

# SPACE HULK™

## GENESTEALER INVASION

MISSIONS FOR SPACE HULK, DEATHWING AND GENESTEALER

BY DEAN H. BASS

This is the final part of Genestealer Invasion, a Space Hulk campaign – we published the first part in White Dwarf 133. These missions can either be played as stand-alone games or as a campaign series of linked games where the outcome of each mission affects your chances in the next.

A huge space hulk has crash-landed on Septimus V. Its markings date from the Dark Age of Technology. Inside there may be valuable knowledge, lost to humanity for millennia. But the derelict spaceship also contains Genestealers, including powerful Hybrid psykers.

The first squads in were caught by surprise, ambushed while they were deep within the space hulk. The Genestealer defence was stronger than initial scouting had indicated and there was a high proportion of psykers. Many squads were wiped out, only those containing Librarians surviving the onslaught. The survivors regrouped, ready to counterattack when the second wave arrived, bringing with it the Space Marines' own strong psykers. The Stealers were caught between the fresh assault and the survivors breaking out – the action wasn't decisive but it bought the Space Marines time to plan a new attack.



DAVE GALLAGHER

### PLAYING THE CAMPAIGN

If you want, you can play the missions that make up this campaign as one-off games in any order. However, it's more fun to play them as a campaign. If you are playing them as a campaign, use the following rules for how the outcome of each game affects the next.

#### Space Marine Victory

If the Space Marines win a game, the Genestealer player's choice of Hybrids is reduced for all the remaining games.

The Genestealer player should take all the lettered Blips and place them face down. The Space Marine player now gets to pick one of the Blips without seeing what letter it is – this Blip isn't available for use by the Genestealer player for the remainder of the campaign.

This means that if the Space Marine player keeps winning, after two games the Genestealer player is down to eight lettered Blips, after three games he's down to seven and so on.

#### Genestealer Victory

If the Genestealer player wins a game, the number of Space Marines is reduced for the next mission only (not for the rest of the campaign).

Because the Space Marine forces are different for each game, the Deployment section of the set-up instructions tells you which Space Marine is unavailable for that game if the Space Marines lost the last game.

#### Variants

For particularly skilful or experienced players, you can agree to increase the penalties for losing a game to two Space Marines or two Blips removed after each loss.

You can also choose to play these games using the bidding system from Deathwing and Genestealer. Both players bid points for the Space Marine forces and whoever bids lowest plays the Space Marines.

The Genestealer player receives the expanded Blip set and reinforcements as given in these missions

# SEARCH AND DESTROY

During the fierce fighting of the break-out action, some squads found cryogenic tanks showing signs of recent use. It became clear to the Space Marine commander that there were many Genestealers, probably including Hybrid psykers, still in hibernation. If the Space Marines could locate and destroy these Hybrids before they awoke, their task in clearing the hulk would become much easier.

Squads were ordered to search for cryogenic tanks as they moved through the hulk. To give their commander a better idea of the enemy they were facing, the Space Marines were ordered to report on the contents of any cryogenic tanks they found. Once a tank's contents had been investigated, it was to be destroyed. Squad Gabriel, still at full strength and in a relatively clear area of the hulk, was one of those ordered to concentrate on searching for and destroying a cryogenic tank.

## OBJECTIVES

The Space Marine player is trying to locate an occupied cryogenic tank in one of the six rooms. The Genestealer player is trying to stop the Space Marines from finding and destroying the tank.

## FORCES

### Space Marines

- One Sergeant with storm bolter and power sword.
- One Chief Librarian (level 4 psyker) with storm bolter and force axe.
- One Space Marine with assault cannon (see Special Rules) and power glove.
- One Space Marine with lightning claws.
- One Space Marine with storm bolter and power glove.

### Campaign Forces

If the Space Marines lost the last game, they don't have the Space Marine with storm bolter and power glove.

### Genestealers

The Genestealer player starts with 2 Blips and gets 1 Blip per turn as reinforcements. These are taken from the expanded Blip set but ambush counters cannot be used. The lettered Blips represent the following Hybrids:

- |   |                                      |
|---|--------------------------------------|
| A | Level 2 psyker with bolter           |
| B | Level 2 psyker with chainsword       |
| C | Level 2 psyker with laspistol        |
| D | Level 2 psyker with plasma pistol    |
| E | Level 3 psyker with autocannon       |
| F | Level 3 psyker with missile launcher |
| G | Non-psyker with lascannon            |
| H | Non-psyker with autocannon           |
| I | Non-psyker with missile launcher     |
| J | Non-psyker with conversion beamer    |

## DEPLOYMENT

### Space Marines

The squad starts in the marked area.

The Space Marines move first.

### Genestealers

The Genestealers can come on at any of the marked entry areas.

## SPECIAL RULES

Both players use psychic cards.

The Space Marine can secure entry areas.

### Finding the Cryogenic Tank

The first time a Space Marine gets direct LOS into a room that might contain the tank (as shown on the map), the Space Marine player rolls a dice. If the number rolled is a 6, that room contains the cryogenic tank. If not, then that room is empty. If three of the four rooms have turned up empty, the sixth room automatically has the tank in it. Once the tank has been located, the Genestealer player places the counter from *Deathwing* in the room in any position.

### Completing the Mission

Once the tank has been found, the Space Marine player must check it out and destroy it. First a Space Marine must enter a square directly touching the tank and then spend a further 2 APs or CPs to report to the commander on the contents of the tank. Then the tank must be destroyed. Once the report has been made, any Space Marine may destroy the tank. For ranged weapons and psychic attacks, count the tank as being as tough as a Purestrain Genestealer. For close assaults, the attacking Space Marine must score a 7 or more to destroy it.

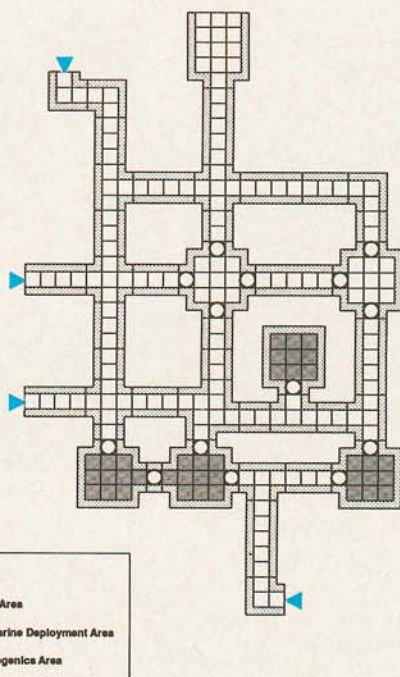
For example: a storm bolter destroys the tank on a roll of 6 on either dice; a Space Marine with a thunder hammer could destroy it on a roll of 5 or 6 (with the +2 bonus giving results of 7 or 8); a Lightning Arc psychic attack would give six chances, each needing a 3 or more to succeed.

### Assault Cannon

The Space Marine with the assault cannon in this mission has already reloaded the weapon once and there is therefore a chance of malfunction. The Space Marine still has a reload for this mission.

## VICTORY

The Space Marine player wins by making a full report on the cryogenic tank and then destroying it. The Genestealer player wins if no Space Marines reach the tank. If a Space Marine reaches the tank but fails to report or reports but the tank is not destroyed, the game is a draw.



# HOLD AND SECURE

As the Space Marine commander analysed the reports from his squads, it became clear that the crashed hulk contained a high proportion of Hybrids – and many of those encountered were psykers. At the same time, the mysterious source of psychic energy deep within the ship was growing ever stronger. All the evidence pointed to the presence of a Genestealer Patriarch, the most powