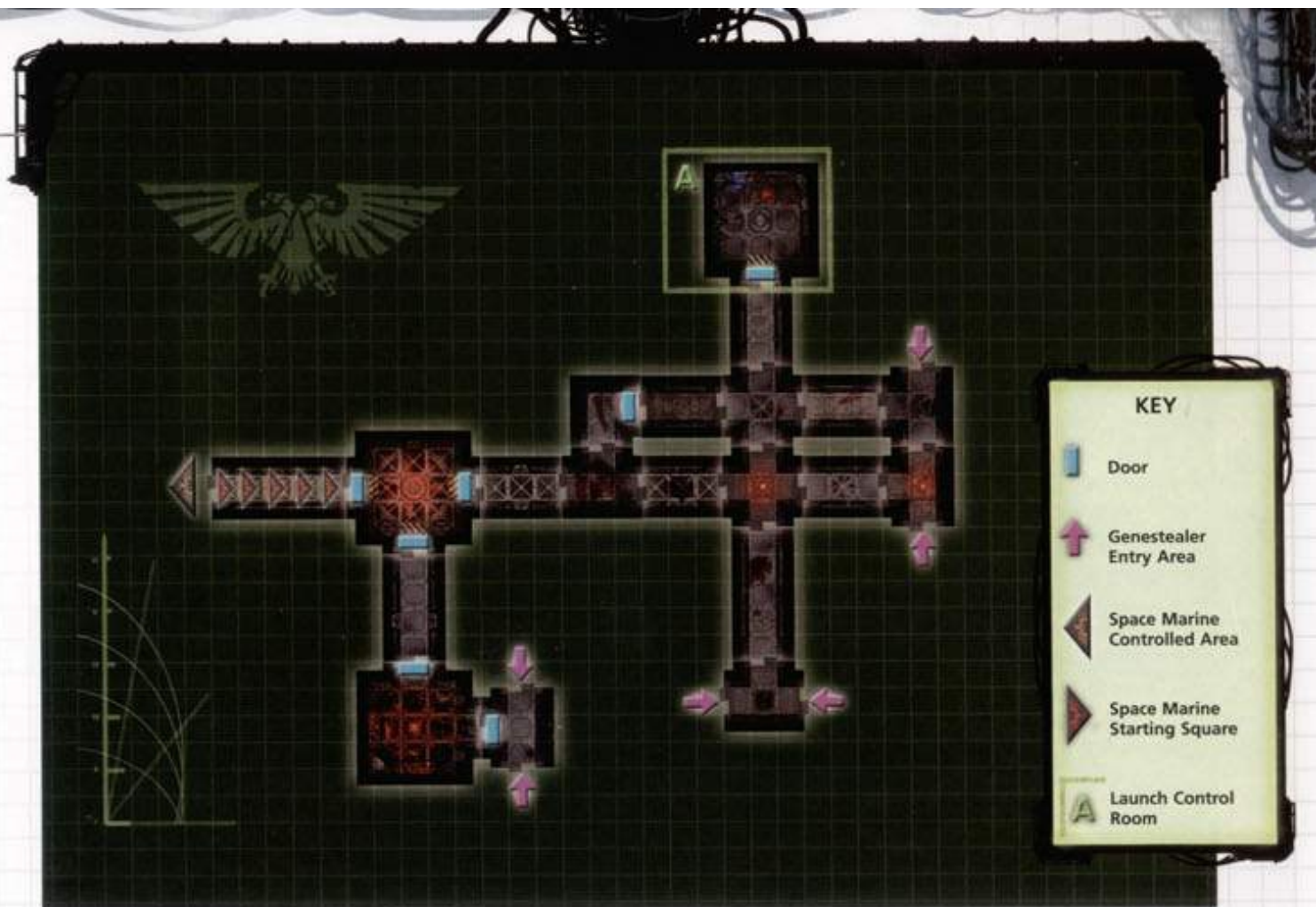
## SPECIAL RULES

None.

## VICTORY

**Space Marines:** The Space Marine player wins by firing the flamer at any square in the Launch Control Room. When this happens the game ends and the Space Marines win immediately.

**Genestealers:** The Genestealer player wins the moment he kills the Space Marine armed with the heavy flamer, or if the flamer runs out of ammunition before firing into the Launch Control Room.



**00.03.57**

++ CONTAINMENT UNDERWAY. ++

++ HULL BREACHED. EGRESS TO MAIN CORRIDOR NETWORK WITHIN SIXTEEN SECONDS. ALL BROTHERS FULLY PRIMED. WEAPON LOADOUTS SANCTIFIED AND AT OPTIMUM AMMUNITION CAPACITY. ++

++ THE BLOOD ANGELS ARE BACK. FOR SIX CENTURIES WE HAVE CARRIED THE BURDEN OF DEFEAT, THE STIGMA OF FAILURE. NOW WE REDEEM OURSELVES. ++

*Deino's second salvo caught the creature across the head and back, tearing bloody chunks from it. Thick blood splashed across the wall and floors. The second creature leapt over its fallen companion without hesitation and Deino fired again.*

*"Confirmed kill, multiple targets approaching," Deino said calmly. He fired once more. "Threat minimal."*

**00.04.36**

++ SECURE MAIN CORRIDOR, CONTINUE SWEEP. WATCH FOR ENTRY POINTS. LOOK FOR SUPER- AND SUB-LAYER APPROACHES. ++

++ BROTHERS, THE ENEMY ARE AT HAND. SUMMON ALL OF YOUR RESOLVE AND YOUR ANIMOSITY. ++

*"Ingress!" announced Zael, squeezing the trigger on his heavy flamer. A sheet of fire roared along the corridor, bathing the area with promethium fury. Something flailed in the flames, soundlessly spasming as the cleansing fires melted through its carapace, flesh and bones.*

*Charred bodies fell from destroyed pipework. The adhesive promethium clung to the walls, coating the corridor with white-hot flames. Shadows danced and fled in the distance as the once-dark passageways burned with glorious warmth and light.*

*"Cleanse and burn!" Zael shouted, his spirits soaring as he saw the unholy creatures incinerated.*

**00.06.21**

++ RESERVE FORCE IMPACT. TECHMARINES ADVANCING TO PERIMETER. ++

++ SQUAD LORENZO REPORTS MISSION SUCCESS. REQUESTING REPAIR AND RE-ARM. ++

++ VENGEANCE SHALL BE OURS, MY BROTHERS. ++

## MISSION

# II EXTERMINATE

With Lexmechanics studying the layout of the space hulk and the early movements of the Genestealers, Captain Raphael was able to predict the route of the alien attack with some accuracy. The first Genestealer assault was likely to come from the main hibernating cluster, located less than a kilometre from the landing zone. It was imperative that the Space Marines maintained the momentum of their assault rather than be pushed onto the defensive at the very outset.

The expected attack route would force the Genestealers to pass through a key junction where the hulls of two ships had been compressed together. Sergeant Gideon and his squad were dispatched to cover the junction and kill all aliens attempting to pass. If the first Genestealer assault could be effectively countered, the Space Marines would be able to expand their perimeter to a position from which they could attack the dormant Genestealers.

*There was movement right at the edge of the light from Leon's suit lamps and he resisted the urge to open fire. The motor of his assault cannon growled like a beast ready to pounce and Leon waited expectantly for a clear target. The sensorium showed a score or more creatures in the darkness of the tunnels ahead. They circled for a short while, seeking some other route towards the Blood Angels' positions. Evidently this endeavour met with failure. One moment the corridor was empty, the*

*next a horde of blue-and-purple bodies hurtled along its length towards Leon like water bursting through a hole in a dam.*

*He opened fire, the barrels of the assault cannon rotating up to speed in a heartbeat, a torrent of shells screaming down the passageway in another. Leon's autosenses had kicked in the audio dampeners the moment he had pressed the trigger, but even through the immense plasteel plates armouring his body the*

00.07.03

++ PRIMARY PERIMETER ESTABLISHED. ++

++ SQUAD GIDEON. SECURE POINT EIGHTY-OMEGA. PREVENT ENEMY REINFORCEMENTS FROM PASSING THE JUNCTION. ++

++ CYBER-ALTERED TASK UNIT DETECTED AND MOBILE. ++

### FORCES & DEPLOYMENT

**Space Marines:** The Space Marine player has one squad. It consists of a Sergeant armed with thunder hammer and storm shield, one Space Marine armed with an assault cannon and power fist, one Space Marine armed with storm bolter and chainfist, and two Space Marines armed with storm bolters and power fists. The squad begins play dispersed. The players take turns to place one Space Marine in any square, with any facing, in any of the rooms shown on the map. No two Space Marines may begin play in the same room. The Space Marine player places first.

**Genestealers:** Separate out the blips representing two Genestealers and return them to the box – they are not used in this mission. The remaining blips are shuffled to create the stack of reinforcement blips. The Genestealer player has no blips at the beginning of the mission, but receives two reinforcement blips per turn. Blips may enter play at any entry area. Once the reinforcement stack is exhausted no more blips are available – the counters are **not** reshuffled to create a new stack, and the Genestealer player will have to fight on with those models and blips that remain in play.

### SPECIAL RULES

**Area Secure:** In this mission blips and Genestealers are not allowed to lurk (see page 16 of the Rulebook). This means they may not use an entry area that is within six spaces of a Space Marine, as they would be forced to lurk should they do so. Any blips that are unable to enter play because of this are destroyed.

### VICTORY

**Space Marines:** The Space Marine player wins if he can block all of the Genestealer entry areas, or failing that, destroy all of the Genestealers.

**Genestealers:** The Genestealer player wins if he destroys the Space Marine Squad without being wiped out first.



Space Marine could feel the concussive shockwave that filled the room.

In a two-second burst half a dozen creatures were shredded, their bodies vaporised by the fusillade. Leon paused for a moment, whispering a sacred benediction to his weapon as he allowed its barrels and motors to cool down, and then opened fire again. Each devastating burst obliterated everything in front of the Space Marine.

Virtually hypnotised by the carnage he was wreaking, Leon almost failed to notice a group of sensorium contacts moving down a corridor parallel to the one he was covering. He began to back away from the door to the room, giving himself more time to fire. He was too slow. With a scream of rending metal and a clang, the Genestealers smashed through a door just around a corner ahead and within a second they were inside the room with Leon.

00.07.14

++ SQUAD GIDEON IS ENGAGING THE ENEMY. ++  
 ++ OVERALL CASUALTY RATIO GOOD. 1:28 IN OUR FAVOUR. ++  
 ++ PRAYER AND STRIVING, BROTHERS. THE MOMENT WE HAVE LONG AWAITED IS AT HAND. ++

# MISSION

# III

# RESCUE

As the Space Marines moved into position, the C.A.T. unit closest to the Genestealer concentration had completed its scan of the enemy. However, the density of the space hulk's structure prevented the automaton from transmitting this data and it moved erratically along the corridors as it sought a suitable transmission location.

Outside the embattled perimeter, Sergeants Lorenzo and Gideon were in a position to manually retrieve the faulty C.A.T. unit. The two squads would converge on the C.A.T. unit's last known position from opposite directions and link up once it had been recovered.

Meanwhile, the bulk of the Blood Angels force pressed out from the landing zone, sweeping aside the alien resistance. Organised and determined, the Space Marines advanced their positions by several hundred metres, whilst the Genestealer response was haphazard and ill coordinated.

## FORCES & DEPLOYMENT

**Space Marines:** The Space Marine player has two squads. Squad 1 consists of a Sergeant armed with storm bolter and power sword, a Space Marine armed with a heavy flame and power fist, and three Space Marines armed with storm bolters and power fists. In addition one of the Space Marines in this squad starts the mission carrying the C.A.T. (see below). This squad deploys on any of the starting squares in either or both of the two corridors in starting zone A. Squad 2 consists of a Sergeant armed with thunder hammer and storm shield, a Space Marine armed with an assault cannon and power fist, one Space Marine armed with a storm bolter and chainfist, and two Space Marines armed with storm bolters and power fists. This squad deploys on any of the starting squares in either or both of the two corridors in starting zone B.

**Genestealers:** The Genestealer player has no blips at the beginning of the mission, but receives two reinforcement blips per turn. Blips may enter play at any entry area.

## SPECIAL RULES

**The C.A.T.:** The C.A.T. is an object (see page 18 of the Rulebook). Place the C.A.T. in the space with the Space Marine who is carrying it at the start of the mission. Genestealers are allowed to enter the square with the C.A.T. but cannot pick it up or move with it. This means that a Genestealer that enters the square with the C.A.T. must leave it behind if it moves on.

**Moving the C.A.T.:** If the C.A.T. is on its own or in a square with a Genestealer in the Mission Status phase then it will move on its own. Roll a dice: on a roll of 1-3 the Genestealer player moves the C.A.T., and on a roll of 4-6 the Space Marine player moves it. The C.A.T. moves three squares. It can move in any direction, turning freely as it does so. It may not move off the map or into occupied or burning squares, and it is not allowed to open doors, shoot or close assault.

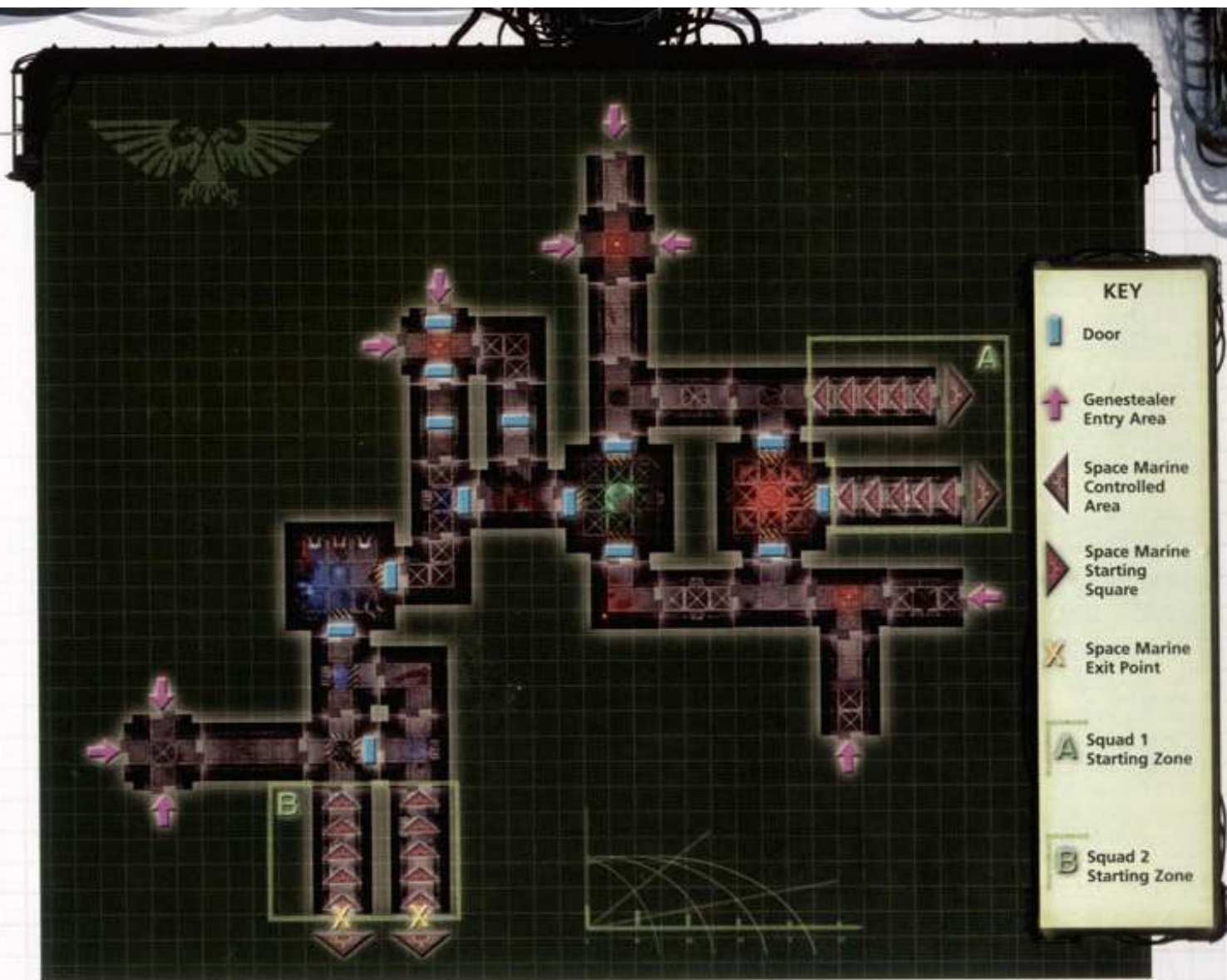
**Exiting the Map:** Space Marines can exit the playing area by moving off either of the exit points shown on the map.

## VICTORY

The Space Marines must return the C.A.T. to the assault boat. Since the C.A.T.'s movements are unpredictable, to say the least, this means that a Space Marine must carry it off the map through one of the exit points shown on the map. The Space Marine player wins if he gets the C.A.T. off the map. Otherwise, the Genestealer player wins.

> C.A.T.





Lorenzo could see that the C.A.T. was somewhere in the network of tunnels less than thirty metres ahead. It was moving erratically, the transmission reflected and echoed by the twisted walls of the space hulk.

"Valencio, Deino, sweep right," the Sergeant ordered. "Zael and Goriel, follow my lead."

Thus split, the squad made their way into the rat's nest of collapsed corridors, stairwells, rooms and ducts. Their suit lamps blazing, they cast their sharp eyes into broken vents and under fallen workstations, seeking the task unit. Quickly and methodically, the squad homed in on their objective, their search occasionally punctuated by a burst of storm bolter fire as a lone Genestealer sprang from the shadows.

"C.A.T. located," announced Goriel.

Lorenzo fixed on his battle-brother's identification contact. He shouldered his way through tangles of twisted metal and clambered over rubble heaps to forge a way to the recon device. The Sergeant found Goriel and Zael in a domed hall at the centre of three radiating corridors. Goriel held the C.A.T. in his deactivated power fist.

The Cyber-Altered Task unit was a tracked automaton about half a metre in length, studded with sensor spurs and data-aerials. Jointed metallic probes splayed from its central hull and wiggled forlornly in Goriel's grasp.

At the end of a prehensile cable, a gilded skull containing the C.A.T.'s metriculator waggled left and right as it continued its scans. Its red eyes glowed and dimmed as

it processed the data. Its linked tracks whirred back and forth as it struggled to get free.

"Salutations, brethren," said Brother Valencio, entering from the opposite side of the hall. "It seems Goriel has found a new friend."

00.09.96

++ C.A.T. LOCATED AT GRID OMEGA-THREE-DELTA. UNABLE TO UPLOAD DATA. ++

++ SECOND WAVE INCOMING. ESTIMATED ARRIVAL IN TWO MINUTES AND THIRTY SECONDS. ++

++ PERIMETER ENCOUNTERING STIFF RESISTANCE. EXPECT WAVE ATTACK IMMINENTLY. ++

## MISSION

# IV

# CLEANSE & BURN

With the C.A.T. reclaimed, Squads Lorenzo and Gideon turned back towards the main Space Marine defensive line. Casualties in all sectors had been low and Captain Raphael continued to rotate squads between the primary cordon and reserve to ensure that the Techmarines could affect repairs to damaged armour and re-supply the squads on the firing line.

With the second wave of attacks staved off, Captain Raphael ordered his squads onto the offensive. However, even as the Genestealer attacks lessened in their intensity, a small number of aliens managed to break through the perimeter via an undetected route. Two Techmarines isolated from the other support squads went missing in action. Their power armour continued to transmit functioning lifesigns and Captain Raphael quickly organised a rescue response. It was unthinkable that the gene-seed of the Blood Angels should fall into the hands of the Genestealers. With the majority of the force committed to securing the hibernation zone, Raphael once again looked to Gideon and Lorenzo to locate the missing Techmarines.

*"Clear for fire!" shouted Deino.*

*Lorenzo ripped his sword free from the twitching body of a Genestealer and hurled himself backwards into a narrow side-corridor, smashing against the wall. Bolts screamed past where the Sergeant had been a moment before and droplets of thick blood splattered the passageway.*

*"Move ahead and secure," ordered Lorenzo as he righted himself.*

*Deino advanced past and Lorenzo fell in behind. Upon entering the room at the end of the passageway, Deino stopped suddenly.*

00.12.32

++ C.A.T. UNIT RETRIEVED. ++  
++ ENEMY ATTACKS DECREASED. ENEMY BUILDING UP NUMBERS ALONG PERIMETER. EXPECT NEW ATTACK IMMINENTLY. ++

*"Emperor's mercy," the normally cool Space Marine muttered.*

*Lorenzo moved into the room, stepping past Deino. Scraps of red armour littered the chamber and a severed servo arm twitched in one corner, gouging a furrow into the tiles of the floor. Auletio sat with his back propped against the wall. His armour had been stripped away in many places and blood trickled from a gash across his face.*

## FORCES & DEPLOYMENT

**Space Marines:** The Space Marine player has two squads. One consists of a Sergeant armed with a storm bolter and power sword, a Space Marine armed with a heavy flamer and power fist, and three Space Marines armed with storm bolters and power fists. This squad deploys on the starting squares in one of the corridors shown on the map. The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Space Marine armed with an assault cannon and power fist, one Space Marine armed with storm bolter and chainfist, and two Space Marines armed with storm bolters and power fists. It deploys on the starting squares in the other corridor.

**Genestealers:** The Genestealer player has no blips at the beginning of the mission, but receives two reinforcement blips per turn. Blips may enter play at any entry area.

## SPECIAL RULES

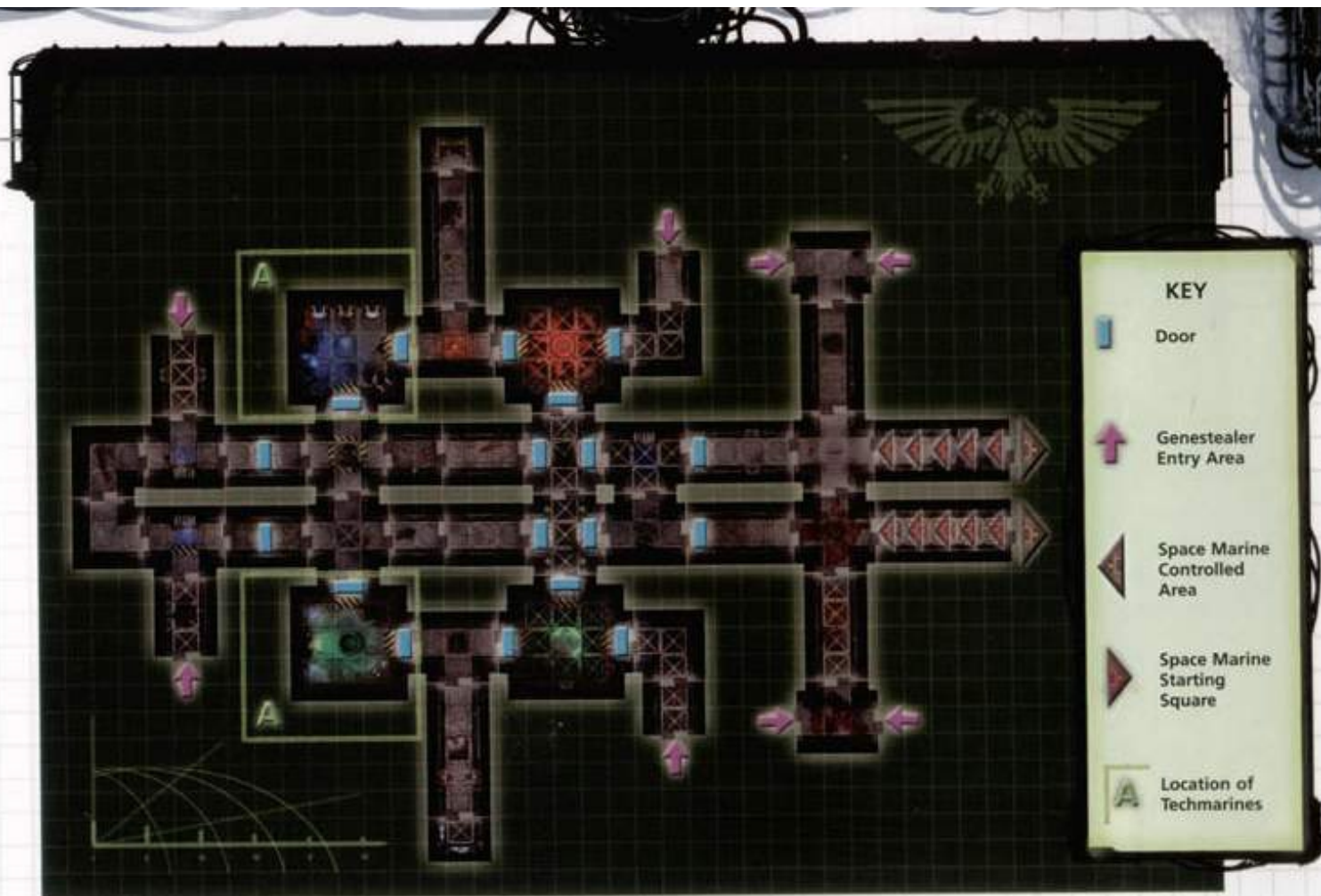
None.

## VICTORY

**Space Marines:** The Space Marine player wins by cleansing both of the rooms that contain the Techmarines. A room is cleansed by scoring a flamer hit on it, or by firing two shots from the assault cannon into the room. The assault cannon may target an empty square in order to achieve this objective.

**Genestealers:** The Genestealer player wins if the Space Marines carrying the heavy flamer and the Space Marine carrying the assault cannon are killed or run out of ammunition before achieving their objective.





#### 00.13.05

++ RESERVE SQUADS COMMITTED. ENEMY ATTACK INCOMING. WATCH YOUR FLANKS. INTERLOCK FIRE. NO ENEMY SHALL PASS. ++

++ COMBAT ALL SECTORS. PERIMETER HOLDING. ++

++ CASUALTY RATE 1:142. BRING RIGHTEDUS DEATH IN THE NAME OF THE EMPEROR. ++

++ ENEMY ACTIVITY DECREASING. RESERVE SQUADS STAND DOWN FOR RE-SUPPLY. ++

++ TECHMARINE ANALYSIS OF TOXIN EFFECT COMPLETE. NOW WE ATTACK. ALL SQUADS CONVERGE ON PRIMARY HIBERNATION SITE FOR FINAL EXTERMINATION. ++

++ THE SCENE OF OUR REPRISAL IS SET. WE ARE THE AVENGERS. NEMESIS. ++

*It was not the injuries to the Techmarine that had caused Deino such dismay, it was the rest of his appearance.*

#### 00.14.23

++ BROTHERS AULETIO AND CANNAVARO ARE COMPROMISED. ++

++ GIDEON AND LORENZO, FIX ON THEIR BEACON SIGNALS. NOW TRANSMITTING THEIR SUIT FREQUENCIES. ++

#### 00.14.49

++ GIDEON AND LORENZO, MISSION UPDATE FOLLOWS. ++

++ INSUFFICIENT TIME FOR RESCUE. ESTABLISH VIABILITY OF MISSING BRETHREN. DESTROY IF NECESSARY. PROTECT OUR GENE-SEED. ++

++ PRAYERS OF VENGEANCE STEEL OUR SOULS. ++

*Even in the dim and flickering light, Lorenzo could see that the Techmarine's flesh had a bluish tint to it. Auletio's skin was pocked with lesions and oddly-shaped protuberances bulged underneath his pale skin. His veins were like thick cords across his arms and neck, and his face was distorted. His eyes bulged and ridges were breaking through the skin of his brow. A lone fang punctured his upper lip, curving up towards his nose.*

*There was intelligence in Auletio's eyes, and terror. It was something Lorenzo had never seen in the eyes of another Space Marine. Auletio weakly raised an arm and groaned. Yellowish ichor oozed from his wounds, mixed with his thick blood. "Brother," he sighed, "End this. I am beyond salvation."*

*"Target One located," Lorenzo broadcast. His heart lurched as he raised his storm bolter level with Auletio's broken face. "Viability negative."*

# MISSION

## V DECOY

The data from the retrieved C.A.T. unit showed that the support systems of the merchant ship where the majority of Genestealers were located were serviced from a single pumping station located near the aft of the vessel. Test releases of toxin gas brought from the Strike Cruisers had demonstrated that it was possible to poison the Genestealers. However, the concentration required was almost one hundred times higher than the fatal dosage for humans. The Blood Angels needed to secure the pumping station in order to flood the merchant ship with gas, and at the same time prevent the Genestealers from escaping once the toxin was unleashed.

It was Captain Raphael's intent that a diversionary attack by Lorenzo and Gideon's squads would lure away the majority of the wakened Genestealers. If the enemy could be tricked into thinking a secondary concentration was the Blood Angels' target, the way would be open for the main force to advance against minimal resistance.

00.16.99

++ MAIN FORCE ADVANCING.  
RESISTANCE MINIMAL. ESTIMATE  
ARRIVAL IN THREE MINUTES. ++

++ MOURN BROTHERS  
AULETIO AND CANNAVARO.  
THEIR SACRIFICE WILL BE  
HONOURED. ++

++ SECONDARY  
CONCENTRATION DETECTED IN  
GRID FOUR-THETA. ++

++ OUR MOMENT OF  
RETRIBUTION APPROACHES. ++

*Perhaps stirred into life by the nearing presence of the Space Marines, a few of the dormant lifeforms on the scanner surged in activity.*

*Their signals brightened and began to move. They did not come straight at the Space Marines, as they had done in the first minutes of the battle. They coalesced into small groups and then the groups drifted together, gathering their strength.*

*"Why don't they attack?" asked Valencio.*

*"Would you?" replied Deino.*

00.17.54

++ NEW ATTACK WAVE  
GATHERING. ESTIMATED TOTAL:  
FOUR THOUSAND ENEMY. ++

++ SQUADS LORENZO AND  
GIDEON. WE HAVE TO THIN THE  
NUMBERS OF THE ENEMY. YOU  
HAVE A NEW MISSION. I NEED  
YOU TO PERFORM A  
DIVERSIONARY ATTACK.  
DESTROY THE DORMANT  
GENESTEALERS AT THE  
SECONDARY CLUSTER AND  
TRIGGER A COUNTER-ATTACK  
FROM THE MAIN GROUP. ++

### FORCES & DEPLOYMENT

**Space Marines:** The Space Marine player has two squads. One consists of a Sergeant armed with a storm bolter and power sword, a Space Marine armed with a heavy flamer and power fist, and three Space Marines armed with storm bolters and power fists. This squad deploys on the starting squares in one of the corridors shown on the map. The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Space Marine armed with an assault cannon and power fist, one Space Marine armed with storm bolter and chainfist, and two Space Marines armed with storm bolters and power fists. It deploys on the starting squares in the other corridor.

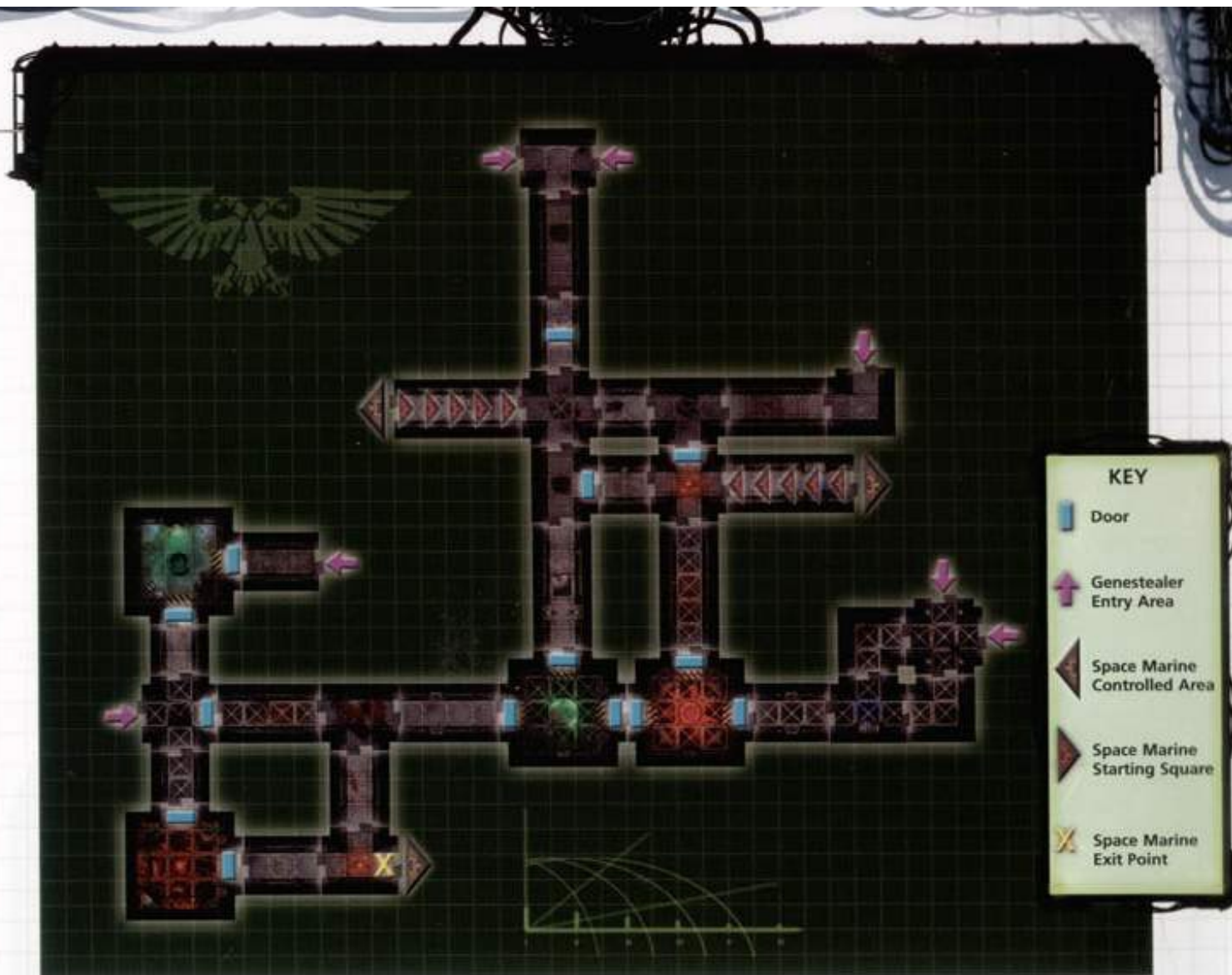
**Genestealers:** The Genestealer player begins the mission with three blips, and receives two reinforcement blips per turn. Blips may enter play at any entry area.

### SPECIAL RULES

**Exiting the Map:** Space Marines can exit the playing area by moving off the exit point shown on the map.

### VICTORY

The mission carries on until there are no Space Marines left in play. When this happens roll a D6: if the score is less than or equal to the number of Space Marines that have exited the board, then the Space Marine player wins; if the score is higher than the number of Space Marines that exited the map the Genestealer player wins.



**KEY**

-  Door
-  Genestealer Entry Area
-  Space Marine Controlled Area
-  Space Marine Starting Square
-  Space Marine Exit Point

Valencio thought about this for a moment.

"No," he conceded. "But I'm not an animal. I have reason and experience that tells me that attacking piecemeal is doomed to failure. These things have just woken, they cannot know what we are."

"They learn, right enough," growled Lorenzo.

He shouldered open a door, the old metal screeching and disintegrating under the weight of his armour. Beyond lay a black corridor with doorless archways every few metres.

"Those that survived learnt from the deaths of the others." Lorenzo continued, "They changed and adapted quickly. Quicker than we could..."

"Psychic?" said Valencio.

"Very likely," Lorenzo said, pausing beside the nearest arch and turning his suit to direct its lamps into the darkness.

**00.18.07**

++ REPEAT SCAN SHOWS MASS ENEMY MOVEMENT. ESTIMATE TWO THOUSAND-THREE HUNDRED TO THREE THOUSAND-FOUR HUNDRED HOSTILES INBOUND ON LORENZO'S POSITION. ++

++ SERGEANTS GIDEON AND LORENZO, SCOUR SECONDARY CLUSTER. DRAW THEIR IRE WITH YOUR VALOUR. ++

++ IN THE NAME OF SANGUINIUS, WE SHALL KNOW VICTORY. ++

The cones of light revealed seized gears and broken chains with links larger than the Space Marines. A constant drip-drip-drip echoed softly through the corridors as dark fluids pattered from above, the lifeblood of the titanic ship draining away as it slowly bled from a thousand injuries. The ceiling was lost in shadows, an ancient mechanism with a purpose long forgotten concealed hundreds of metres above the Space Marines.

Lorenzo turned back to the main corridor. "It does not matter how they do it. We must be ready, whatever their tactics."

"Victory is the reward of the vigilant," said Zael.

Footfalls muffled, their lights swallowed by the vastness of the gallery, the squad moved on.

## MISSION

# VI ALARM CALL

During the attack on the secondary Genestealer infestation, contact was lost with the members of Squad Lorenzo. Lifesigns transmitters showed that they had not been killed, while sensorium data revealed that they were in their previous defensive positions but unmoving. As Captain Raphael absorbed this turn of events, he received new information, this time from Librarian Calistarius.

Though it remained unclear how Squad Lorenzo had been incapacitated, the effect on the Space Marines' strategic situation was dire. Lorenzo and his warriors had taken a heavy toll of the Genestealer reinforcements but several hundred had survived to threaten the flank of the main attack. Brother Calistarius raced to link up with the outermost Assault squad, led by Sergeant Leodinus.

*During more than three centuries of war, Claudio had never encountered such reckless ferocity. The cold frenzy and utter disregard of the Genestealers meant that*

*no matter how many he slew, they kept attacking. It was alien and unnerving, but that meant Claudio simply fought all the harder.*

*He slashed and swiped with his suit's lightning claws, each fist armed with several blades as long as swords wreathed in arcing energy. Electricity spat and*

### FORCES

**Conscious Space Marines:** The Space Marine player has two conscious Space Marines. They consist of one Librarian armed with storm bolter and force axe, and one Space Marine armed with lightning claws. The Space Marine player deploys the conscious Space Marines on the starting squares marked on the map.

**Unconscious Space Marines:** The Space Marine player also has one squad of unconscious Space Marines. It consists of one Sergeant armed with a storm bolter and power sword, one Space Marine armed with a heavy flamer and power fist, and three Space Marines armed with storm bolters and power fists. The players take turns placing the unconscious Space Marines in any square in any room not already occupied by another Space Marine model. Place the models face down to show they are unconscious. The Space Marine player places first. Genestealers will not attack an unconscious Space Marine, as they are concerned with a more immediate threat: the conscious Space Marines! Unconscious Space Marines block movement through a square, but not shooting.

**Genestealers:** The Genestealer player begins the mission with two blips, and receives two reinforcement blips per turn. Blips may enter play at any entry area.

### SPECIAL RULES

**Awakening:** Reviving a Space Marine costs 1 AP. Any Space Marine can revive another Space Marine in one of his front squares. A revived Space Marine is stood up in their square with any facing desired, but may not take an action until the turn after he is awakened.

**Jammed Doors:** Two doors are marked on the map as being jammed shut. These doors may not be opened, but can be destroyed by shooting or close assault.

**Exiting the Map:** Space Marines can exit the playing area by moving off the exit point shown on the map.

**The Sergeant:** The Space Marines must use the first command points counter that is drawn from the mug until the Sergeant is revived.

### VICTORY

The mission carries on until there are no conscious Space Marines left in play. In order for the Space Marines to win, the Space Marine player must have woken up at least three of the unconscious Space Marines, and the Librarian and two other Space Marines must have exited the map. Any other result is a Genestealer victory.



KEY	
	Door
	Jammed Door
	Genestealer Entry Area
	Space Marine Controlled Area
	Space Marine Starting Square
	Space Marine Exit Point

*crackled as he carved open the ribcage of a Genestealer, its blood hissing into vapour.*

*Claws met claws as another alien attacked. The Space Marine's weapons sheared through its arms and he decapitated the Genestealer with a purposeful flick of the wrist.*

**00.21.89**

++ SQUAD GIDEON, VERIFY POSITION OF SQUAD LORENZO. THEY'RE SUPPOSED TO BE GUARDING OUR FLANK. ++

++ I CANNOT CONFIRM THEIR STATUS. CAN YOU INVESTIGATE? OBJECTIVE ALMOST COMPLETE, WE WILL JOIN YOU SHORTLY. ++

++ AFFIRMATIVE, GIDEON. REMAIN ON MISSION. ++

++ WE BEAR THE ANGEL'S FLAMING TORCH. ++

**00.22.53**

++ COMMAND, I SUSPECT ALIEN PSYCHIC ATTACK. ++

++ CONFIRMED, BROTHER-LIBRARIAN. LINK WITH SQUAD LEODINUS. ++

++ AFFIRMATIVE. THE ANGEL GUIDES MY HAND. ++

*"Sergeant!" he called out, but there was no response. "Angelo? Germanus? Victis?"*

*A glance at the sensorium confirmed that the rest of the squad were dead. A wave of wrath flowed through Claudio at the realisation. He broke into a lumbering run, striking out to the left and right as he ploughed through the Genestealers massed around him.*

*"The Angel demands justice!" he roared, cutting down an alien to his right.*

*He slashed through the spine of another. "Death demands vengeance!"*

*For all his anger, Claudio was surrounded. Alien claws scratched at his shoulder pads and raked across his chest. He felt their blows punching through his armour, digging into flesh and bone. Pain suppressants and healing stimulants flowed through his suit, stemming the blood flow and washing away the agony. With a wordless shriek, Claudio threw back his attackers, lightning claws glittering.*

**00.23.00**

++ COMMAND, HAVE LOCATED SQUAD LEODINUS. ONE SURVIVOR ONLY. ++

++ PROCEEDING TO LOCATION OF SQUAD LORENZO. ++

++ SQUAD GIDEON COMPLETED PURGING OF CLUSTER. RENDEZVOUS AT LORENZO'S POSITION. ++

# MISSION

# VII THE ARTEFACT

Sergeant Lorenzo and his warriors confirmed that they had been subjected to some form of psychic attack by the Genestealers. The exact nature of the threat was indeterminate, but the need to rejoin the main attack was pressing. However, Brother Calistarius detected a strange presence less than half a kilometre away, unconnected to the Genestealers. Not wishing to deprive Captain Raphael of all their warriors, Lorenzo and Gideon agreed to split, with the former accompanying the Librarian to investigate this new phenomenon while Gideon returned to the main force.

Following the psychic trail, Calistarius and his companions discovered an ancient Blood Angels Battle Barge that had been lost in the Warp nearly nine thousand years earlier. Chapter history attested that the *Wrath of Baal* had been carrying an important artefact of the Blood Angels from Terra shortly after the Siege of the Imperial Palace had ended. Lorenzo and Calistarius were determined to locate this treasure and retrieve it from the clutches of the Genestealers.

00.25.33

++ COMMAND, THIS IS CALISTARIUS. SQUAD LORENZO REVIVED. DETECTING ANOMALOUS PSYCHIC PRESENCE. ++

++ DETERMINE MISSION IMPORTANCE. ++

++ I HEAR THE WORD OF THE ANGEL. OUR DESTINY CALLS. ++

++ VERY WELL. INVESTIGATE ANOMALY WITH HASTE. BE SPEEDY IN YOUR RETURN. MAIN ATTACK IMMINENT. ++

++ MY THANKS, BROTHER-CAPTAIN. THE BLOOD ANGELS HONOUR THEIR ANCESTORS. ++

*Ever since he had been roused from the psychic attack, Goriel had felt different. More whole. He could feel the emanating sensation that Calistarius had described. It was something that lingered in his mind and pulsed through his veins with each beat of his two hearts. Something in the darkness was reaching out to him and his entire being was reaching back.*

## FORCES & DEPLOYMENT

**Space Marines:** The Space Marine player has one Librarian armed with a storm bolter and force axe, one Space Marine armed with lightning claws, and one squad consisting of a Sergeant armed with a storm bolter and power sword, a Space Marine armed with a heavy flamer and power fist, and three Space Marines armed with storm bolters and power fists. The Space Marine player deploys his forces on the starting squares shown on the map.

**Genestealers:** The Genestealer player begins the mission with two blips, and receives two reinforcement blips per turn. Blips may enter play at any entry area.

**The Artefact & Dead Space Marine:** Place the artefact and the body of the dead Space Marine in the squares indicated on the map.

## SPECIAL RULES

**The Artefact:** The artefact is an object (see page 18 in the Rulebook).

**The Dead Space Marine:** The body of the dead Space Marine blocks movement and shooting in the same manner as a living Space Marine.

## VICTORY

The Space Marine player wins if he gets the artefact back to any Space Marine Starting Square. Failure to retrieve the artefact is a Genestealer win.

> DEAD SPACE MARINE

> ARTEFACT





*They passed into a wide, open deck, with a high vaulted ceiling and a long gallery of tall arched windows. An immense shape blotted out the view of the stars, the bulk of a ship crushed into the side of the vessel they were currently investigating. The floor and ceiling of the chamber were buckled and the Space Marines had to clamber over folded ridges of metal. In the wide space they spread into a line abreast and Goriel made his way over to the left flank, close to the windows.*

**00.30.16**

**++ CONTRIBUTORY SPACE HULK VESSEL IDENTIFIED AS THE WRATH OF BAAL. PROCEEDING TO INVESTIGATE. ++**

**++ SANGUINIUS LIVES ON IN OUR SPIRIT. ++**

**++ CONTACT IMMINENT. ++**

*The further they advanced, the more Goriel felt the tug of the presence Brother Calistarius had detected. It seemed that each step filled Goriel with greater energy, that every stride brought him closer to some goal that he had longed for but never known.*

*He swivelled to the left and right, suit lamps dancing over the haphazardly corrugated deck as he searched for enemies. He stopped and turned fully to his left, allowing the lights to penetrate the darkness beyond the windows. What they revealed caused him to gasp in amazement.*

*"Sergeant," he croaked, his wonder choking the words in his throat.*

*"What is it?" answered Lorenzo.*

**00.32.66**

**++ COMMAND, CHAPEL ON WRATH OF BAAL LOCATED. THE BATTLE-HYMNS OF THE ANGEL RING IN OUR EARS. WE ARE AT A MOMENT OF REVELATION. ++**

*"Look," Goriel whispered back.*

*In the twin glares of his lamps the side of the neighbouring vessel was revealed. It was large and had settled against the hulk at a steep angle. The view from the window was restricted, but despite its unfamiliar tilt and partial obscurity, the blazon upon the side of the vessel was instantly recognisable: the winged blood drop of the Blood Angels.*

## MISSION

# VIII

# ESCAPE ROUTE

Within the vault of the Battle Barge's chapel the Space Marines discovered a golden grail; an artefact of the time before the Horus Heresy. It was stained with the blood of their Primarch and the psychic link with Sanguinius coursed through the Blood Angels' veins. Sergeant Lorenzo and Brother Goriel disappeared during the fighting, leaving the squad two warriors down and leaderless. Brother Calistarius took direct command.

The main force had been battling hard to contain the Genestealers within the hull of the merchantman, though a few would inevitably escape the cordon. It was imperative that all squads were on hand for the final attack.

Brother Calistarius led the remnants of Squads Lorenzo and Leonidus from the *Wrath of Baal*, back towards the main force of the 1st Company. They encountered scattered pockets of Genestealers and moved swiftly to rejoin their comrades. However, such was the treacherous nature of the space hulk's layout that the shortest route forced them to break through the corridors of a vessel whose emergency doors had closed. As the Space Marines cut their way through the bulkheads, enemy lifesigns closed in on their position.

"What is it?" Valencio asked.

"A relic of Sanguinius," Calistarius replied reverentially. "His blood was once held in this vessel. I can feel it, the provider of our gene-seed indelibly marked on the goblet."

00.32.92

+ + RECOVER THE ARTEFACT  
AND PROTECT BROTHER  
CALISTARIUS. REGROUP AT  
THE CHAPEL. + +

With a closer look, Valencio saw that the chalice was no mere ornament. The silvery metal within its bowl was etched with exquisitely fine lines like a circuit board, each coloured the rusty red of dried blood. There was something disturbing

### FORCES & DEPLOYMENT

**Space Marines:** The Space Marine player has a Librarian with storm bolter and force axe, a Space Marine armed with lightning claws, a Space Marine armed with a heavy flamer and power fist, and two Space Marines armed with storm bolters and power fists. One of the Space Marines starts the mission carrying the artefact. The Space Marine player deploys his forces on the starting squares shown on the map.

**Genestealers:** The Genestealer player begins the mission with one blip. The number of blips received as reinforcements depends on the Genestealer turn as follows:

Turns 1-3	1 blip
Turns 4-6	2 blips
Turn 7+	3 blips

Blips may enter play at any entry area.

### SPECIAL RULES

**The Artefact:** The artefact is an object (see page 18 in the Rulebook).

**Jammed Doors:** Several doors are marked on the map as being jammed shut. These doors may not be opened, but can be destroyed by shooting or close assault.

**Exiting the Map:** Space Marines can exit the playing area by moving off the exit point shown on the map.

### VICTORY

The Space Marine player wins if he gets the artefact off the board at the exit point. Failure to retrieve the artefact is a Genestealer win.





about the patterns cut into the cup and Valencio turned his gaze away.

"We have to find Sergeant Lorenzo," he said. A cursory examination of the sensorium showed that he was already several hundred metres away, a swarm of Genestealers circling his position.

**00.33.54**

++ TECHMARINE INSTALLATION OF TOXINS PROCEEDING. ++

++ ENEMY NUMBERS GROWING. ESTIMATE DORMANCY DOWN TO 83%. ++

++ PREPARE FOR THE FINAL ANNIHILATION OF OUR FOE. DEATH BRINGS JUSTICE. ++

"Negative," replied the Librarian. "We must take the chalice to safety and rejoin the main attack."

"We cannot abandon the Brother-Sergeant," said Valencio. "He needs our assistance. We must protect him!"

"You have served him well, and owe him no further debt," said Calistarius, not unkindly. "You best continue to serve his memory by aiding in the destruction of the enemy."

"What about Threxia?" Valencio demanded. "Lorenzo did not abandon me then, and I'll not repay the saving of my life with apathy."

**00.35.37**

++ SQUAD CALISTARIUS, INCOMING ENEMY FROM AFT OF YOUR POSITION. ++

++ WE WILL PROTECT THAT FOR WHICH WE HAVE SPILT OUR BLOOD. DEPLOY CHAINFISTS TO FRONT. ++

++ OUR RIGHTEOUSNESS BURNS A PATH THROUGH THE SHADOWS. ++

"Enough," said Calistarius, and his tone invited no further protest. "Our absence has already jeopardised

the safety of our brothers. We will join them as soon as possible."

**00.38.81**

++ EXPECT RESISTANCE AHEAD. ++

++ CONFIRMED, COMMAND. PROCEEDING THROUGH SECTOR THREE-EPSILON. ++

++ SENSORIUM DATA EXCHANGE IN ERROR. PATH AHEAD BLOCKED. ++

++ BREAK BY PAIRS AND FIND A WAY THROUGH. ++

++ GRANT US THE STRENGTH TO PREVAIL. ++

Snapped into obedience by centuries of training and the sharp voice of the Librarian, Valencio pushed aside his guilt and focused upon the task at hand. More genestealers were moving aboard the Wrath of Baal and there was nearly half a kilometre separating the squad from the rest of the Blood Angels.

## MISSION

# IX

# REGROUP

Though they were barely one hundred metres from the rest of the 1st Company, the Space Marines returning from the *Wrath of Baal* faced two formidable obstacles. The first was a winding network of corridors and rooms sealed by locked bulkheads. The second was a gathering number of Genestealers that had been attempting to circumvent the cordon set up around the pumping station. Although the artefact had been returned, the Space Marines were still isolated.

With the main force unable to break out of their pocket to help Brother Calistarius and his warriors, the Space Marines were left to make their own way through the maze. Squad Gideon had not rejoined the main force, and their Sergeant despatched his warriors to find a path through to their isolated brethren. Having split up to find the most direct route, both squads were in a poor defensive position to respond when the Genestealers located them and began to close in for the kill.

*Brother Noctis pointed ahead to the branching corridor. "I'll cover you as you go forward," he told his companion, Brother Leon. "Agreed," said Leon. "I'll take up position in the gallery ahead."*

*Noctis said nothing as he peeled away into the side passage. He came to a T-junction and glanced at his sensorium. There were signals to the left and the right. Noctis locked down his suit's legs*

*and raised his storm bolter.*

*"The others are just ahead, I can see the Sergeant's hammer," Leon announced over the comm.*

## FORCES & DEPLOYMENT

**Space Marines:** The Space Marine player receives the following groups of Space Marines.

**Group 1:** One Sergeant armed with a thunder hammer and storm shield, and one Space Marine armed with a storm bolter and chainfist.

**Group 2:** One Librarian armed with a storm bolter and force axe, one Space Marine armed with a heavy flamer and power fist, and one Space Marine armed with lightning claws.

**Group 3:** Two Space Marines armed with storm bolters and power fists.

**Group 4:** One Space Marine armed with a storm bolter and power fist, and one Space Marine armed with an assault cannon and power fist.

The Space Marine player deploys Group 1 on any of the three starting squares shown on the map. In the Mission Status phase the Space Marine player must roll a D6 to see whether the next group arrives. A 4-6 means that it can be deployed on the starting squares, while a 1-3 means that it is delayed and he must roll again at the end of the following turn. Any command points left over from the current turn may be spent after the roll has been made to increase its value; each command point that is spent adds +1 to the dice roll.

**Genestealers:** The Genestealer player has no blips at the beginning of the mission, but receives two reinforcement blips per turn. Blips may enter play at any entry area.

## SPECIAL RULES

**Exiting The Map:** Space Marines can exit the playing area by moving off the exit point shown on the map.

**Jammed Doors:** Several doors are marked on the map as being jammed shut. These doors may not be opened, but can be destroyed by shooting or close assault.

## VICTORY

The mission carries on until there are no Space Marines left in play. When this happens roll a D6: if the score is less than or equal to the number of Space Marines that have exited the board, then the Space Marine player wins; if the score is higher than the number of Space Marines that exited the map the Genestealer player wins.



00.39.21

++ ENEMY MOVEMENTS DETECTED. ANALYSING PATTERN. ++

++ MULTIPLE THREAT GROUPS. NUMBERS ESTIMATED AT FOUR HUNDRED AND STABLE. ++

++ ENEMY ARE CLOSING ON OUR POSITION. TIME TO CONTACT: TWENTY SECONDS. ++

"Affirmative," replied Noctis. "Link up with the squad and I will hold position here."

"Don't stay around too long," Leon said. "I'm not going to wait for you forever."

Noctis ignored the jibe and opened fire as the first of the Genestealers rounded the

corner to his right. Three salvos gunned down the first wave and Noctis swung around one-hundred-and-eighty degrees and fired down the other corridor, blasting the head from another Genestealer.

00.39.86

++ SQUAD CALISTARIUS, UNABLE TO REINFORCE YOUR POSITION. ++

++ UNDERSTOOD, COMMAND. PROCEEDING WITH UTMOST SPEED. ++

++ CALISTARIUS, THIS IS GIDEON. APPROACHING YOUR POSITION. WILL RENDEZVOUS AT THREE-EPSILON-EIGHT. ++

Out of the corner of his eye on the sensorium Noctis saw more Genestealers gathering behind him. With a final burst

of fire he backed out of the T-junction. A single bolt blew the panel to pieces and the door came slamming down just in front of him.

Claws scabbled at the far side of the door as Noctis backed further down the passageway. Within moments, the metal was torn apart and a mass of Genestealers burst through. Noctis tore them apart with a steady ripple of fire.

Judging he had enough time to turn and make a break, the Space Marine slewed around his armour and headed in the direction of the others. Almost from nowhere, a lone contact signal appeared on the sensorium, rapidly cutting him off from the rest of the squad. Others were quickly closing in behind him. Noctis knew that he must act with haste if he were to have any chance of rejoining his battle-brothers.

## MISSION

# X DEFEND

Though suffering increasing casualties, the Blood Angels Space Marines had fought hard and the majority of emerging Genestealers were contained within the hold of the merchant ship. Techmarines had jury-rigged large vats of the toxin gas to the atmospheric control systems at the pumping station. Captain Raphael expected a strong response once the gas started pumping and had arranged two lines of defence between the aliens and the means of their demise. The first was a cordon of squads directly around the hold; the second comprised the survivors of Squads Gideon and Lorenzo, who protected the pumping station directly.

The mess of hastily connected pipes and ducts in the pumping station was unstable. To ensure that they remained operational, the Space Marines defending the control chamber were ordered not to fire heavy weapons into or out of the pump room for fear of damaging the toxin vats. With a thrum of power generators, the pumping station was activated. The Techmarines withdrew from the line of battle and the Space Marines prepared for the inevitable assault. In the hold below, the deadly gas began to seep through the ventilation shafts.

The Genestealers' lair was a spacious artificial cavern and it would take some time for the toxin to build up to deadly concentration. Detecting the encroaching gas, the Genestealers began to wake more swiftly, roused from their biostasis by the threat. Soon, more than a thousand aliens were bursting from the ship's hold towards the Space Marines.

*The Genestealers were breaking through in three places now and the Space Marines were struggling to contain them.*

*Deino repositioned himself once more, turning to look at Claudio at the far end of the corridor. Now he and Deino were the last defenders between the*

*Genestealers and the atmospheric ducts. Claudio was surrounded by aliens, his lightning claws carving flickering patterns of sparkling blood and electricity in the air.*

### DEPLOYMENT & FORCES

**Space Marines:** The Space Marine player has two squads. Squad 1 consists of a Sergeant armed with a storm bolter and power sword, a Space Marine armed with a heavy flamer and power fist, a Space Marine with lightning claws, and two Space Marines armed with storm bolters and power fists. The Space Marine player deploys this squad in any of the squares in the two rooms in starting zone A. Squad 2 consists of a Sergeant armed with a thunder hammer and storm shield, a Space Marine armed with an assault cannon and power fist, one Space Marine armed with storm bolter and chainfist, and one Space Marine armed with storm bolter and power fist. The Space Marine player deploys this squad in any of the squares in the two rooms in starting zone B.

**Genestealers:** The Genestealer player begins the mission with three blips, and receives two reinforcement blips per turn. Blips may enter play at any entry area, but no more than one blip may be placed at each individual entry area per turn.

### SPECIAL RULES

**Duration:** The game ends at the end of the turn that the stack of blips runs out for the second time.






**Weapon Limitations:** Because of the danger of breaching the ducts, the flamer or assault cannon may not be fired into or out of the control room or the adjacent corridor. If one is fired then the game ends immediately in a Genestealer victory. In addition, the limited amounts of ammunition that the Space Marines have remaining means that they do not receive the sustained fire bonus in this mission.

### VICTORY

To win, a Genestealer must enter the control room and attack the wall furthest from the door in close assault, as if it were a door. If the Genestealer rolls a 6, it has breached the ducts, and the Genestealers win. If the Space Marines keep this from happening before the game ends, they win.



**KEY**

-  Door
-  Genestealer Entry Area
-  Squad 1 Starting Zone
-  Squad 2 Starting Zone
-  Control Room

**00.41.21**

++ SQUAD AURELIO WIPED OUT. THEY ARE BLESSED WHO DIE FOR HUMANITY ++

++ READY YOUR WEAPONS AND PREPARE FOR OUR FINAL VINDICATION. ++

*Deino could spare him no further thought as more aliens sped across a T-junction ahead and sprinted towards him. He switched to full auto, his bolts ripped through the clutch of Genestealers, blasting them apart at close range.*

*A cry from Claudio caused Deino to turn. The Space Marine was engulfed by a biting and clawing mass and he fell to his back under the speed and weight of their assault. Deino fired, explosive ammunition*

*stitching wounds across the Genestealers and Claudio's armour.*

**00.41.57**

++ TOXIN SYSTEMS INSTALLED. ++

++ COMMAND TO SECOND LINE. TOXIN DISPERSAL SYSTEM TESTED AND OPERATIONAL. ++

++ PUMPING SYSTEM VULNERABLE. NO HEAVY WEAPONS FIRE IN VICINITY OF PUMPING STATION. ++

++ HOLD FIRM AND STAY TRUE TO YOUR BROTHERS. ++

*Then something hit Deino in the back and he pitched forward, his shots blowing apart the ceiling and causing a tangle of mesh and cables to fall into the corridor.*

*Deino forced himself to his knees and ignored the Genestealer battering his back and shoulders. Beyond the crackling morass of wires and pipes, he saw Claudio fall down, Genestealers leaping past, headed for the control room.*

**00.42.14**

++ CONTAMINATION SEQUENCE INITIATED. PREDICT COMPLETION IN 00.08.32. ++

++ ENEMY RESPONDING. RAPID ASSAULT IMMINENT. ++

++ ESTIMATED TIME OF ENEMY ATTACK IS 00.42.34. CHECK YOUR WEAPONS. ++

++ FORCE RATIO AT THIRTY-TO-ONE AND RISING. ++

++ PREPARE FOR DEATH. ++

## MISSION

# XI

## UNKNOWN LIFEFORMS

The toxin attack had been a success and all but a few hundred Genestealers had been eradicated. The surviving Space Marine Squads swept the Genestealer lair for the remaining aliens and fanned out into nearby sectors to hunt down those that had escaped before the gas was released.

Sergeant Lorenzo had reappeared after fighting his way back alone from the *Wrath of Baal*. He reported encountering a different kind of Genestealer, larger and faster than the others.

Between the psychic sense of Brother Calistarius and a deep probe scan from the orbiting Strike Cruisers, the Blood Angels were able to locate two more creatures like the one that had attacked Lorenzo. Raphael ordered Lorenzo and Calistarius to take tissue samples from these aliens for future analysis, and then destroy them before they woke. Sergeant Lorenzo pulled together an ad-hoc squad from the most battle-ready survivors of the fighting.

The squad was issued with portable power field generators to aid them in their mission. These could be used to close off doors and passages for a short space of time, ensuring that their prey would not escape. What Lorenzo did not know at the time was that the creature he had followed through the underbelly of the hulk was now stalking him.

### DEPLOYMENT & FORCES

**Space Marines:** The Space Marine player has the following forces: one Librarian armed with a storm bolter and force axe, a Sergeant armed with a storm bolter and power sword, a Space Marine armed with a heavy flamer and power fist, a Space Marine armed with an assault cannon and power fist, and a Space Marine armed with lightning claws. In addition each Space Marine has one of the power field generators. The Space Marine player deploys his forces on the starting points shown on the map.

**Genestealers:** The Genestealer player begins the mission with two blips, and receives two reinforcement blips per turn. Blips may enter play at any entry area.

**The Broodlord:** The Genestealer player may use the Broodlord in this mission.

### SPECIAL RULES

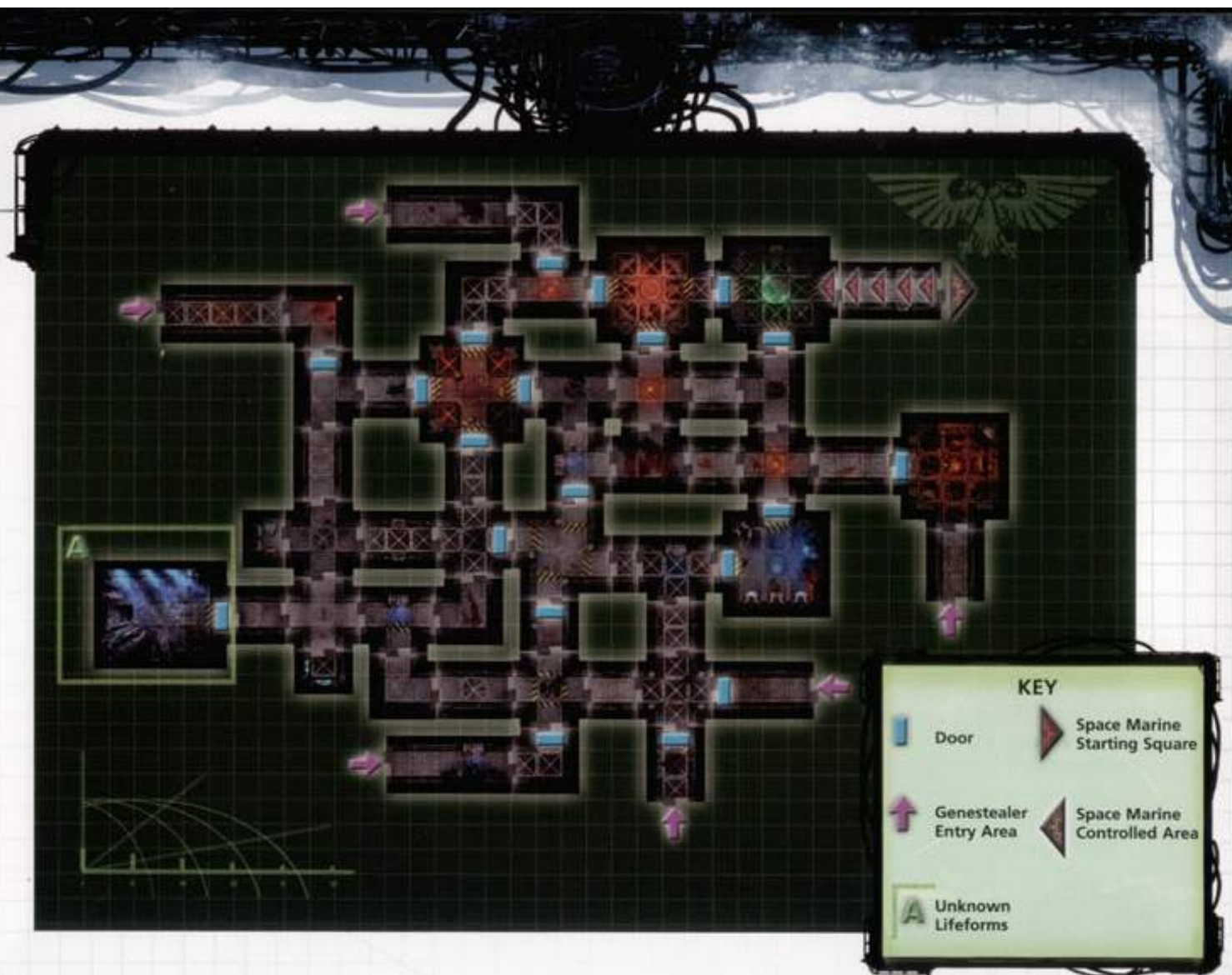
**Power Field Generators:** A power field generator is a small device that generates an invisible force field. The generators are objects (see page 18 in the Rulebook). In addition, in this mission the Space Marines can use them to delay the Genestealers by throwing them to block some of the ship's corridors. Priming and throwing a generator costs 2 APs. A Space Marine can throw the generator up to six squares, into an empty square in his line of sight. The field fills the square it lands in, blocking it completely for movement and firing, as if the square was occupied by a closed door. Once activated, the generator may no longer be picked up. A Genestealer can attack an activated power field at a cost of 6 APs. A Space Marine may attack an activated power field at a cost of 4 APs. The first time the field is attacked it is flipped to show its damaged side. A damaged power field that is attacked for a second time is removed from play.

**Extracting the Sample:** In order to extract the sample a Space Marine other than the Librarian or Sergeant must spend their entire turn in the room with the unknown lifeforms, doing nothing else. If the Space Marine performs an action during the turn, or is attacked by a Genestealer in the Genestealer's turn, then the sample is lost and a new attempt must be made in another turn.

**Exiting the Map:** Space Marines exit the playing area by moving into the ladder square located at the back of the room with the unknown lifeforms.

### VICTORY

The Space Marine player wins if a Space Marine extracts a sample and exits the room with the tissue sample via the ladder at the back. Anything else is a Genestealer win.



00.49.67

++ CALISTARIUS TO COMMAND. HAVE DETECTED SOURCE OF POSSIBLE PSYCHIC ATTACK ON SQUAD LORENZO. PERMISSION TO SEEK-AND-DESTROY? ++

The unidentified life signals were barely two hundred metres away, but there was no straight route to them. The layout of the ship ahead was a confusing mess of overlapping corridors and gantries, pocked with void spaces and interlaced with narrow crawlspaces and ventilation pipes. Lines of fire would be short and there were numerous entry points for the Genestealers to attack. The aliens' numbers were gathering again, converging from other parts of the space hulk.

"Clear fire lanes," ordered Lorenzo.

Leon took the lead. As he advanced, he opened fire on a sealed door ahead, blowing it from its rusted hinges. As he stepped through the wreckage, something moved in the darkness and he gunned it down without hesitation.

"Zael, secure the left; Brother-Librarian, stay close to Claudio," the Sergeant commanded, assimilating the data from the sensorium. The Genestealers had learnt well and no longer rushed headlong into the guns of the Space Marines. They waited around the corners of junctions and behind the closed doors of rooms.

"Sealing left flank," announced Zael. A blue glow lit the corridor as he placed his power field generator on the floor and activated it with his comm-link. "Power field in place."

"Push on, clear a path," said Lorenzo, following closely behind Claudio and Calistarius.

00.51.64

++ WE MUST HURRY, BROTHERS. I FEEL THEIR CONSCIOUSNESS RISING TO WAKEFULNESS. ++

++ I HEAR THEIR CALL. THOUGH THEY ARE NOT YET AWAKE, THE CREATURES BECKON TO THEIR OFFSPRING. THEY KNOW WE ARE HERE. ++

At once, four groups of Genestealers rushed forward, closing on the Space Marines from every direction. One group were halted on the sensorium and the corridors echoed with the crackle of the power field as the aliens broke through the barrier placed by Zael.

Zael turned and took up a rear guard position, using his heavy flamer to beat back the onrushing tide of aliens.

## MISSION

# XII PITFALL

Lorenzo had been successful in destroying the two dormant Broodlords, as the Blood Angels had dubbed the Genestealer leaders. During the encounter, Brother Zael sacrificed himself to save the Sergeant and the active Broodlord was driven off, believed dead.

Isolated from the main force, the survivors of the mission were now at the heart of a rapidly converging circle of Genestealers intent upon destroying those that had slain their leaders. There was no chance of relief squads from the main force reaching Lorenzo and his comrades in time.

Following the readings on their sensorium, the Space Marines fought their way towards the exit. Their objective was a service shaft that led out onto the surface of the space hulk from where they could be extracted by gunship. The tissue samples carried by Lorenzo were an important source of information about the Genestealers and needed to be returned at all costs.

A few dozen metres from their escape, the Space Marines came across a collapsed deck. Under increasing attacks from the Genestealers, they had to negotiate their way across the wreckage and reach the external duct.

To make matters more difficult, the Broodlord Lorenzo thought destroyed was anything but dead, and intent on tearing apart the enemies that had destroyed its brethren.

### DEPLOYMENT & FORCES

**Ladders:** Take the six ladder counters and place them in the squares indicated on the map. Ladders with the same letter are connected to each other (see the rules for ladders on page 18 of the rulebook).

**Space Marines:** The Space Marine player has the following forces: one Librarian armed with a storm bolter and force axe, a Sergeant armed with a storm bolter and power sword, a Space Marine armed with an assault cannon and power fist, and a Space Marine armed with lightning claws. The Space Marine player deploys his forces on the starting points shown on the map.

**Genestealers:** At the start of the mission the Genestealer player must sort out 12 blip counters that represent a grand total of 18 Genestealers. He must then shuffle these blips to create the stack of blip counters he will use at the start of the mission. The Genestealer player begins the mission with two blips, and receives one reinforcement blip per turn. Until this stack is depleted the Genestealer player may only use entry areas on the lower level. Once the reduced stack of blip counters is used up, all of the other blips are returned to play, and a new stack is created using all of the blips in the game. From this point the Genestealer player may use any of the entry areas shown on the map.

**The Broodlord:** The Genestealer player may use the Broodlord in this mission.

### SPECIAL RULES

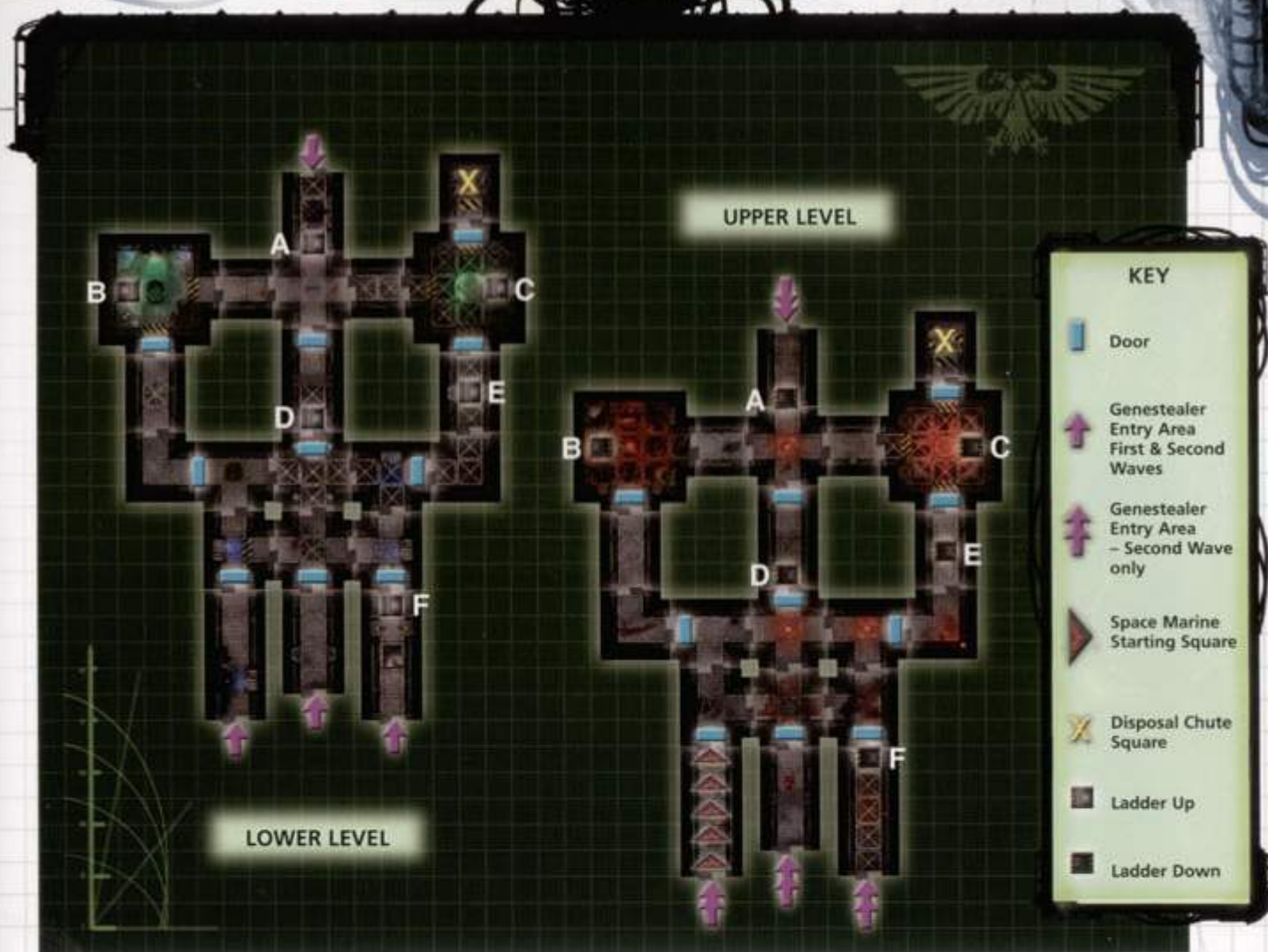
**Disposal Chute:** Any Space Marine that steps onto the disposal chute square is immediately removed from play – he has escaped the hulk.

**The Assault Cannon:** Roll two dice and add their scores together, but count scores of more than 10 as 10. The results is the number of shots the assault cannon has remaining. The assault cannon counts as having already used its reload (which means it will explode on a triple!)

### VICTORY

The mission carries on until there are no Space Marines left in play. If no Space Marines escaped the hulk then the Genestealer player wins. If one or more Space Marines escaped, each player rolls a dice, and the Space Marine player adds the number of Space Marines that escaped to his score. The player that rolls highest is the winner. In the case of a tied roll the game is a draw.





00.53.58

++ COMMAND, THIS IS LORENZO. REQUEST AN EXIT ROUTE. ++

++ SERGEANT LORENZO. EXIT POINT LOCATED. EXTERNAL EGRESS, THROUGH A VENTING SHAFT TWO HUNDRED METRES FROM YOUR POSITION. ++

The Blood Angels fought a coordinated retreat towards the exit point. Calistarius and Claudio in the lead, Lorenzo and Leon following behind.

They alternated firing and overwatch, cutting through the Genestealers ahead and gunning down those that followed behind. They were less than fifty metres from the shaft and safety. Though tough, even the Genestealers could not follow

the Space Marines into the freezing vacuum of space.

The deck ahead had collapsed and piles of crumbling plascrete littered the level below. The level they were on was unstable too, and shook every time Leon opened fire. Two ladders led down onto the rubble-strewn deck. Calistarius was the first to swing his weight out onto the corroded rungs bedded into the wall. One snapped under his tread and fell.

The Librarian lowered himself down while Lorenzo provided covering fire from above. Genestealers were swarming in from behind the squad, above and below, and Lorenzo kept up a steady stream of fire until the Librarian was safely on the ground again. Calistarius then took up the fight, blasting with his storm bolter, cutting down with his force axe those Genestealers that came close enough.

Weapons deactivated, Claudio lowered himself clumsily after the Librarian while bolt shells screamed past, picking off aliens waiting below. Once he had a sure footing again, his claws blazed into life and he joined Calistarius to protect the base of the ladder so that the others could descend.

00.57.01

++ CALISTARIUS TO COMMAND. I HAVE EXITED THE VESSEL. TISSUE SAMPLE IS INTACT. ++

++ DESPATCHING THUNDERHAWK TO YOUR EXIT LOCATION. WHAT OF YOUR BATTLE-BROTHERS? ++

++ THEY FELL THAT I MIGHT ESCAPE. THEY BRING HONOUR TO THE CHAPTER. THEIR NAMES WILL LIVE IN GLORY. ++

TRANSMISSION ENDS

# THE IMPERIUM OF MAN

In the grim darkness of the 41st Millennium, Mankind battles for survival against innumerable foes. The worlds of man are spread across the galaxy, pinpricks of light isolated by the vast gulfs of space. Civil war, alien invasion and spiritual corruption all threaten to bring about the destruction of the human race. All that stands between humanity and extinction is the Immortal Emperor and his warriors.

## THE IMPERIUM

Nearly four hundred centuries have passed since Man took the first tentative steps into space. Galactic civilisations have risen and fallen in that time, and for the last ten thousand years man has lived in the Age of the Imperium. It is a time of religious dogma and superstition, a place where men put their faith in flesh and spirit more than the wonders of technology. It is the time of the Beneficent Emperor of Mankind, the deathless ruler of the Imperium; now no more than a husk kept alive by the arcane engines of the Golden Throne. Though his body is all but lifeless, the Emperor's will lives on, guiding Mankind along its tortuous path, shielding his people from the threat of spiritual corruption and daemonic annihilation.

Though unimaginably vast, with a population of countless hundreds of billions, the Imperium is yet a fragile, thin civilisation when compared to the immeasurable enormity of the galaxy. The Imperium's million worlds are scattered thinly across the void, separated by tens, if not thousands, of light years. It is a realm founded not on political solidarity, but upon common faith in the Emperor and military necessity.

## THE WARP

To understand the perils of the 41st Millennium, one must understand the nature of the Warp, also known as the Immaterium or Warpspace. The Warp exists as a separate dimension, alongside the physical world of mortals. It is a place of pure emotional and psychic energy, formless and timeless. Though a separate realm of existence, the Warp is still connected to the material world. It is a roiling mass of power shaped by the thoughts and feelings, the nightmares and dreams, and the aspirations and fears of living creatures.

As the Warp has no conventional time or space, ships can ride the currents of Warpspace to travel across the galaxy at many times the speed of light. In this way, Man has spread amongst the stars and reached the million worlds that make up the Imperium. The Warp is also the

font of psychic power, and mortals with the gift – psykers – can tap into this energy and manifest many strange and exotic powers.

Without the Warp there would be no Imperium, but it is also home to the greatest threat to Mankind's continued survival. The Warp is home to the great Chaos Powers – otherworldly entities utterly unlike any mortal creature. The Chaos Gods spawn endless legions of Daemons, psychic manifestations of anger and lust, decay and change. These Daemons prey upon the hopes and terrors of mortals, feeding on nightmare and ambition, sometimes breaking through the void to invade the planets of the Imperium. The Chaos Gods tempt mortals directly, bargaining power for service. Many of the Imperium's greatest foes come from amongst the ranks of man, foremost amongst them the terrifying Chaos Space Marines.

Even without the predatory attentions of Daemons, the Warp is very dangerous. Its tides and currents can send ships adrift, not only through space but also time. Ships that are cast astray by the swirling energies of the Warp are often lost for centuries, and can even end up in the far future or the distant past. Even worse, crews on ships whose Warp fields have failed can be devoured by bodiless beasts or wiped out by self-destructive madness.





## ALIEN RACES

Mankind is not alone amongst the dark wilderness of interstellar space. There are countless alien creatures, many never encountered by Mankind nor catalogued by the alien hunters of the Emperor's Inquisition. Most are few in number, inhabiting only a single world, or a mere handful of planets. Some, however, challenge Mankind for dominance: the enigmatic, ancient Eldar; the brutal, war-loving Orks; the dynamic Tau Empire; the primordial evil of the Necrons; and the extra-galactic Tyranid race that consumes entire star systems.

Some of these races are as old as man, but many are far older. Some ruled star empires that have since fallen into twilight, others have goals that no human mind can comprehend. Each is a different threat to Mankind, each a foe that must be fought every hour of every day lest the light of the Imperium gutter and die, extinguished by the shadow of alien conquest. Starships duel in the depths of space and alien armies invade the worlds of the Imperium, even as Mankind wages war to claim territory from its inhuman foes. Truly it is an age of war.

## FORCES OF THE EMPEROR

The armies and navies of the Emperor are vast, though nowhere near as vast as the population they give their lives to protect. The greatest bulwark against the many foes of the Imperium is the Imperial Guard. Armies numbering in the millions are shipped to innumerable warzones, to fight and die on alien soil in the name of the Emperor. So unimaginably vast is humanity's number that, no matter how horrendous its losses, there are always fresh recruits to replace those who give their lives for the Imperium. The Adeptus Mechanicus, keepers of ancient technological secrets on Mars, provide arms and armour to this massive war machine, as well as immense engines of war such as the fabled Titan Legions.

Though the Imperial Guard is beyond doubt the largest military force in the Imperium, it is not the most honoured or most powerful. These distinctions go to the Adeptus Astartes, the Chapters of the Space Marines. They are at the very forefront of the battle for survival, the greatest defenders of Mankind and the most dedicated warriors of the immortal Emperor.

# THE SPACE MARINES

The Adeptus Astartes, more commonly known as the Space Marines, are the most powerful and dreaded of all the Emperor's warriors. Though they are the prime protectors of humanity, they are far more than human. Each Space Marine is an enhanced warrior armed and armoured with the finest wargear the Adeptus Mechanicus can provide. A Space Marine is biologically and mentally strengthened to be a fearless fighter, capable of battling in the most extreme conditions without thought of retreat.

The Space Marines are a small elite numbering roughly one million warriors – just one Space Marine per world of the Imperium. They are a shock force, fighting independently of the Imperium's massive military bureaucracy, with the weapons and starships needed to respond quickly and decisively to emerging threats. They are at the forefront of the war against the heretics and aliens that would destroy humanity. The Space Marines are masters of lightning raids, last-ditch defences and the elimination of enemy commanders.

Space Marines are the greatest warriors of the Emperor for three reasons: superior physiology, advanced weaponry, and decades of training and experience. The first advantage is conferred by the genetic enhancement of a Space Marine's body. Recruited when young, an aspirant's body is implanted with Astartes gene-seed and artificial organs that change his physical form. When fully grown, a Space Marine stands far taller than a normal man, with muscle mass far in excess of anything nature can accomplish. With a barrel chest and broad shoulders, a Space Marine is capable of feats of strength that have become legendary. He has an additional heart to keep his genetically altered blood pumping through thick arteries, and a third lung to filter out toxins and poisonous gases. Other improvements and organs give a Space Marine superior sight, hearing and reflexes. Even without weapons, a Space Marine is a fearsome adversary.

This prime physical warrior is protected by power armour; an armoured suit filled with artificial fibre bundles that act as muscles, replicating the wearer's movements and bolstering his already considerable strength. A Space Marine's power armour is like a thick skin of metal alloy and ceramite, responding as he moves, protecting him from all but the heaviest weaponry. This armoured soldier is then armed with devastating weapons, the most common of which are boltguns that fire self-propelled rockets that explode inside their target. Some carry specialist or heavier armaments, such as tank-busting lascannons, shoulder-mounted missile launchers or rapid-firing heavy bolters.

All of a Space Marine's size, armour and weapons are for nought without training and purpose. As much as a Space

Marine's body is hardened to the perils of war, so is his mind. He knows no fear of death, and willingly lays down his life for the mission. Utterly dedicated, the Space Marine gives no thought to human comfort and emotion; his only love is the love of battle and service, his only dread is the dread of failure. It takes many years of training to learn to use the weapons of the Adeptus Astartes, and even the newest recruits would be considered veterans by conventional forces. Space Marines live for many years if they do not die in battle, and most are highly experienced in the art of war, having fought across dozens of battlefields in a life filled with constant conflict.

## ORIGINS

The first Space Marines were created when the Emperor still walked and fought as a man, before his internment in the Golden Throne and the ascension of his psychic will. As humanity emerged from the Age of Strife, civilisation was splintered across hundreds of thousands of worlds, and the Emperor forged a force of warriors to bring Mankind back into the light. The Space Marine Legions numbered many thousands of warriors, far more numerous than the Chapters of the Adeptus Astartes today. They took the cause of the Emperor into the darkness in a huge campaign called the Great Crusade, bright beacons of war and hope on a mission to unite humanity under the rule of the Emperor.

Space Marines are more than just comrades; they share similar genetic data and can be considered physical as well as spiritual brothers. Each of the original twenty Space Marine Legions was led by one of the legendary Primarchs. Created from the flesh of the Emperor himself, these super-warriors far exceeded mortal men in size, strength and intelligence. Though the Primarchs are no more, their living tissue forms the basis of the gene-seed used to create the Space Marines, an unbreakable line drawn back through ten thousand years of martial history. Every Space Marine reveres his Primarch almost as much as the Emperor. The Primarchs' personalities and experiences shape the characteristics of their descendants to the present day.

## SPACE MARINE CHAPTERS

The Space Marines operate in small fighting forces known as Chapters. Each Chapter is an autonomous entity of roughly one thousand warriors, with its own traditions, tactics and creed. Most Chapters are based upon a single world, with fleets to patrol the depths of space and seek out the enemy. From this base of operations the Space Marines can launch attacks and counter-attacks against their foes. Some Chapters live in space stations orbiting their chosen home world, others are spread through smaller Chapter keeps in asteroid fields or across several planets in neighbouring star systems. A few Chapters are entirely space-based, either aboard a massive fortification the rival of any planet-bound fortress monastery, or on rapid warships spread across dozens of sectors of space.

Each Space Marine Chapter has a unique warrior cult that teaches its members the values of the Chapter's Primarch and inculcates them in the Chapter's preferred methods of war. Some of these traditions pre-date the Imperium, dating back to before the Great Crusade and the galaxy-wide bloodshed of the Horus Heresy, a civil war that tore the Imperium in two

and turned Space Marine against Space Marine. Many of the practices are barbaric and bloodthirsty, though some Chapters are highly aesthetic and refined. All Chapter cults reinforce a Space Marine's loyalty to his Chapter, its Master and his battle-brothers. Thus the Space Marines in a Chapter are bound together not only by military bonds and rank, but by a code of honour and mutual respect as resilient as the power armour that protects their bodies.

Following the catastrophic events of the Horus Heresy it was deemed dangerous for any individual to wield the power of a full Space Marine Legion, and thus they were divided into the smaller Chapters that exist to this day. The huge task of implementing this change fell to the Primarch Roboute Guilliman, who penned the Codex Astartes over many years. This tome sets out not only the organisation of warriors and equipment, but essential battle drills, training regimes and tactical doctrine. Some Chapters adhere religiously to its instructions, others use certain elements of the work and some have disregarded it completely, preferring the lessons left to them by their own Primarchs.



# THE BLOOD ANGELS

As descendants of the ninth Space Marine Legion to be founded by the Emperor, the Blood Angels Chapter traces its history back to the birth of the Imperium. Under the leadership of the Primarch Sanguinius, the Blood Angels earned honour and renown at the forefront of the Great Crusade. Yet, for all of their glories hard-won on the fields of battle, the Blood Angels' tale is one of tragedy and blighted destiny. Events far in the past continue to shape the Chapter to this day, affecting every warrior who fights beneath the Blood Angels' banner.

To understand the nature of the Blood Angels, one must know of their history and home world. The Baal system was once unremarkable, similar in many ways to the star system of ancient Earth. When the Age of Strife engulfed Mankind, before the coming of the Emperor and his Space Marines, the old empire of man shattered and fell, and Baal fell victim to war and turmoil. In the twisted ruins and across unnatural deserts, the nomadic tribes waged war from ramshackle vehicles, clad in patched bio-suits. For centuries their plight went unnoticed by the rest of the galaxy.

But then fate turned her fickle eye to Baal. A shooting star descended from the heavens and crashed on Baal Secundus. This was no natural meteorite, but the protective capsule of a nascent Primarch, the future progenitor of the Blood Angels Chapter. Amongst the scabrous mutants of Baal, Sanguinius was a walking god, lean, tall and handsome. He united the disparate tribes of Baal, and under his leadership the planet joined the Imperium and went on to become the home world of the Blood Angels. To this day the inhabitants of Baal continue to provide all of the warriors that make up the Blood Angels Chapter.

## THE FLAW

The transformation into a Space Marine is a wondrous process, and in the case of the Blood Angels it could be considered near miraculous. Even the most physically firm inhabitants of Baal fall prey to scabs and lesions, defects of the skeleton and wasting of the muscles. Those with hearts pure enough to defy the impurity of their bodies and prove themselves to the Blood Angels are accepted into the Chapter. They undergo the genetic modifications required to become Space Marines and are elevated from base creatures into handsome gods of war, clean of limb, strong of jaw and in perfect physical condition.

However, there are traits within the Blood Angels that are less than desirable. In battle, they become gripped by a frenzy of bloodletting, giving vent to all of their anger and rage in barbaric displays of violence more suited to

the feral tribesmen of their home world than noble paragons of the Emperor's own bloodline. Some Blood Angels have elongated teeth, and more than one member of the Inquisition has noted the Chapter's unhealthy fixation on blood rites and acts of excessive bloodletting in battle.

Some Blood Angels are afflicted by an even deeper curse, known within the inner circles of the Chapter as the Black Rage. These Space Marines become possessed of a deathwish and are assembled into a special force called the Death Company. They paint their armour black and mark it with red paint, symbolising the fatal wounds that Sanguinius suffered in his doomed battle with Warmaster Horus in the final days of the Horus Heresy. In battle the Death Company are deranged, torn between fighting the present foe and phantasmic enemies from the Chapter's past. Most Death Company brothers die quickly, their deathwish eventually outweighing their superhuman resilience and their insatiable desire to quench their wrath with blood. Those that continue to survive are quarantined in desolate brigs or citadels until the next battle, their howls of rage and bloodlust a terrifying reminder to the other Blood Angels of one possible fate that awaits them.

## CHAPTER ORGANISATION

When the Horus Heresy was finished, the Blood Angels Legion was willing to accept the teachings of Guilliman and organised the Chapters created by the break-up of their Legion along the lines of the Codex Astartes.

Thus, the Blood Angels' fighting force is composed of roughly one thousand warriors, divided into ten companies. The 10th Company is the Scout Company where Aspirants undergoing their alterations are trained, and the 1st Company is the Veteran Company, filled with warriors who have fought for hundreds of years. The only major deviation from this 'Codex' organisation is the Death Company, created in the centuries following the Heresy for the purpose of isolating those battle-brothers afflicted with the Black Rage.

# BLOOD ANGELS

## 1<sup>ST</sup> COMPANY

Even amongst the elite warriors of the Space Marines, there are those whose skills and deeds raise them above their battle-brothers. Every Chapter has a means by which these individuals are marked out and gathered together, and in Chapters based upon the Codex Astartes this is the 1st Company.

The Space Marines of the 1st Company are veterans of many campaigns. Several centuries old, they will have spent their lives fighting a wide range of foes, in challenging situations and armed with a plethora of weapons. All will have received training as close combat Assault Space Marines and heavy weapon-armed Devastators. They will have ridden bikes and Land Speeders and commanded tanks and other vehicles. Many will have served as sergeants to the squads in their original companies. All of this experience culminates in an appointment to the 1st Company, an honour for many decades of dedicated service and selfless battle.

The Master of the Chapter and most of his Captains will have served as members of the 1st Company before rising to their current rank. Indeed, the Captain of the 1st Company is often seen as the first amongst equals, second in authority only to the Chapter Master, and a high proportion of commanders will have served in this role during their life of war.

1st Company Space Marines retain all of their awards and honours from their previous conflicts, and so many are festooned with marksmanship badges, campaign honours and purity seals. They are an inspiration to their fellow battle-brothers, carrying aloft the standard of the 1st Company and embodying the ideals laid down by Sanguinius. For the Blood Angels, the 1st Company has the added importance of showing that it is possible to resist the dangers of the Chapter's flaw. The veterans are living proof that it is possible to avoid the grip of the Black Rage, to rise above one's inherent weaknesses to become a pinnacle of excellence. The 1st Company is therefore a sign of hope for the Blood Angels in a time when the temptations of succumbing to the flaws of the gene-seed are strong.

The veterans of the 1st Company go to war in five or ten man squads, depending upon the nature of the mission they are undertaking. A Veteran Squad's experience makes it valuable leading a rearguard action or spearheading an attack. Veteran Squads punch through enemy lines, anchor a point of defence or act as a mobile reserve ready to either bolster an attack or counter an enemy breakthrough.

The 1st Company is remarkable in one other respect: Tactical Dreadnought Armour. Known commonly as Terminator armour, this is the ultimate in personal protection and weaponry. Terminator suits are rare and highly prized, so only the veterans of the 1st Company are trained in their use. Even then, it is rare for a Chapter to have enough suits for all of its veterans, and Terminator Squads are deployed only to the most demanding frontlines to perform the most dangerous and vital missions.

A Space Marine who is trained in the use of Tactical Dreadnought Armour earns his Terminator Honours; a symbolic cross known as the Crux Terminatus that can be included in the Space Marine's other livery. The Crux Terminatus is held in high regard by all Space Marines, and each is believed to hold a shard of the Emperor's own armour. The Terminator suits worn by the 1st Company are therefore revered not just for their combat potential but as relics associated with heroes from the Blood Angels' past.



# TERMINATOR ARMOUR & WEAPONS

Tactical Dreadnought Armour is the toughest personal armour in the Imperium, possibly the whole galaxy. Its internal frame is made from heavily reinforced alloys. Servos and muscle-like fibre bundles enable the wearer to fight in the bulky armour with relative ease. Layer upon layer of adamantium, ceramite and other compounds are built over this endo-skeletal arrangement, proving protection more commonly found on armoured battle tanks. Only the most devastating weapons are capable of cracking Terminator armour, and the armour is designed to withstand immense environmental pressures, enabling the Space Marine to fight in a vacuum, in the depths of an ocean or even in the heart of a volcano.

As well as providing protection for the Space Marine, Terminator armour acts as a very stable and customisable weapons platform. There are a number of different weapon layouts detailed in the Codex Astartes, and others adopted by individual Chapters. Terminator Squads can therefore be tasked to an assault or long-range role, depending on the enemy and the battlefield.

The most common Terminator armament is the storm bolter and power fist. This combines effective anti-personnel firepower with potent close combat capabilities. Terminator Squads also include a heavy weapon for additional firepower – usually a heavy flamer or assault cannon. It is not uncommon for a Terminator sergeant to carry a power sword instead of a power fist. These powerful weapons are only bestowed on an individual for exceptional acts of valour, and are used with great pride by those that receive them.

Some Terminators are designated as Terminator Assault Squads and forego their ranged weapons for even more prowess at close quarters. The two favoured load-outs in Terminator Assault Squads are either a pair of lightning claws or a thunder hammer and storm shield. Terminator Assault Squads close quickly with the enemy under the covering fire of their battle-brothers, smashing enemy resistance and paving the way for other squads to advance.



Terminators are deployed to the harshest, most testing battlezones. Their high-impenetrable armour makes them invaluable in ship-to-ship boarding actions, firefights in the twisted depths of hive cities and, of course, the close range combat aboard space hulks. They are an extension of the veterans' role, acting as an immovable shield in defence and an irresistible blade on the attack. Where the fighting is fiercest, the Terminators thrive.

As well as armour and weapons, Terminator suits incorporate many other systems. In addition to the power generation and life support functions of all Space Marine power armour, Terminator suits incorporate an advanced scanning and communications network. This enables Terminators to share tactical data almost instantaneously. Known as the sensorium, this scanning array means that Terminators can act with precise coordination, identifying and neutralising threats far more efficiently than would otherwise be possible. More advanced systems in some suits allow Terminators to see through each other's eyes or weapon sights, giving each warrior unparalleled battlefield intelligence. A captain or sergeant can coordinate several Terminator Squads with relative ease, each fighting in concert to create a force whose sum is even greater than its considerably destructive parts.

Terminator suits incorporate systems that allow for the teleportation of squads. Teleporter technology is notoriously unreliable, and is used only when it is absolutely vital. More often, Terminators will fight to their objective on foot, or be transported by armoured vehicles or massive boarding torpedoes. Though more time-consuming, this is a more reliable way of ensuring the Terminators reach their target, especially in uncharted or close terrain such as that found on spaceships and in dense urban areas.





# HEROES OF THE 1<sup>ST</sup> COMPANY

Nearly one hundred Space Marines were involved in the fighting on the *Sin of Damnation*. Of these, eighty were Terminators of the Blood Angels 1st Company. Commanded by Captain Raphael, the squads fought valiantly to contain the waking Genestealers, coordinating their efforts to wipe out the enemy.

Amongst the many heroes of the battle, a dozen individuals were marked out for especial praise by Captain Raphael. On a day when every tale was heroic, these warriors fought especially bravely and showed the greatest qualities of a Blood Angels Terminator. All were awarded honours for their deeds, some of them sacrificing their lives for the success of the mission.



SQUAD LORENZO

## SERGEANT LORENZO

Over six hundred and fifty years old, Sergeant Lorenzo is a veteran of more wars than any other Terminator in the 1st Company. Despite his achievements, one day of failure haunts Lorenzo. As a Space Marine in a squad of the 3rd Company, Lorenzo was one of only fifty warriors to escape the disastrous boarding action six hundred years ago. His battle-brothers were butchered around him and though absolved of all responsibility, he continues to question his own courage and commitment. Every day Lorenzo is haunted by these thoughts, and every night for six centuries he has prayed for a chance to redeem himself. Now he must seize that chance.



## BROTHER VALENCIO

The scouring of the *Sin of Damnation* is Brother Valencio's first combat action since his induction into the 1st Company. Having served the Blood Angels for less than one hundred years, Valencio is young by the standards of the Terminators, but has earned his place amongst them with his forthright, courageous actions in a dozen wars. To the other members of Squad Lorenzo he is still an untested youth, desperate to impress Lorenzo ever since the Sergeant saved Valencio's life during the Threxian Cataclysm. Even for one of the Blood Angels Valencio is eager, some would say foolhardy, but his valour is beyond question.



SQUAD LORENZO



## BROTHER GORIEL

In his former life on the irradiated planet of Baal, Goriel was the leader of a vicious gang of brawlers known only as the Murder Elite. Though his morals were questionable, the psycho-conditioning processes of the Adeptus Astartes have fused his natural ferocity with the discipline of a true Space Marine. He earned great honours as an Assault Marine, once serving with dedication in the Honour Guard of Captain Raphael. Since joining the 1st Company twenty years ago he has become a highly valued member of Squad Lorenzo.



SQUAD LORENZO



## BROTHER ZAEL

Zael has communed with the Emperor every day of his life since he was an infant on the rad-trails of Baal's dust sea. He rarely smiles, but within his breast burns the fire of hope. His own transformation from a scavenging mongrel to one of the Emperor's chosen is proof that the Blood Angels can overcome all obstacles. Zael carries the squad's heavy flamer, which he uses to bring purifying flame to the wretches who oppose the Imperium. Zael knows that humanity is destined to rule the stars. In fact, he intends to make sure of it. His self-belief and unshakeable courage make him a reliable and reassuring presence within Squad Lorenzo.

SQUAD LORENZO



## BROTHER DEINO

Brother Deino has fought alongside Sergeant Lorenzo for the best part of a century. He has been awarded the Chapter Marksmanship award many times over the years, displaying an almost supernatural accuracy on the firing range and in battle. Like his fellow Blood Angels, Deino prides himself in the pursuit of perfection and has raised marksmanship to the state of art. As well as his Badge of the Marksman, he carries the customised storm bolter that earned him such reward. Deino combines quick reactions with nerves of steel, and his battle-brothers take great pride and comfort from his calm and effective shooting.



SQUAD LORENZO





SQUAD GIDEON

## SERGEANT GIDEON

Sergeant Gideon is considered to be something of a maverick individual, happy to flaunt doctrine and tradition if the need arises. This is no more evident than his choice of weaponry. Gideon was once a member of a Terminator Assault Squad, but upon being promoted to Sergeant replaced his thunder hammer and storm shield with the customary storm bolter and power sword. In the next battle, his armour seized up after being hit by a round from an Ork gun and Gideon declared that its machine spirit had been offended by the change of armament. Ever since, he has refused to relinquish his beloved thunder hammer and storm shield again.



SQUAD GIDEON

## BROTHER NOCTIS

Bearer of the title of Castellon of the Black Tower, Brother Noctis is as solid and dependable as a rock. Sergeant Gideon has come to rely on Noctis' clear head and immovable patience over the years. Though Noctis is jokingly criticised for being boring, having little imagination and obeying all of his orders to the letter, sometimes those are the exact qualities a commander needs most. If a rusted grate or dank tunnel needs guarding, then by the Emperor, Brother Noctis will guard it to the absolute best of his ability or die in the attempt.



SQUAD GIDEON

## BROTHER OMNIO

Amongst the aesthetically-minded Blood Angels, Omnio is something of an oddity; he is driven by logic and intellectual curiosity. He is analytical, distant even, a quality that sometimes raises suspicions amongst his battle-brothers but also ensures that in the heart of a fight he is clear-headed and can be relied upon for vital tactical analysis. Gideon once joked that Omnio was a servitor who had been promoted to the 1st Company by mistake. Unsurprisingly, Omnio didn't see what was funny about that.



SQUAD GIDEON

## BROTHER SCIPIO

Brother Scipio is a fast-acting warrior who thinks on his feet and adapts to new situations with astonishing speed. He has been marked out as potential Terminator Sergeant material, but his lack of communication has held him back. Scipio is just as likely to set off on his own initiative as to pass on his insights to other members of the squad. However, Scipio's resourcefulness has extricated the squad from certain death on more than one occasion.





SQUAD GIDEON

## BROTHER LEON

Brother Leon doesn't say much, but his devastating assault cannon is eloquent enough for the both of them. For Leon, there's only one thing that matters in a battle: kill ratio. The more targets presented by the foe, the happier Leon is. When not fighting, Leon fastidiously maintains his weapons and armour, making small adjustments, adding his own litanies and benedictions to their machine spirits. This has caused some controversy with the Techmarines of the Chapter, who have repeatedly requested that Gideon bans Leon from the armoury when unaccompanied by one of their order.



## LEXICANIUM CALISTARIUS

One of the battle-psykers of the Blood Angels Librarium, Calistarius is an honorary member of the 1st Company for the *Sin of Damnation* boarding. The Librarian's powerful mind and supernatural abilities set him apart from his battle-brothers, an isolation he seems to encourage. Calistarius has faced the horrors of the Warp and daily wrestles with damnation and temptation. As a result Calistarius finds it difficult to look upon his fellow Space Marines with any empathy. In truth, he inhabits an entirely different sphere of existence, but his precognitive powers and devastating psychic blasts are a priceless asset to Captain Raphael.



SQUAD CALISTARIUS



SQUAD LEODINUS

## BROTHER CLAUDIO

A warrior in Terminator Assault Squad Leodinus, Claudio is skilled at close-quarters combat. His preferred armaments are a pair of deadly lightning claws. Thousands of foes have fallen beneath Claudio's blades over the centuries and he is lauded amongst his battle-brothers for his unflinching dedication to his brothers. Aboard the *Sin of Damnation* Claudio's fellow squad members were slain by a surprise Genestealer attack and now he is filled with cold fury and bloodthirsty desire for vengeance.



# THE TYRANIDS

Mankind is not alone in the galaxy. Alien races abound, most of them hostile to humans, some outright devoted to the destruction of other species. Existence in the 41st Millennium is a constant battle between these forces, each struggling for survival and dominance. Yet it is not from within the galaxy that the greatest threat might come, but from outside.

The race known by Imperial forces as the Tyranids originated in another galaxy. Having crossed the immeasurably vast gulfs of the intergalactic void, they have arrived with but a single purpose: to consume and destroy. The Tyranids are not a single type of creature, but a bio-engineered mass that exists only to feed upon all other living matter. How they came to evolve, or if they were somehow created, none can say. All that is certain is the grave threat they pose to the human race.

The creatures of the Tyranids take bio-technology and symbiosis to a level entirely unseen within our own galaxy. Each exists for a sole purpose, from microbiological spores and viruses, to weapons, gargantuan warbeasts, and even living spaceships.

All that the Tyranids use is derived from the organic. The raw biomass needed to create new Tyranid monstrosities comes directly from the species and planets they devour. Molecular chains are broken up and recombined, while essential acids, proteins and other organic material are regurgitated as more creatures bent upon consuming everything. It is for good reason that the Tyranids are known as the Great Devourer.

## THE TYRANID INVASION

Even the most learned xeno-scholars and Inquisitors of the Imperium consider the Tyranids to be a relatively new threat. Their existence has been verified for less than three centuries, and was once thought to be confined to the Eastern Fringe on the far side of the galaxy. Utterly alien and verging on the incomprehensible, the Tyranid menace is little understood by the forces of the Emperor, and many centuries of desperate war against them is yet to come.

The Tyranids are gathered into vast swarms of ships known as Hive Fleets. The first of these to attack the Imperium was a solid mass of Tyranid vessels that attacked the Eastern Fringe and was only stopped through great sacrifice at Macragge, the home world of the Ultramarines Chapter. The second Hive Fleet has been codified as Kraken. Its swarms are dispersed, operating independently of each other. Though these individual

Hive swarms can be defeated, so disparate is Kraken that it is impossible to say truly how large it is and how many swarms it contains. The third, Leviathan, has passed underneath the galactic plane and now moves upwards, attacking worlds close to the galactic core.

Each swarm acts very differently, and in this can be seen one of the Tyranids' greatest strengths. They adapt and spawn new generations at an alarming rate, far faster than any other species can ever match. New tactics, creatures and weapons are encountered in every campaign as the Tyranids change their approach, countering enemy strengths and exploiting their weaknesses.



## THE HIVE MIND

Tyranids are able to adapt and coordinate in this fashion due to a unique psychic potential. Every Tyranid is linked to all other Tyranids of its swarm, creating a gestalt consciousness known as the Hive Mind. The Hive Mind is not a thinking entity in its own right; it is not capable of small, conscious thought like a human. It is an agglomeration of instinct and racial imperatives, a psychic embodiment of the Tyranids' function to devour and destroy. Bound together by this common psychic bond, smaller Tyranid creatures are effectively mindless, utterly subservient to the needs of the Hive Mind. They are without emotion, a cloud of biomechanical weapons with no purpose other than to kill and consume.

Certain larger Tyranid creatures have more autonomy and higher brain functions. These 'synapse' creatures act as nodal focus points for the Hive Mind. The presence of synapse creatures strengthens the Hive Mind's grip on a swarm; they not only quell the natural instincts of the creatures around them but also redirect their psychic potential back to the Hive Mind in a two-way process. Creatures known as Hive Tyrants and Norn Queens, and to a lesser extent Tyranid Warriors and other creatures, are essential for the swarms to operate efficiently. Without the influence of the Hive Mind directed by the synapse beasts, the lesser Tyranid organisms revert to genetically instinctive behaviour of feeding and self-preservation.

## THE GENESTEALERS

Though the all-devouring Tyranid Hive Fleets are considered a new phenomena, the Tyranid presence in the galaxy is far older than any know. Seeding swarms and infiltration creatures have made their way to the worlds of the Imperium for thousands of years. They have travelled ahead of the gigantic living spaceships and their monstrous cargoes, paving the way for invasion.

One such 'vanguard' organism is the Genestealer. In the Hive swarms, these creatures are fast-moving, deadly shock troops, but they have a far more insidious role to play in the wider war. Genestealers have been invading the galaxy for an unknown length of time. At first it was believed they were a species native to the moon of Ymgarl, and only since the coming of the Hive Fleets has the connection to the Tyranids been made.

The Genestealers' threat comes from their horrific reproductive cycle. They do not produce young like other creatures, but instead insert their genetic material into a host victim by means of a tube-like tongue called an ovipositor. This is inert of itself, but will combine with the host so that its offspring are born as horrific hybrid creatures. During and

after infection, the host's consciousness is suppressed by a localised version of the Hive Mind, psychically mesmerised to care for its disgusting children.

The hybrid will grow quickly and infect other hosts, which in turn will give birth to hybrids increasingly like the hosts. A fourth generation Genestealer hybrid is almost identical to the host species at first glance, though close examination will reveal physical deformities derived from its Genestealer parent. Able to act almost as normal in the host society, these hybrids lure, kidnap or otherwise provide more hosts for the growing Genestealer brood. The fifth generation of a Genestealer is a 'purestrain'; a fully functioning, unaltered Genestealer. Thus the cycle begins again.

Over years and decades, Genestealer infection will spread through a society, the brood increasing in size and power. The Genestealers have an interlinking telepathy similar to the greater Hive Mind. When a Tyranid Hive swarm draws within a few hundred light years of an infected world, a subliminal reaction is triggered in the Genestealer's Brood Mind. This goads the Genestealers into a frenzy of activity, breeding and killing, destabilising the society in which they were hidden. At the same time the Brood Mind acts as a naturally occurring psychic beacon for the Hive swarm, which will instinctively head towards areas that the Genestealers have infected.

In this way the Genestealers natural survival instincts and psychic powers serve to pave the way for Tyranid invasion. It is unlikely that the Hive Mind plans this, at least not in the way a human being can understand, but the result is that the defences of the planet will be in disarray when the Hive Fleet arrives. Almost inevitably, everything on the planet will be devoured, the Genestealers recombined with the Hive swarm along with the organic matter of those they infected. Another world will die and the Tyranids will move on to their next victim.



# HEROES OF THE IMPERIUM



*Brother Valencio*



*Sergeant Lorenzo*



*Brother Goriel*



*Brother Zael*



*Brother Claudio*



*Brother Deino*



*Brother Omnio*



*Sergeant Gideon*



*Brother Leon*



*Brother Noctis*



*Brother Scipio*

Component Code: 60310699002



# SPACE HULK



**RULEBOOK**

ДАЛЛК

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# SPACE HULK

Space Hulk is a game of desperate conflict between the Imperial Space Marines and the fearsome alien Genestealers. The action takes place on an ancient interstellar vessel known as a space hulk. Only one side will survive this deadly conflict and emerge victorious.

In Space Hulk, one player commands a force of superhuman Space Marine Terminators, while the other controls a force of the alien Genestealers. These two sides battle against each other within the labyrinthine corridors and rooms of a gigantic derelict starship. Each side has its own goals and objectives, and is determined to achieve these while crushing the opposition.

The Imperial Space Marines are the most powerful warriors of Mankind, defenders of humanity and guardians of the Imperium. All of the Space Marines in the Space Hulk game wear thick Terminator armour and are equipped with awesome firepower. Only Space Marines are brave and determined enough to enter the horror-infested space hulk and face the dreaded Genestealer menace that lurks within.

Opposing the Space Marines are the insidious, repulsive and horrific Genestealers. These alien creatures come from deepest space with one purpose: to destroy. They are savage, six-limbed beasts with fangs and claws that can rip through the thickest armour with ease. Incredibly strong and lightning fast, supremely adapted for killing, Genestealers are virtually unstoppable.

Space Hulk is a stand-alone board game based on the deadly battles fought between the Imperial Space Marines and the alien Genestealers. Everything you need to play the game is in this box. The game is easy to learn but hard to master, and makes for fast and furious action as you play through the many different missions that are available. Each mission is different from the rest and each presents its own unique challenge. It's a bit like getting twelve different games all in one box.



# HOW TO PLAY

A Space Hulk game starts by picking one of the missions from the Mission Book. Each mission is based on a deadly battle that took place between the Space Marines and the Genestealers. The Mission Book explains what each side must do to win, how the board is set up, where the starting models will be deployed, and if any special rules apply to the mission.

The game progresses with each player taking turns to move and fight with the forces under their control. The Space Marine player has a limited amount of time to complete his turn and must make his moves as quickly as possible to avoid running out of time. The lightning fast reactions of the Genestealers mean that the Genestealer player may take as long to complete his turn as he wants.

The Space Marine forces are represented by the red plastic Space Marine models, while the Genestealer player uses the blue plastic Genestealer models and the card blip counters. The blip counters represent 'contacts' on the Space Marine scanners that indicate hostile Genestealers are in the area. Exactly how many Genestealers will not be known until the blip is revealed.

The blip counters appear first on the areas of the board indicated as being Genestealer entry areas. These areas are the only places where the Genestealer player can bring blips on to the board. The Space Marine player doesn't have to worry about reinforcements as he doesn't get any!

The Genestealer player moves the blips swiftly towards the Space Marines, keeping them face down to conceal their true strength from the Space Marines until the very last minute! A blip is only revealed when a Terminator can see it, at which point the counter is replaced with the appropriate number of Genestealer models.

The Space Marines play a tactical game of moving and shooting, trying to avoid close combat where possible – even their mighty Terminator suits are no match for the razor-sharp claws and fangs of a Genestealer. At long range, on the other hand, the Genestealers are vulnerable to the hail of fire laid down by the Space Marines' powerful storm bolters. Meanwhile the Genestealer player will be using his superior numbers and speed to reach the Space Marines and tear them apart with fang and claw.

The game finishes when one side or the other achieves their mission objective. Space Hulk plays very quickly, so you may then want to swap sides to see if you can do better than your opponent when the tables are turned.

## BOX CONTENTS

### MODELS

- 12 Space Marine Terminators:
  - *Sergeant with power sword*
  - *Sergeant with thunder hammer*
- 6 Space Marines with storm bolters
- Space Marine with heavy flamer
- Space Marine with assault cannon
- Space Marine with lightning claws
- Librarian with force axe

- 22 Genestealers
- 1 Broodlord
- 1 Dead Space Marine
- 1 Artefact
- 1 C.A.T.

### BOOKS

- The Space Hulk Rulebook
- The Space Hulk Mission Book

### COUNTERS

- 22 Blips:
  - 9 x 'one Genestealer'
  - 4 x 'two Genestealers'
  - 9 x 'three Genestealers'
- 21 x Genestealer Entry Area
- 10 x Overwatch/Jam
- 10 x Guard
- 6 x Command Point
- 12 x Ladder Up/Down
- 6 x Flamer Marker
- 5 x Powerfield Generator
- 10 x Space Marine Controlled Area
- 1 x Force Barrier
- 1 x Assault Cannon Ammunition
- 1 x Psi Points

### BOARD SECTIONS

- 24 Corridors
- 10 Rooms
- 8 Crossroads
- 8 T-Junctions
- 6 Corner Sections
- 4 Dead Ends
- 4 End Pieces
- 1 Offset Crossroad
- 2 Disposal Chutes

### DOORS

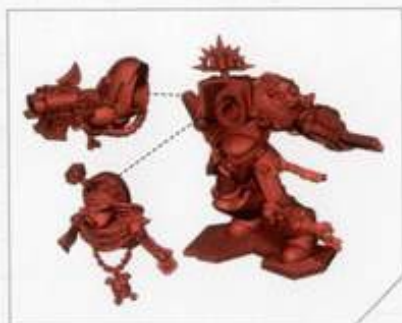
- 20 Doors
- 20 Plastic Stands

### OTHER

- 5 Dice
- 1 Mission Status Display
- 1 Timer

# THE MODELS

All the models consist of several different components that clip together. Select a model you want to assemble and carefully remove all of the components from the frame. The models will better survive the wear and tear of battle if you glue them together using plastic glue, and they will look considerably more attractive if you paint them using acrylic paints from the Citadel range.



Each model clips together ready for play.



You can glue the parts in place if you wish.

Refer to the pictures on the side of the box or the back page of the Missions Book when assembling your models.



## FACING

During the game the models are placed on the squares on the board to show their location. Each model must face one side of the square it is occupying – it cannot face diagonally.

The facing of a model is determined by the head of the model – the direction that the model is looking is the direction it is facing. If the facing of a model is unclear, simply tell your opponent which way the model is facing.



**Correct Facing:** The head of the model is pointing towards the side of a square. It is facing in this direction.



**Incorrect Facing:** The head of the model is pointing towards the corner of the square. Models may not face diagonally.

# OTHER PLAYING PIECES

## MISSION BOOK

Space Hulk is played by fighting missions. Before starting, the players must choose a mission from those included in the separate Mission Book. Each mission shows how to set up the game board and which models will be used, and has a set of victory conditions that each side is trying to achieve in order to win the game.



## THE GAME BOARD

The corridors, junctions and rooms of the Space Hulk are represented by the board sections included with the game. They are designed to 'jig' together to create a map on which the mission is played. Each mission has a specific map that shows how the board sections are set up.

To regulate movement, the board is divided into squares, sometimes referred to as spaces. Each square can hold one Genestealer or Space Marine model or blip counter. Note that although some squares look badly battle damaged this has no effect on play and does not stop a model moving into the square.



## DOORS

Space Hulk includes a number of cardboard doors. These are designed to be placed in the special stands included with the game, so that they can stand up. The location of any doors needed for a mission will be shown on the mission map.



Door in the opened position

Door in the closed position

## THE TIMER

To represent the tense environment and split-second decision-making of combat aboard a space hulk, the Space Marine player has only a limited amount of time to perform his turn. The amount of time is determined by the sand-filled timer included with the game.

## THE DICE

The dice (or D6 for short) included with the game are used to resolve the results of shooting and hand-to-hand combat.





1. Mission Status Display
2. Command Points Track
3. Assault Cannon Ammunition Track
4. Psi Points Track
5. Genestealer Entry Area
6. Assault Cannon Ammunition Counter
7. Assault Cannon Ammunition Reloaded Counter
8. Psi Points counter
9. Command Points Counter
10. Jam Counter
11. Overwatch Counter
12. Guard Counter
13. Space Marine Controlled Area
14. Power Field Generator – Damaged
15. Power Field Generator – Undamaged
16. Force Barrier Counter
17. Ladder Down
18. Ladder Up
19. Flamer Marker
20. Blip – Face Down
21. Blips – Revealed

## BLIPS

The Genestealers' exact numbers are initially unknown to the Space Marines, and this is represented by the use of face-down blip markers (or simply blips). Each face-down blip could be 1, 2 or 3 Genestealers. The Space Marine player may not look at the value of blips, allowing the Genestealer player to gather and move his forces with a degree of secrecy until the exact dispositions of the Genestealers are revealed during the course of the game.

## MARKERS & COUNTERS

There are a wide number of different counters included in the game. These are used to show how much ammunition a Space Marine has remaining or if their gun has jammed, and so on.

## MISSION STATUS DISPLAY

Space Hulk includes a mission status display board that is used to keep track of various pieces of information during the game. For example, it is important to keep track of the number of command points the Space Marines use, and you will need to keep track of the ammunition used by an assault cannon or the psi points used by the Space Marine Librarian. The mission status display has tracks and counters that are used to record all this information during the game.

# SPACE HULK RULES

Once you have the board set up and the models deployed, as described in the Missions book, you are ready to play. Every game of Space Hulk is played through in a series of turns – first the Space Marine player, and then the Genestealer player. Each turn is broken down into a number of phases, for simplicity and ease of play.

When it is your turn you may move and fight with all of the models under your command. The turn sequence below summarises what each player does in his turn, and the order that these activities are carried out in.

At the start of their turn each player gains extra help – the Space Marine player gains command points, which allow his Space Marines to carry out extra actions during the turn, while the Genestealer player can bring extra blips and models into play.

The next thing the players do is to move and fight with their models. The Genestealer player may take as long as he likes over his turn, but the Space Marine player only has a limited time in which to complete his turn, representing the difficulty of fighting against creatures with the lightning-fast reactions of the Genestealers.

After the players have completed their turns there is a Mission Status phase which is used to tidy up the board and remove any counters or markers that are no longer needed.



## SPACE MARINE TURN

### Space Marine Command Phase

First the Space Marine player must see how many command points he has for the turn, as explained later. Then the Genestealer player starts the timer.

### Space Marine Action Phase

Next the Space Marine player may move, shoot and complete any other actions with each of the Space Marines under his command. When the timer runs out the Space Marine Action phase ends immediately.

## GENESTEALER TURN

### Reinforcements Phase

At the start of his turn the Genestealer player sees how many reinforcement blips he gets this turn and places them beside the entry areas on the board, as explained later.

### Genestealer Action Phase

The Genestealer player carries out actions with the Genestealers and/or blips under his control.

## MISSION STATUS PHASE

Once the Genestealers player has completed his Action phase, the turn ends with any necessary record keeping in the Mission Status phase.



# COMMAND PHASE

At the start of the game take the six command point counters and place them in a mug or similar opaque container. Then, in the Command phase the Space Marine player draws a command point counter at random from the container, to see how many command points he will have for the turn. After examining the counter he places it face down on the '0' space on the command track of the mission status display board, without showing it to the Genestealer player.

## Space Marine Sergeants

Space Marine Sergeants are veterans of a hundred battles, trained to issue commands that will be followed without question. To represent this, as long as there is at least one Space Marine Sergeant on the board, then the Space Marine player may choose to return the command counter he has drawn to the container, shake the counters up, and draw a replacement counter. He must use the replacement counter, even if it has a lower value than the counter that was first drawn.

## Using Command Points

Command points can be used by the Space Marine player in both the Space Marine turn and the Genestealer turn in order to allow Space Marine models to carry out extra actions. How this works is explained in the relevant rules sections below.

## Keeping Track of Command Points

The command points counter is placed face down on the '0' space on the command point track of the mission status display. It is the Genestealer player's responsibility

to move the marker along the track whenever the Space Marine player spends command points.

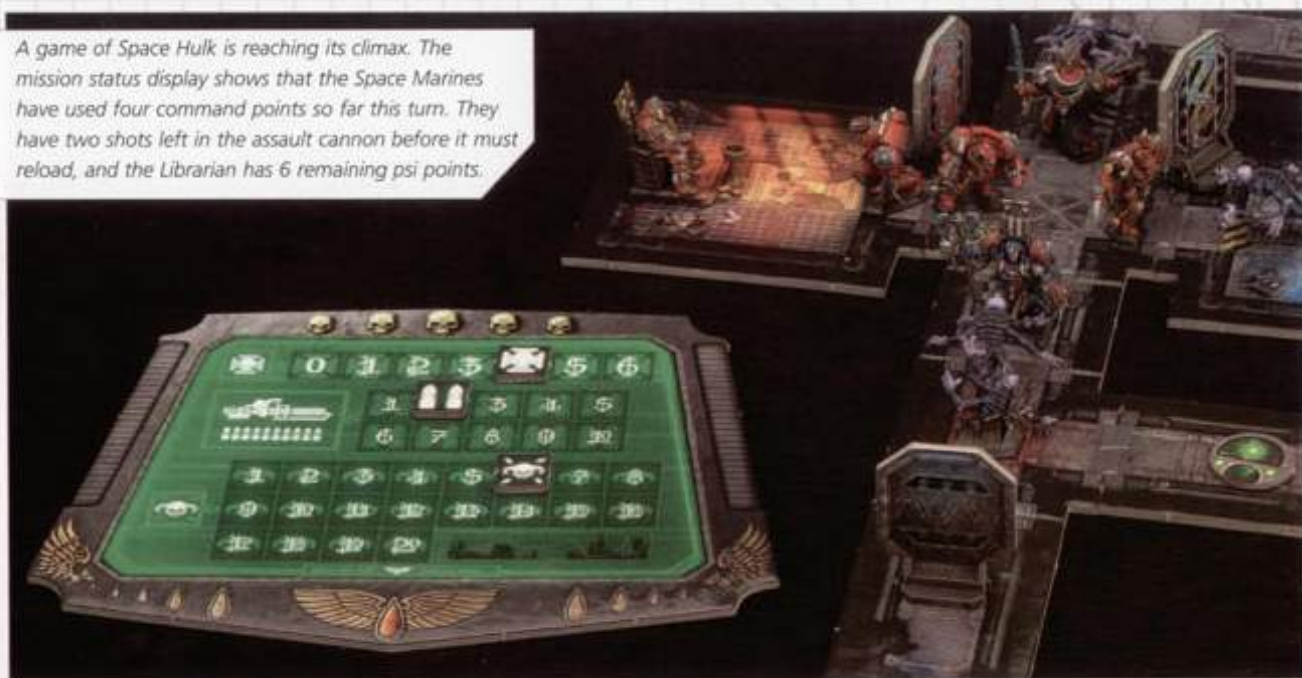
The command points counter is revealed in the status phase at the end of the turn. The Space Marine player is not allowed to use more command points than the number shown on the counter, and if he has used more command points than he had available then he immediately loses the game.

## The Timer

The Space Marine player only has a limited amount of time to complete his Action phase, which is kept track of with the timer included in the game.

It is the Genestealer player's responsibility to start the timer. He does this after the Space Marine player has placed the command points marker on the '0' space of the mission status display. When the timer runs out the Space Marine turn ends immediately! Complete any action that the Space Marine player was in the process of carrying out, and then start the Genestealer turn.

*A game of Space Hulk is reaching its climax. The mission status display shows that the Space Marines have used four command points so far this turn. They have two shots left in the assault cannon before it must reload, and the Librarian has 6 remaining psi points.*



# ACTION PHASE

The bulk of the Space Hulk rules deal with how models and blips move and fight on the board. This is conducted in each player's Action phase. In the Action phase each model under a player's command receives a number of action points that the player can use to have the model carry out actions.

## ACTION POINTS

During the Action phase each model or blip has a certain number of action points (AP) to spend on actions, as shown in the chart below.

### Action Point Allowance

Space Marine	4
Genestealer	6
Blip	6

## Actions

Action points are used to carry out actions. Each action costs a certain number of AP to perform. The actions and their AP costs are collected together on the summary sheet below and explained in detail later on in this rules section. Possible actions include moving, opening and closing doors, shooting and attacking the enemy in close assault.

In his Action phase the player activates the models and blips under his command one at a time. When a piece is activated it expends action points to carry out actions until the player



*It is the Space Marine Action phase. The Space Marine player activates a Space Marine model that is near a doorway, and may now spend 4 action points to carry out actions with the model. The Space Marine moves forward two squares (2 action points), opens the door (1 action point), and then shoots at the Genestealer (1 action point). The player may then activate another model, and so on until all Space Marine models have been activated or the timer runs out. He may not go back to a Space Marine he has already used except by spending command points.*

## ACTION POINT TABLE

Space Marines: 4 Action Points

Genestealers & Blips: 6 Action Points

Action	Space Marine	Genestealer	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90 degrees	1*	1	-
Turn 180 degrees	-	1	-
Fire storm bolter or assault cannon	1	-	-
Set overwatch/guard	2	-	-
Clear jammed storm bolter	1	-	-
Fire heavy flamer	2	-	-
Close assault	1	1	-
Open/close door	1	1	1

\* The Space Marine may fire a storm bolter or assault cannon as part of the same action, at no additional cost in APs

\*\* The Genestealer may turn 90 degrees as part of the same action, at no additional cost in APs

wishes to stop or the piece has run out of action points to use. Actions are performed one at a time, and each action must be completed before moving on to the next one. Once all models and blips have performed their actions the player's turn is over. A player may only activate one model or blip at a time and once that piece has completed its actions it may not be activated again except to use command points – the players must plan their turns so that they do not have to swap back and forth between pieces.

## COMMAND POINTS

Each turn the Space Marine player gets a number of command points. These allow the Space Marines to take extra actions in addition to their normal allowance of 4 action points, and can even be used in certain situations during the Genestealers' turn.

When used in the Space Marine turn, command points are treated exactly like additional action points that can be spent performing actions. They may be spent on the same Space Marine, or spread out over several as the player sees fit. Command points can be used on a Space Marine model at any time during the Action phase, even if it has already finished his move.

The Space Marine player can also use command points in the Genestealers turn to react to the actions of his opponent. They can be spent to perform actions out of sequence – so command points could be used to fire a weapon, close a door and so on during the Genestealer player's turn.



*It is the Genestealer Action phase. The Genestealer uses an action point to move forward a square. In response the Space Marine player declares he will spend a command point to take a shoot action. The shooting attack happens before the Genestealer takes its next action.*

Command points can only be spent in the Genestealer turn if a Space Marine model has line of sight to a Genestealer that has just completed an action (line of sight is explained under Shoot Actions on the next page).

Each action witnessed allows a Space Marine to perform one action (this may be an action that costs 2 action/command points). The Space Marine's action happens immediately, and before the Genestealer carries out its next action.

## MOVE & TURN ACTIONS

A Genestealer, Space Marine or blip is allowed to take 'move' or 'turn' actions. Move actions allow the model or blip to move one square, and turn actions allow them to change their facing. The number of APs it costs to carry out the action varies depending on how difficult it is to carry out, as described below.

**Move:** It costs 1 AP to move one space forwards, or diagonally forwards, and 2 AP to move backwards one space or diagonally backwards one space. Blips are an exception to these rules, and can move in any direction for 1 AP (see the rules for blips later on). Space Marines may not move sideways – they must turn to face before moving into the square. Genestealers can move sideways at a cost of 1 AP.

A model or blip cannot move through another model, blip, or a closed door. A model also cannot move diagonally if this means it would pass between two squares containing a wall or a model – see the example below.



*The Genestealer may not move into the squares marked X, as it would have to move between the Space Marine and the wall.*

**Turn:** Genestealers may turn 90° to the left or right as part of a move action. The turn is made before or after the move (but not both), and does not cost any action points or count as a separate action. All other turns are taken as a separate action. Space Marines may turn 90° to the left or right for 1 AP. Genestealers may turn 90° or 180° for 1 AP.



*This diagram shows how many action points it costs the Genestealer to move into an adjacent square.*



*This diagram shows how many action points it costs the Space Marine to move into an adjacent square. Note that the Space Marine cannot move sideways.*

## Exiting the Map

In several missions models need to exit the board through an exit point shown on the deployment map. In order to exit the map the model must 'move' into an imaginary square off the board at the exit point. A model that leaves the map is out of play and may not return.

## Doors

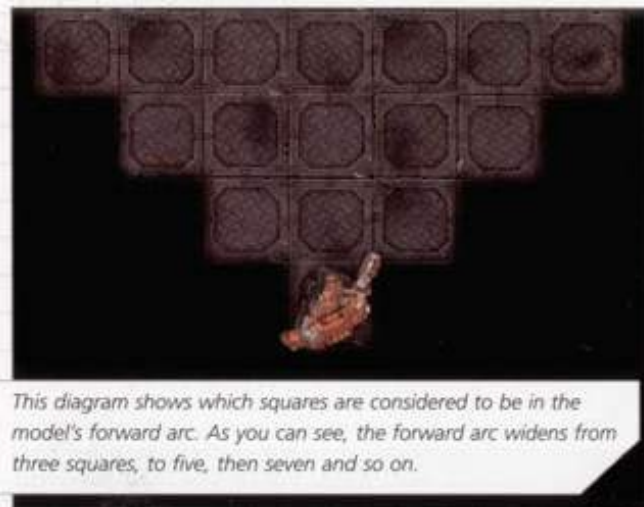
Armoured doors often divide the corridors and rooms of a space hulk. These block lines of sight and movement when closed, but when open have no effect on the game. Doors start the game closed. To open or close a door a model must be in a square adjacent to the door and with the door in one of its three forward squares. It costs 1 AP to open or close a door.

## SHOOT ACTIONS

Space Marines are armed with storm bolters and powerful heavy weapons. They may fire these at Genestealer models and closed doors by taking a shoot action. The cost of the action varies depending on the weapon being used: it costs 1 AP to fire a storm bolter or assault cannon, and 2 APs to fire a heavy flamer. Genestealers have no ranged weaponry at all and must rely on close assault to kill their enemies.

## Line of Sight

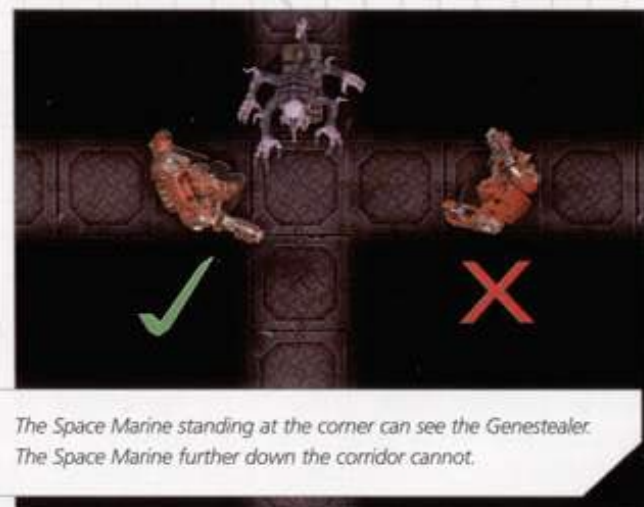
In order to be able to shoot at something, the Space Marine must be able to see it. A Space Marine can see squares in its forward arc, as shown in the diagram below. A model can see an unlimited distance as long as there is nothing in the way. If there is a model, wall, or door in any square between the Space Marine and his target then he cannot see it.



*This diagram shows which squares are considered to be in the model's forward arc. As you can see, the forward arc widens from three squares, to five, then seven and so on.*

## Corners

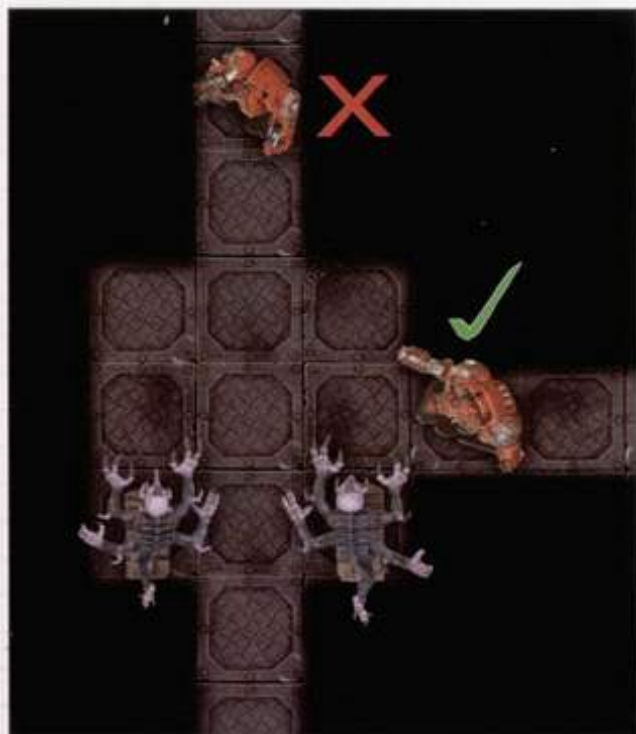
A Space Marine standing in a corridor can only see round a corner if he is standing next to it.



*The Space Marine standing at the corner can see the Genestealer. The Space Marine further down the corridor cannot.*

## Rooms

When approaching a room, a Space Marine can always see a target in a direct line, as shown in the diagram below. However, squares in the corner and the sides cannot be seen until the Space Marine is in the doorway.



The Space Marine at the entrance of the room can see both Genestealers. The Space Marine in the corridor cannot see either of them, as he can only see the squares directly in front of him.

## Range

Sometimes shooting has a limited range. To see if the target is within range, count the number of squares between the Space Marine and the target, including the target's square but not the Space Marine's.

## Destroying The Target

When a Space Marine carries out a shoot action, one or more dice will be rolled, and if they roll high enough the target will be destroyed. For example, a Space Marine firing a storm bolter rolls two dice and will destroy the target if either dice rolls a 6.

Space Marines can carry a variety of ranged weapons, including storm bolters, assault cannons and heavy flamers. The rules for these weapons and the rolls they require to destroy the target can be found in the Wargear section of the rulebook (see pages 19-21).

## OVERWATCH ACTIONS

A Space Marine armed with a storm bolter or assault cannon can spend 2 APs to set himself in overwatch, which will last until the end of the turn. A Space Marine with a heavy flamer may not be placed in overwatch.

When in overwatch the Space Marine is standing ready to fire and this allows him to shoot during the Genestealers' turn. Place an overwatch marker next to the Space Marine to show that he is in overwatch.



The Space Marine player spends 2 action points to put the Space Marine into overwatch. He places an overwatch counter beside the model to show that it is in overwatch.

If a Space Marine is attacked in close assault or performs any action (other than clearing a jam) he immediately loses his overwatch status. Overwatch markers are removed during the Mission Status phase if they were not lost earlier. Note that a Space Marine armed with a storm bolter may jam it if he rolls a 'double' on the dice (see the storm bolter entry in the Wargear section later on).

## Shooting in Overwatch

When in overwatch, a Space Marine armed with a storm bolter or assault cannon can perform shoot actions in the Genestealer turn without expending any action points. He **must** take one shoot action each time a Genestealer performs an action within his line of sight and within a range of 12 squares. The overwatch fire is resolved after the Genestealer has performed its action, so if this action takes the Genestealer out of the Space Marine's range or line of sight then there is no shooting.

## Overlapping Overwatch

It can happen that a Genestealer performs an action in the fire arc of more than one Space Marine on Overwatch. If this happens all of the Space Marines must take their shot at the Genestealer, and you must roll for them all, even if the Genestealer has been killed by an Overwatch shot from another Space Marine!



The Genestealer moves forward one square, turning 90 degrees to the left as part of the same action. This triggers Overwatch fire from both of the Space Marines, who must now shoot.



In the Genestealer Action phase the first Genestealer takes an action to move one square towards the Space Marine (1). The Space Marine fires and misses. The Genestealer spends another action point to move a second square (2), and the Space Marine fires again. This time he kills the Genestealer. The second Genestealer moves diagonally forward into the side corridor (3). The Space Marine cannot see into this square and may not therefore take an Overwatch shot.

## CLOSE ASSAULT ACTIONS

Carrying no ranged weapons, the Genestealers must rely on their claws to destroy the Space Marines, and a desperate Space Marine may try to batter a Genestealer with his power fist. They do this by taking a close assault action.

### Taking a Close Assault Action

A model can take a close assault action to attack a target in the square directly in front of them. It costs 1 AP to take a close assault action once the model is in position.

### Resolving Close Assaults

In a close assault both players roll a number of dice, and then compare their scores. Genestealers roll three dice in a close assault, and Space Marines roll just one. Compare the single highest dice roll for each side, and whoever has rolled higher has won the close assault. If the scores are tied then neither side has won, and no damage is done to either participant.

### Space Marine Sergeant Bonus

Space Marine Sergeants are highly experienced combat veterans. To represent this, add +1 to their dice score in a close assault against an enemy to the front.



A model can only attack the square directly in front of it. In this example, the Genestealer could only attack a model in the square marked with a ✓. It could not attack a target in the squares marked ✗.

## Effects of Close Assault

If the attacker wins the close assault, the defender is killed and removed. If the defender wins and is facing the attacker then the attacker is killed and removed. If the defender wins or ties and is not facing the attacker (often the case against those tricky Genestealers), the defender may be turned in place to face the attacker.



The Genestealer spends an action point to close assault the Space Marine. The Genestealer player rolls three dice for the Genestealer, and uses the single dice with the highest roll. He scores 2, 4 and 5, so his score is 5.

The Space Marine rolls a single dice and scores 4. The Genestealer wins the combat, and the Space Marine is killed.



The Genestealer moves forward one square for 1 AP, and then attacks the Space Marine from the side for a second AP. If the Space Marine wins he will not kill the Genestealer, but may turn to face it.

## Close Assaulting a Door

A model may close assault a door just like attacking a model. For obvious reasons the door does not roll any dice! The attacker must score a 6 on at least one of their dice to destroy the door.

## GUARD ACTIONS

A Space Marine can spend 2 APs to set himself on guard. When on guard, the Space Marine is standing ready to fight in close combat, which can give him a vital advantage if he is assaulted by a Genestealer. Place a guard counter next to the Space Marine to show that he is on guard. If he carries out any other action he loses the guard counter. A Space Marine can either be on guard or on overwatch, not both at the same time.

A Space Marine that is on guard may roll his dice again in a close assault. The Space Marine may choose to re-roll his own dice after he has seen the Genestealer's dice roll.

Only one dice may be re-rolled, and the result of the second roll must be used even if worse than the first.

A Space Marine remains on guard until the end of the turn, even if he is attacked by a Genestealer. The counter is removed at the end of the turn during the Mission Status phase.



The Genestealer spends an action point to close assault the Space Marine. He scores 2, 4 and 5, so his score is 5.

The Space Marine rolls a 4, but as he is on guard he can re-roll the dice. He does so, scoring a 6 and winning the combat. The Genestealer is killed and the Space Marine remains on guard.

# REINFORCEMENT PHASE

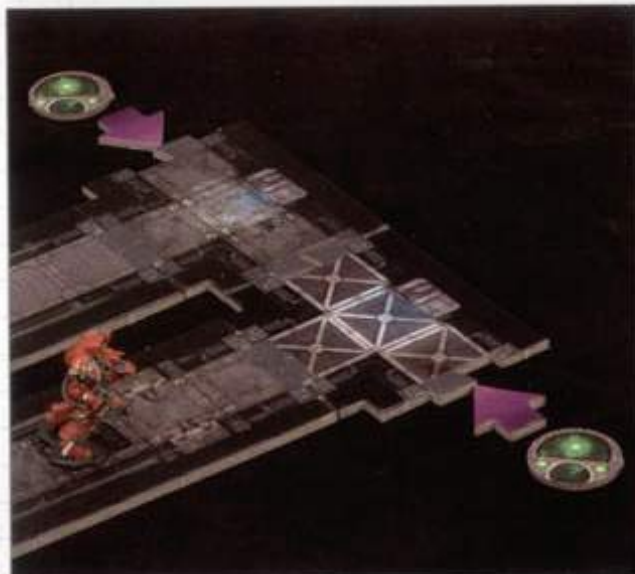
Each mission states how many blips the Genestealer player starts the game with, and how many he receives each turn as reinforcements. Until they are revealed only the Genestealer player will know how many Genestealers they represent.

At the start of the game, shuffle the blip counters and place them all face down in a stack. The Genestealer player may not examine the blips in the stack, but is free to look at the values of any blips picked up or on the board at any time. The Space Marine player may not look at the value of blips until they are revealed.

Starting and reinforcement blips are taken from the stack at the appropriate time (starting blips when setting up, and reinforcement blips in the Reinforcement phase). After the requisite number have been taken they are examined by the Genestealer player, and then placed by him at any of the Genestealer entry areas shown on the map for the mission. When no blips are left in the stack, take the used ones, shuffle them, and make a new stack of face-down blip counters. Blips are drawn from the top of the new stack as normal.

## PLACING BLIPS

Blips must first be placed face down off the board outside an entry point (the Genestealer player may look at the value of the blip before placing it). While there, they are not considered to be on the board and so take



*The Genestealer player takes two reinforcement blips and places them beside two of his entry areas. The blip by the bottom entry area will be forced to lurk for a turn, as there is a Space Marine within six spaces of the entry square.*

no part in the game. To enter play, the blip simply moves onto the first square of the board next to the entry point, expending the normal 1 AP cost for moving one square. From this point on they are part of play and move and fight as described below.

## Lurking

Blips do not have to immediately enter play. They can instead lurk at an entry area, usually to wait for more numbers to arrive. Simply leave the blip off the board next to the entry area. Up to three blips can lurk at each entry area.

If a Space Marine is six or fewer squares away from an entry point square at the start of the Genestealer phase, then any reinforcement blips placed there *must* lurk for the rest of the turn. They are free to enter the board on the following turn if the Genestealer player chooses.

## BLIP MOVEMENT

Blips receive 6 APs per turn. Blips have no facing and therefore can move one square in any direction for 1 AP. Opening/closing doors (for the usual 1 AP) and moving are the only actions blips can perform – they cannot attack or perform any other action.

Blips cannot move into a Space Marine's line of sight. If this happens accidentally then the blip is returned to the last square in which it was out of line of sight and it may not do anything for the remainder of the current turn. Blips cannot move next to a Space Marine, even if the Space Marine is facing another direction and has no line of sight to the blip.

## CONVERTING BLIPS

Blips can be converted in two ways: voluntarily and involuntarily. In either case the blip is flipped over to show how many Genestealer models need to be placed, and is then placed face up beside the board.

### Voluntary Conversion

The Genestealer player can convert a blip counter into Genestealers by revealing it during his Action phase. He reveals the blip instead of activating it; if the blip has done anything that Action phase then it may not be revealed. The Genestealer player may choose to reveal a blip that is off the board by an entry area.





*Neither Space Marine can see the blips, and so the Genestealer player may voluntarily convert them in his Action phase.*

### Involuntary Conversion

If at any time during the turn a Space Marine can draw a line of sight to a blip (see Shoot Actions) then it is automatically and immediately revealed. Should this happen during the Genestealer's turn, then the revealed Genestealers may be activated so long as the blip has not taken an action so far this turn.

Remember that a blip cannot move into a Space Marine's line of sight; however, the Genestealer player can move a model or open a door that was blocking a Space Marine's line of sight, allowing the Space Marine to see a blip. This would be involuntary conversion.



*The Space Marine opens the door so he can see the blip. The blip undergoes immediate involuntary conversion, before the Space Marine takes his next action.*

### Placing Revealed Genestealers

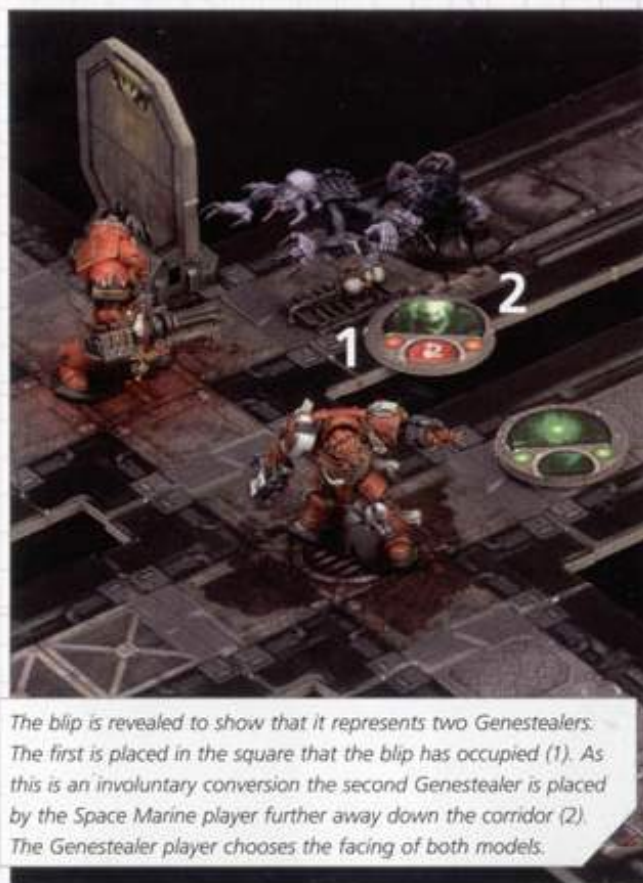
When a blip is revealed, one Genestealer is placed on the space the blip was occupying. Any additional Genestealers must be placed in an empty square adjacent to the first. If the blip was by an entry area, then the models are placed by the entry area and may enter play in the same manner as a blip counter.

In the case of voluntary reveals, the Genestealer player places the models, while the Space Marine player gets to place the models if the blip was involuntarily revealed. Regardless of who placed them the Genestealer player can choose the facing of any Genestealers when they are revealed.

In the case of voluntary reveals, the Genestealers may not be placed in line of sight of a Space Marine. With involuntary reveals they may be and, in this case, placing the Genestealer counts as performing an action and so the Space Marine can fire on overwatch or spend command points to perform an action.

If there are not enough empty adjacent spaces any Genestealers that can't be placed are forfeited – these lost Genestealers are not counted as casualties for the purposes of mission victory conditions. The same is true if there are not enough Genestealer models to place – the number of models in the box is a limit to the number of Genestealers that can be in play at any time.

If the blip has not yet been activated on the turn it is revealed, any Genestealers placed are free to be activated as normal. If the blip was activated before it was revealed, any Genestealers placed may not be activated later in the turn.



*The blip is revealed to show that it represents two Genestealers. The first is placed in the square that the blip has occupied (1). As this is an involuntary conversion the second Genestealer is placed by the Space Marine player further away down the corridor (2). The Genestealer player chooses the facing of both models.*

# MISSION STATUS PHASE

The Mission Status phase is used to check if either player has won, and to get things ready for the next turn. Counters that have served their purpose are removed, and the board is generally cleared up for the start of a new turn.

The players should first check the victory conditions of the mission to see if either of them has won. The game ends as noted in the mission rules, usually when a specific event has happened or objective has been achieved.

Note that as there are variable victory conditions, it is possible that a victory condition has been achieved but the game does not end – the level of victory may be increased or reduced.

After the victory conditions have been checked, the Space Marine player reveals the command point counter to show that he has not expended more than he had for the turn and then returns it to the container with the other command point counters. Any command points not spent are wasted. Finally players should remove any markers for overwatch, jams, flames, etc.

You are now ready to start a new turn.

# LADDERS & OBJECTS

Some missions will include ladders that lead down to a new level of the space hulk or objects that can be picked up and carried. The missions that use these rules will say so in the special rules section.

## LADDERS

Some missions are fought on two maps, one above the other, that are connected by ladders. Place ladder up and ladder down counters on the appropriate squares on each board, as shown on the mission map.

The two ladder squares are assumed to be adjacent to each other, and a model standing on one is allowed to shoot or close assault a model on the other just as if they were standing in adjacent squares to each other's front. It costs a Genestealer 1 AP and a Space Marine 2 APs to move from a ladder square on one board to the corresponding ladder square on the other.

Roll a dice when a Space Marine enters a square that contains a ladder going down (including when he climbs up from the level below). On a roll of 1 the Space Marine falls down to the space below. The Space Marine maintains his facing, but loses any action points he may have had remaining at the time that he fell (command points may be used to perform extra actions as normal). Any model in the square below is destroyed.



Ladder Down



Ladder Up

## OBJECTS

A mission may require that one side must carry an object into position, or retrieve it for themselves. This is specified in the Mission Book. Objects are placed in a square in the same manner as a model.



Objects may not be attacked, though a model carrying one may be. An object on its own in a square does not block a line of sight – a Space Marine can shoot through the square as if the object was not there. If a door is closed upon an object then move it into a randomly selected adjacent square.

A model that moves onto a square with an object automatically picks it up and may move with it from then on. A model carrying an object can carry out any action and is not hindered in any way. It may choose to drop the object in a square as it moves, leaving the object behind as it moves on. A model will automatically drop an object if the model is destroyed. Blips may not move into a square that contains an object.

A model may pass an object to another that is in the square to his front. This is an action and costs the model handing the object 1 AP; the model receiving the object does not have to use an action or any action points in order to receive it.

# SPACE MARINE WARGEAR

Space Marines can be armed with a wide variety of weapons, each of which is described in this section of the rulebook. Don't feel you need to learn the rules for all of the weapons in the game – just look them up as and when they are required.

## STORM BOLTER

Most Space Marine Terminators are armed with a Storm Bolter. It is capable of laying down a withering hail of fire that can cut down Genestealers and blast down doors. It costs 1 AP for a Space Marine to fire his storm bolter. When firing in this way, there is no maximum range. Roll 2 dice to resolve the effects of the shooting action. If either dice scores a 6 the target is destroyed and removed from play.

## Moving and Firing

A Space Marine can combine a move or turn action with firing a storm bolter, paying only the 1 or 2 APs for the move or turn action and firing the storm bolter 'for free' after the move or turn action has been completed.

## Sustained Fire

If a Space Marine fires his storm bolter at a target in his Action phase and misses, he can gain a sustained fire bonus if he uses his next action to shoot again at the same target. The sustained fire bonus may also be taken by a Space Marine firing on overwatch that takes a second or subsequent overwatch shot at the same target.



*The Space Marine spends an action point to move one square and shoot. He rolls a 1 and 3, missing the Genestealer. He moves forward again, shooting for the second time. He rolls a 5 and 5, but misses because he cannot claim the sustained fire bonus as he has moved. He spends a third action point to remain stationary and shoot, rolling a 1 and a 5. This time he can claim the sustained fire bonus, so the 5 kills the Genestealer.*

A Space Marine shooting with the sustained fire bonus will hit the target on a roll of 5 or 6, not just on a roll of 6 as would normally be the case.

The sustained fire is lost if the Space Marine takes any action other than a shoot action, or if the Space Marine moves and fires, or if a model other than the target takes an action.

## Shooting at Doors

A Space Marine with a storm bolter can shoot at a door in the same way as shooting at a Genestealer. This follows the same rules as above, including the sustained fire bonus. If the door is destroyed then it is removed from play. If a door closes within 12 squares in the line of sight of a Space Marine on overwatch, he will shoot at the door.

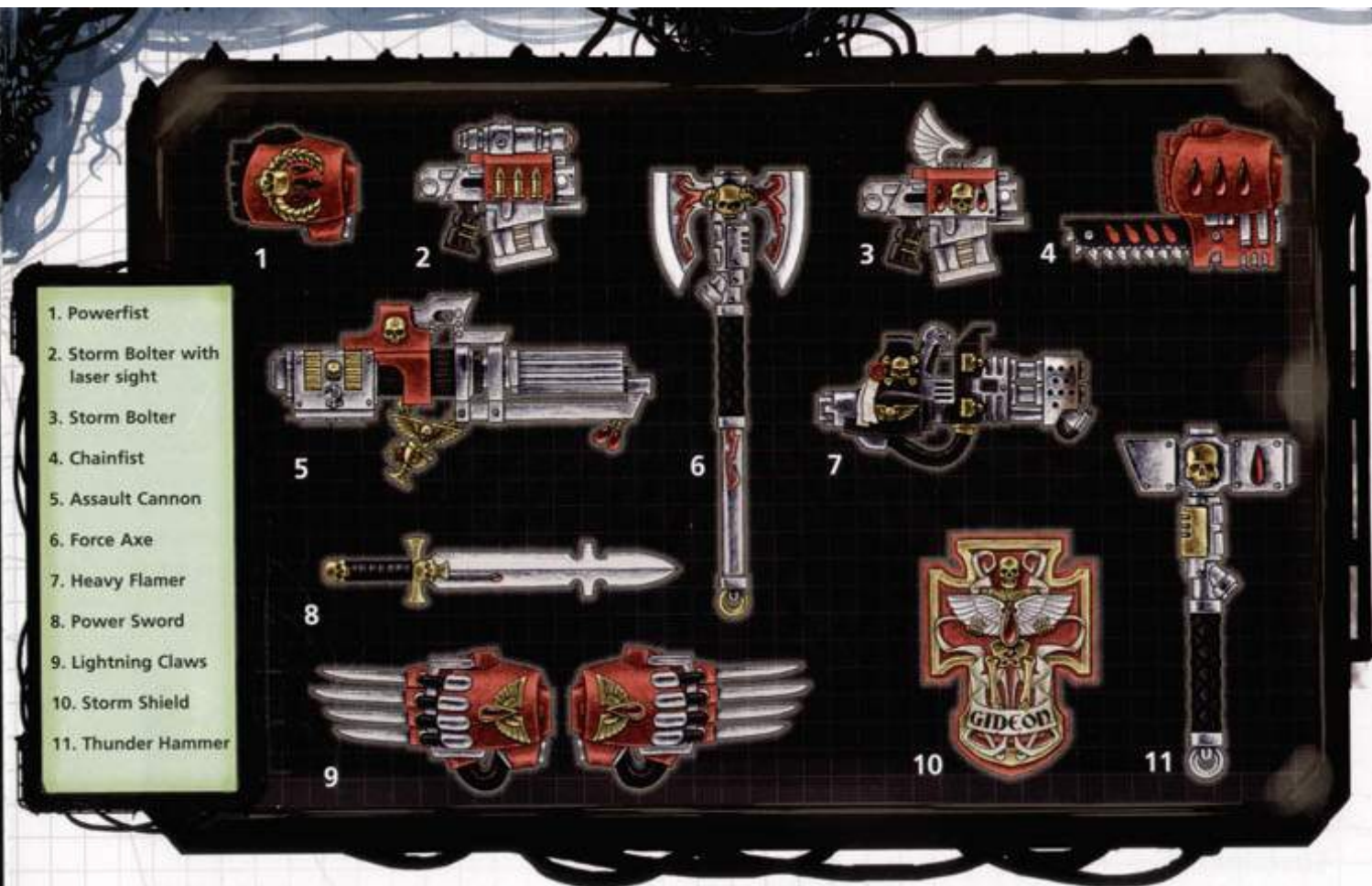
## Jams

A Space Marine on overwatch is firing even more rapidly than normal, and it is not uncommon for him to jam the firing mechanism of his storm bolter in this situation. To reflect this, if the Space Marine player rolls a double on the shooting dice while shooting on overwatch, his storm bolter jams – flip the overwatch marker to its 'jammed' side to indicate this. If he rolls a double 6 (or a double 5 with the sustained fire bonus) the Genestealer is killed and the storm bolter then jams.

A Space Marine with a jammed storm bolter cannot shoot until he clears the jam. It costs 1 AP to clear a jam. Once the jam is cleared, flip the counter back over to show that the model is back in overwatch. Any jam counters that have not been cleared are removed at the end of the turn in the Mission Status phase, along with any overwatch counters that remain in play.

## POWER FIST

Terminator armour incorporates a power fist for close assault combat. It is a massive armoured gauntlet that contains a power field generator. The field disrupts any matter it touches, enabling the Terminator to punch through or crush almost any material. The effects of this terrifying weapon are included in the rules for close combat described earlier in this rulebook, and no additional special rules are needed.



1. Powerfist
2. Storm Bolter with laser sight
3. Storm Bolter
4. Chainfist
5. Assault Cannon
6. Force Axe
7. Heavy Flamer
8. Power Sword
9. Lightning Claws
10. Storm Shield
11. Thunder Hammer

## ASSAULT CANNON

Assault cannons are heavy weapons that can be used by Space Marine Terminators. Their rapidly rotating, multiple barrels are capable of unleashing a hail of shells, each capable of tearing a Genestealer apart. It costs 1 AP for a Space Marine to fire an assault cannon. When firing in this way, there is no maximum range. To resolve the effects of the shooting roll 3 dice. If any dice score a 5 or 6 the target is destroyed and removed from play.

A Space Marine can combine a move or turn action with firing an assault cannon, paying the normal 1 or 2 APs for the move or turn, and firing the assault cannon 'for free'. In addition it can receive a sustained fire bonus in the same manner as a storm bolter. In the case of the assault cannon the bonus means that it will score hits on a roll of 4, 5 or 6.

### Assault Cannon Ammunition

An assault cannon is loaded with enough ammunition to fire ten times. Assault cannon ammunition is kept track of on the mission status display. At the start of the game place the assault cannon ammunition counter on the 10 space on the track. Each time the assault cannon is fired, including when it is fired on overwatch, the Genestealer player must move the counter one space down the track. Once all ten shots have been used the assault cannon may no longer shoot.

### Assault Cannons and Overwatch

An assault cannon can be put into overwatch for the same AP cost as a storm bolter, entitling the assault cannon to fire at any eligible target as long as it has ammunition remaining. An assault cannon will not jam (they are built for rapid fire).

### Reloading the Assault Cannon

Assault cannon ammunition is held in slide-in magazines mounted on the rear of the weapon. The Space Marine armed with the assault cannon carries a spare box of ammunition, and can reload it at a cost of 4 AP. Return the ammunition marker to the 10 space on the track, but flip it to the 'reloaded' side. Once these additional ten shots have been used, the assault cannon may not be reloaded again.

### Assault Cannon Malfunction

Although made of a special alloy, an assault cannon's weapon barrels can reach incredibly high temperatures if used continuously, and in such circumstances there is a chance it will malfunction. If an assault cannon has been reloaded and all three dice come up with the same number then the assault cannon explodes (the target can still be destroyed if the dice rolls are high enough). The Space Marine firing the assault cannon is killed. In addition the Space Marine player must roll a dice for each model or door on the same board section as the assault cannon; any model or door is destroyed on a roll of 4 or more.

## CHAINFIST

Chainfists are used to slice through bulkheads and closed doorways. A Space Marine armed with a chainfist automatically destroys a door if they close assault it. No dice roll is necessary. Though they do more damage in battle than a power fist, they are somewhat unwieldy, and therefore are treated as a power fist in a close assault with a Genestealer.

## HEAVY FLAMER

A heavy flamer projects a gout of burning promethium that can incinerate a swathe of enemies, and coats the room or corridor with fuel that continues to burn for a short period after firing. It costs 2 APs to take a shoot action with a heavy flamer. This cannot be combined with any other action. A heavy flamer can target a model or square up to 12 spaces away. This may be an empty square.



*The Space Marine can see one or more squares in the room and fires his heavy flamer into it. The flamer marker is placed in the room to show that it has been set on fire. Each of the Genestealers in the section will be attacked, even though the Space Marine cannot actually see them, and will be killed on a roll of 2 or more.*

### Area Effect

Heavy flamers affect entire map sections (except parts blocked by closed doors; see below). When a flamer shoots at a square or model, place a flamer marker in the middle of the section the target occupies. Then roll a dice for each model or blip in the section including the target model; the piece is destroyed on a roll of 2 or higher. You can fire more than once at a section if desired.

### Persistent Effect

Once placed, the flamer marker remains where it is until it is removed in the Mission Status phase at the end of the turn. All squares in a map section that contains a flamer marker are considered blocked for line of sight and movement. Surviving pieces within the section can move, but must roll

to see if they are destroyed each time they enter a new square in the section with the flamer marker. Note that it is possible to trace a line of sight to a target on the edge of a burning section, as long as there are no burning squares in between. Also note that the Space Marine player may fire a heavy flamer at an empty section, to block it during the Genestealer turn.

### Limited ammunition

A heavy flamer only carries sufficient fuel for six shots. This is the number of flamer counters provided, so set each counter aside when it has been used to keep track of ammunition expenditure.

### Flamers and Doors

Flamers cannot destroy or shoot through closed doors. If a section which takes a flamer hit has any closed doors, then the squares beyond the door are unaffected, but the door cannot be opened until the flamer counter is removed.

## LIGHTNING CLAWS

Lightning claws are bladed gloves surging with lethal energy. They are usually worn in pairs, and therefore preclude the Space Marine from using a storm bolter. A Space Marine with lightning claws fighting a close assault to his front rolls two dice in close assault, and adds a +1 modifier to the result of the highest dice. When on guard the model may re-roll one of the two dice, not both.

## POWER SWORD

Power swords are rare and extremely effective weapons, awarded to Space Marines that have proven themselves in battle. When fighting a close assault to his front a Space Marine armed with a power sword can parry an attack, forcing the opposing player to re-roll his highest-scoring dice. If the Space Marine is on guard then he may do this before deciding if he will re-roll his own dice.

## STORM SHIELD

The storm shield is a defensive energy shield worn on the Space Marine's left arm. A Space Marine carrying a storm shield may block one close-assault dice roll made by an opponent to their front, with the result that the opponent rolls one less dice than normal to resolve the assault.

## THUNDER HAMMER

When a thunder hammer strikes a foe it unleashes a blast of energy that can stun even the most powerful opponent. To represent this, a Space Marine armed with a thunder hammer receives a +1 modifier to his close assault dice roll against models to his front. Note that this means that a Space Marine Sergeant armed with a thunder hammer receives a +2 modifier against models to his front (+1 for being a Sergeant, and +1 for having a thunder hammer).

# LIBRARIANS

The Librarians of a Space Marine Chapter have powerful psychic abilities that they use to bolster their own fighting skills and influence the battle around them. The instructions for a mission will tell you if a Librarian is part of the Space Marine force.

## COMBAT VETERAN

Librarians are highly experienced combat veterans. To represent this they add +1 to the dice in a close assault in the same manner as a Space Marine Sergeant.

## PSI POINTS

The Librarian starts each mission with 20 psi points. Psi points can be spent to do two things:

- They may be spent to increase the Librarian's dice roll in an assault (see the force axe entry below).
- They may be spent to use a psychic power (see psychic powers below).

The psi point counter provided with the game is used to record the number of psi points the Librarian has remaining. At the start of the game place the counter on the '20' space on the psi-point track on the mission status display. The Genestealer player must move the counter down the track as the Librarian uses psi-points. Once all 20 psi points have been used, the Librarian may not use any of his psychic abilities for the remainder of the mission.

## FORCE AXE

The Librarian's force axe allows him to channel his psychic energy into a deadly close combat attack. To represent this, psi points can be used to add a bonus to the Librarian's dice roll in a close assault to the Librarian's front. Each point spent adds +1 to the dice roll. The points are spent after the dice are rolled and any re-rolls have been made.

## PSYCHIC POWERS

A Librarian can use one psychic power per Space Marine turn. This costs the Librarian a number of psi points depending on the power being used. Note that using a psychic power is not an action as such: it does not cost the Librarian any action points, and it may be used at any point during the Space Marine turn, including when another Space Marine is taking an action. Only one psychic power may be used per Space Marine turn.



## Prescience

Using his powers of foresight, the Librarian allows the Space Marines to act with greater coordination and efficiency. Using prescience allows the Space Marine player to move the command point marker one space back along the track. The counter cannot be moved back past the '0' space. This power costs the Librarian 1 psi point.

## Force Barrier

The Librarian creates a psychic barrier. Place the force barrier counter in an empty square within 12 spaces of the Librarian (no line of sight is required). The force barrier remains in play for the rest of the turn, and is then removed in the Mission Status phase. While it is in play no model may enter or shoot through the square. This power costs the Librarian 2 psi points.

## Psychic Storm

The Librarian unleashes a psychic attack upon the enemy. The Librarian can target a single Genestealer or blip within 6 squares of the Librarian, or a board section that has at least one square within range. No line of sight is required. If the power is targeted on a single Genestealer or blip then it is destroyed on a roll of 2+. If a board section is targeted then any Genestealers or blips on the board section are destroyed on a roll of 4+. Doors and Space Marines are not affected by a psychic storm. This power costs the Librarian 3 psi points.

# THE BROODLORD

The oldest and most powerful Genestealers are known as Broodlords. Even more vicious and intelligent than their offspring, Broodlords are dangerous foes. The instructions for a mission will tell you if a Broodlord is part of the Genestealer force.

## REVEALING THE BROODLORD

If a mission specifies that a Broodlord is present, then once during the mission the Genestealer player can choose to say that any '3' blip he reveals is in fact the Broodlord. Instead of setting up three Genestealers, place the Broodlord model in the space occupied by the blip counter. When revealed, the Broodlord is treated as a Genestealer with the following additional rules.

## HARD TO KILL

It takes a lot more to kill a Broodlord than an ordinary Genestealer. To represent this, shooting attacks will only kill the Broodlord if two or more of the dice roll high enough to kill the target – one hit has no effect. Note this means that heavy flamers cannot harm a Broodlord. This rule does not apply to close assault rolls.

## MIGHTY BLOW

The Broodlord can deliver a crushing blow in close combat. To represent this, in a close assault against an enemy to its front, the Broodlord adds together its best roll and its lowest roll to find his score. For example, the Broodlord rolls a 6, 6, 3. The Broodlord adds together the 6 and 3, giving a total of 9. If the Broodlord is ever forced to roll less than three dice, then it simply uses the combined total rolled on the dice.



## IMMUNE TO PSYCHIC STORM

The Broodlord has the psychic strength to resist a psychic storm and is not affected by the power.

## DESIGN NOTES

SPACE HULK WAS FIRST PUBLISHED IN 1989. DESIGNED BY THE ECCENTRIC BUT HIGHLY TALENTED GAMES DESIGNER RICHARD HALLIWELL (HAL TO HIS FRIENDS), IT QUICKLY ESTABLISHED A REPUTATION AS A CLASSIC GAME WITH A LEGION OF LOYAL FANS WHO STILL PLAY THE GAME TO THIS DAY. A NUMBER OF SUPPLEMENTS FOR THE FIRST EDITION FOLLOWED, ADDING RULES FOR LIBRARIANS AND WEAPONS SUCH AS THE ASSAULT CANNON.

FOR THE NEW EDITION WE CONCENTRATED OUR CREATIVE ENERGIES ON PROVIDING THE BEST PLAYING PIECES WE POSSIBLY COULD. THE RULES ARE MOSTLY UNCHANGED, WITH THE EXCEPTION THAT ALMOST ALL OF THE ADDITIONAL RULES FROM THE SUPPLEMENTS ARE INCLUDED IN THE MAIN RULEBOOK. WE'VE ALSO TAKEN THE OPPORTUNITY TO MAKE A COUPLE OF NEW ADDITIONS LIKE THE NEW BROODLORD AND THE RULES FOR GOING 'ON GUARD', BOTH OF WHICH WILL GIVE PLAYERS OF EARLIER VERSIONS OF THE GAME SOMETHING NEW TO TRY.

WHAT HAS CHANGED MOST IS THE QUALITY OF THE GAMING PIECES, ESPECIALLY THE MINIATURES, WHICH HAVE BENEFITED FROM THE DECADES OF EXPERIENCE OUR MINIATURES DESIGNERS HAVE BUILT UP SINCE THE FIRST EDITION OF THE GAME WAS PUBLISHED. WE FEEL THAT THE RESULT IS THE FINEST VERSION OF SPACE HULK EVER PUBLISHED AND A FITTING TRIBUTE TO HAL'S ORIGINAL DESIGN.

# REFERENCE SHEET

## TURN SEQUENCE

### Space Marine Turn

Command Phase

Action Phase

### Genestealer Turn

Reinforcements Phase

Action Phase

### Mission Status Phase

## PSYCHIC POWERS TABLE

Power	Cost	Effect
Prescience	1	Move command point marker back 1 space.
Force Barrier	2	Range 12. Barrier blocks square.
Psychic Storm	3	Range 6. Single target destroyed on 2+. Area target(s) destroyed on 4+.
Force Axe	-	+1 to close assault score per psi point.

## ACTION POINT TABLE

Space Marines: 4 Action Points

Genestealers & Blips: 6 Action Points

Action	Space Marine	Genestealer	Blip
Move forwards 1 square	1*	1**	1
Move backwards 1 square	2*	2**	1
Move sideways 1 square	-	1**	1
Turn 90 degrees	1*	1	-
Turn 180 degrees	-	1	-
Fire Storm Bolter or Assault Cannon	1	-	-
Set overwatch/guard	2	-	-
Clear jammed Storm Bolter	1	-	-
Fire Heavy Flamer	2	-	-
Close assault	1	1	-
Open/close door	1	1	1



\* The Space Marine may fire a storm bolter or assault cannon as part of the same action, at no additional cost in APs.

\*\* The Genestealer may turn 90 degrees as part of the same action, at no additional cost in APs.

## SHOOTING TABLE

Weapon	Range	Dice	Kill	Notes
Storm Bolter	Unlimited*	2D6	6+	Overwatch, sustained fire, jam
Heavy Flamer	12	1D6	2+	Area effect, persistent, 6 shots
Assault Cannon	Unlimited*	3D6	5+	Overwatch, 10 shots, reload, sustained fire

\* Range is 12 squares when on overwatch

## CLOSE ASSAULT

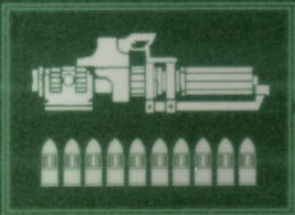
Model	Assault Dice	Notes
Genestealer	3D6	-
Broodlord	3D6	Mighty Blow
Space Marine with power fist	1D6	-
Space Marine with lightning claws	2D6+1	-
Sergeant with power sword	1D6+1	Parry
Sergeant with thunder hammer & storm shield	1D6+2	Block
Librarian with force axe	1D6+1+?	Psi Points

AAALIK





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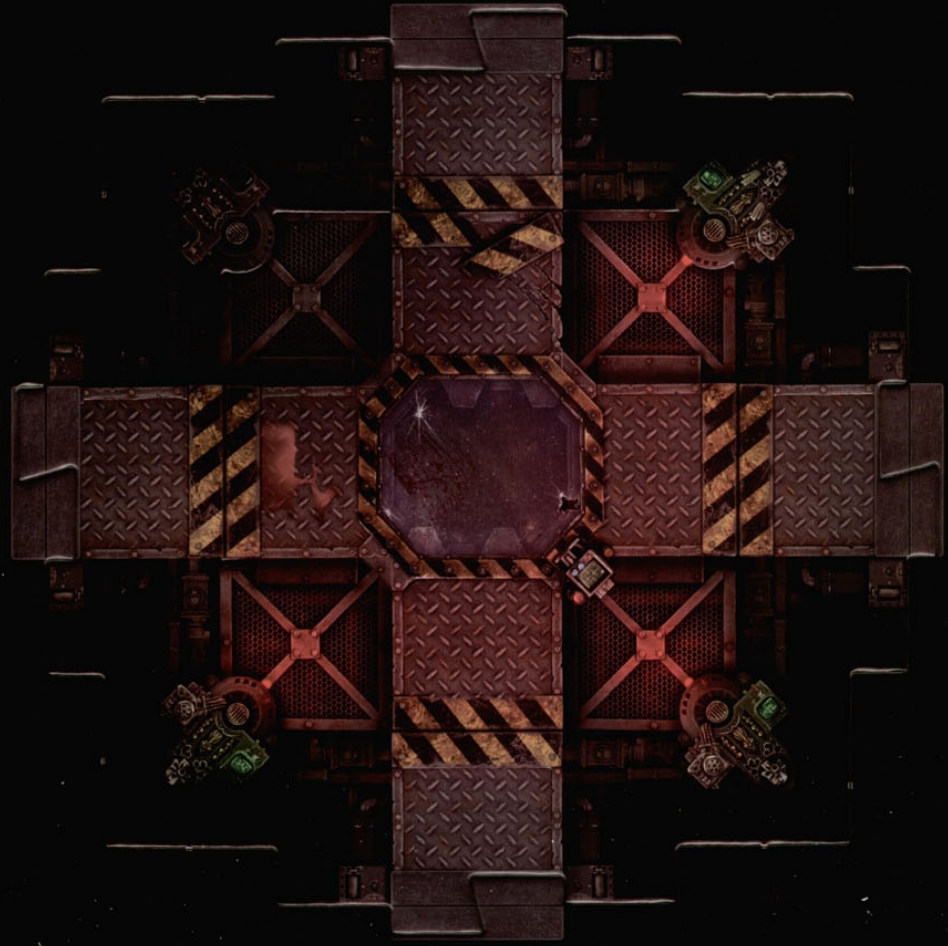


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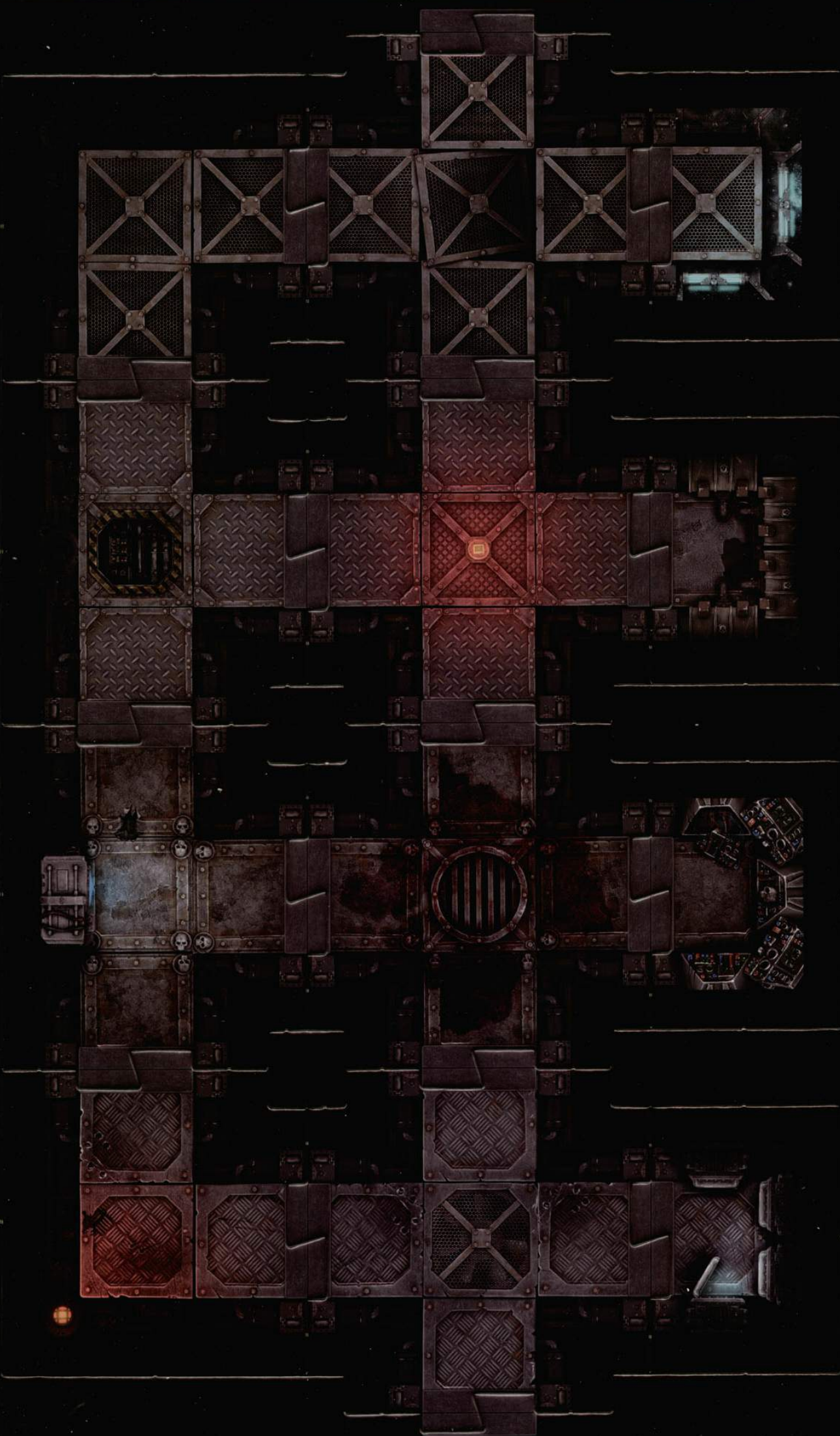


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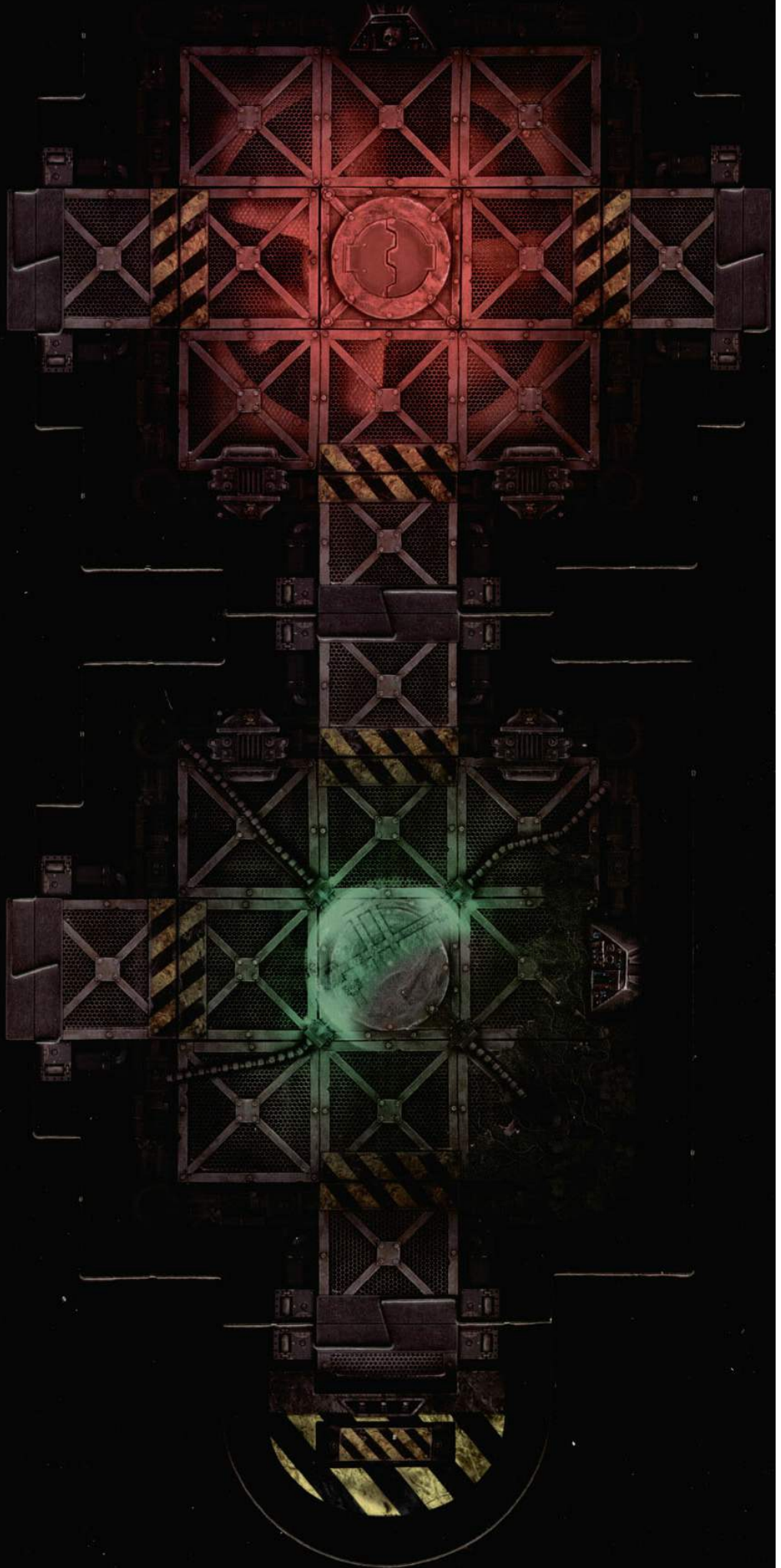
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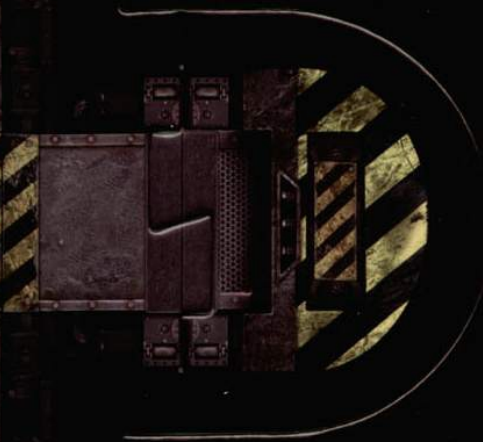
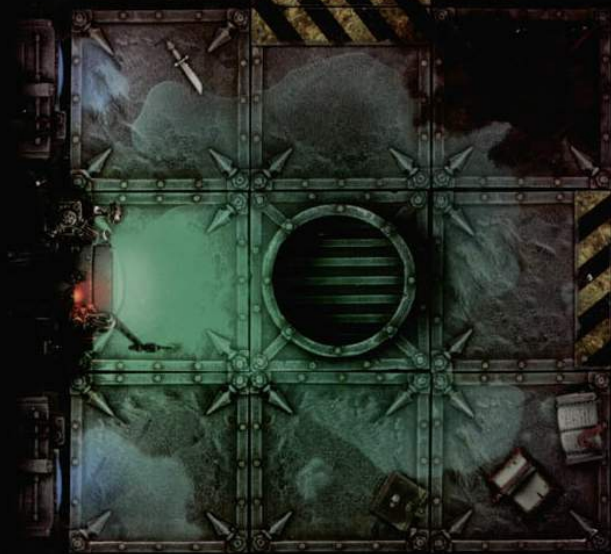
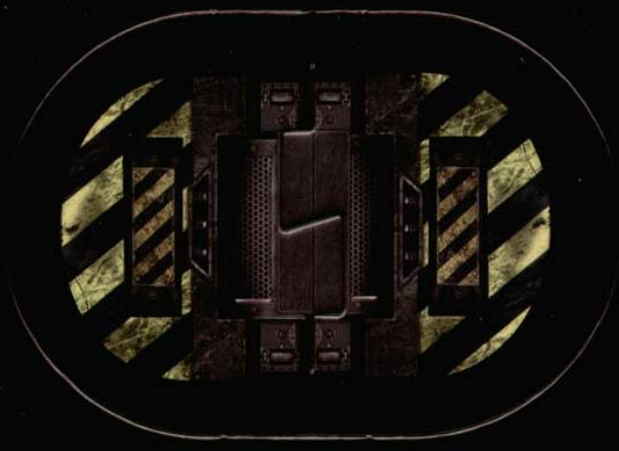


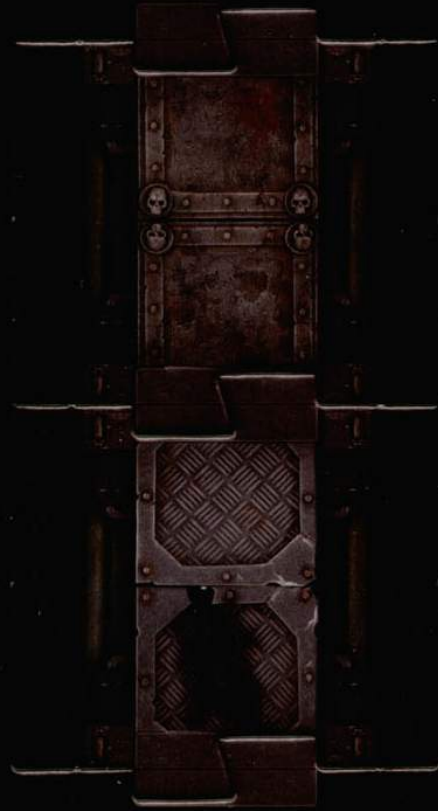


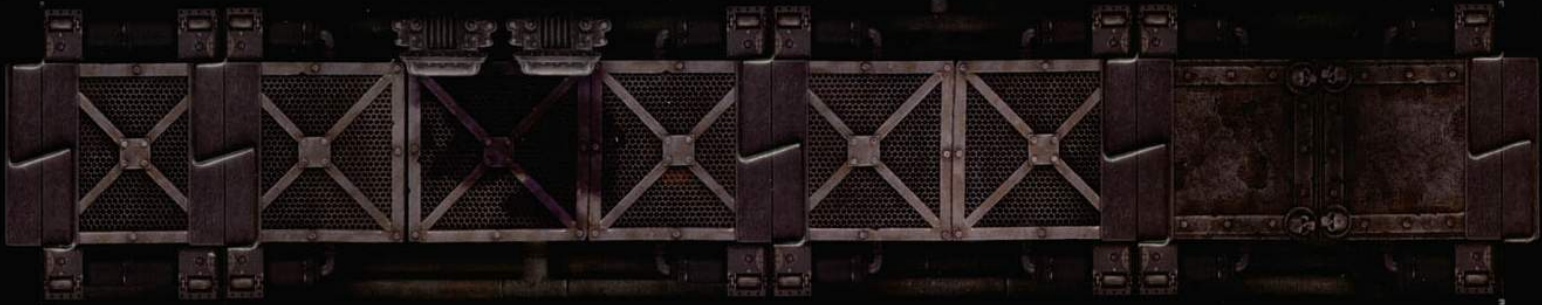




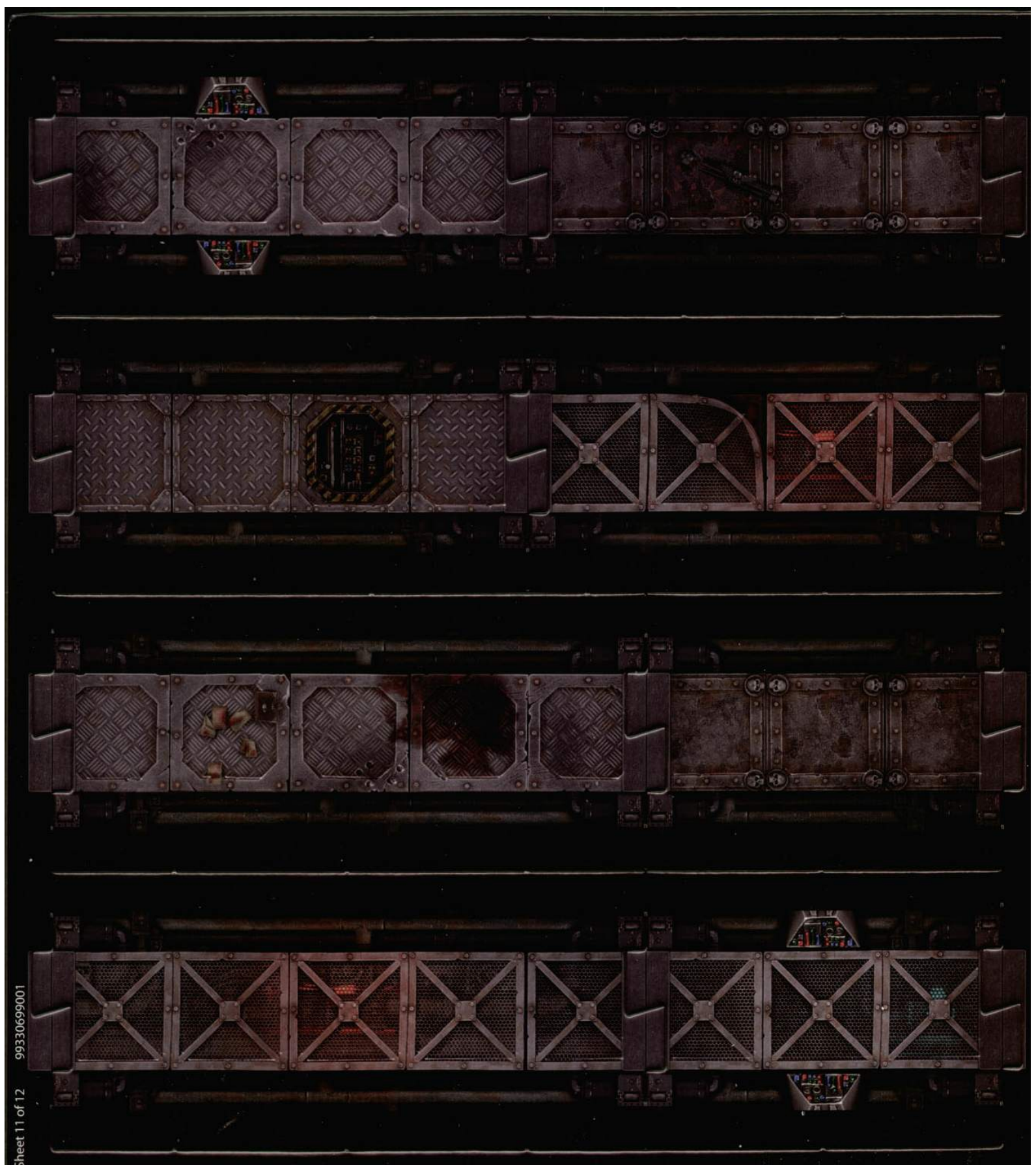
















Space Marine:  
Storm Bolter &  
Power Fist



Space Marine:  
Storm Bolter &  
Chainfist



Space Marine:  
Assault Cannon &  
Power Fist



Space Marine:  
Lightning  
Claws



Space Marine Sergeant:  
Thunder Hammer &  
Storm Shield



Space Marine:  
Heavy Flamer &  
Power Fist



Space Marine Sergeant:  
Storm Bolter &  
Power Sword



Genestealer



Broodlord



C.A.T.  
(Cyber-Altered Task unit)



Dead Space Marine &  
Blood Angels Artifact



Space Marine Librarian:  
Force Axe & Storm Bolter

## PAINTING GUIDE

The Space Marines & Genestealers in the box can be painted using paints and washes from the Citadel range.

### Space Marines

**Parchment:**  
Khemri Brown &  
Devlan Mud Wash



**Weapons & Base:**  
Boltgun Metal &  
Badab Black Wash

**Icons:**  
Shining Gold &  
Devlan Mud Wash

**Crux Terminatus:**  
Codex Grey &  
Devlan Mud Wash

**Armour:**  
Blood Red &  
Devlan Mud Wash

**Blood Drops:**  
Warlock Purple

### Genestealers

**Carapace:**  
Regal Blue &  
Ice Blue Highlight



**Head, Hands & Feet:**  
Warlock Purple &  
Leviathan Purple Wash

**Claws:**  
Chaos Black &  
Space Wolves  
Grey Highlight



Citadel paints and brushes and  
step-by-step painting guides are  
available from:

[www.games-workshop.com](http://www.games-workshop.com)

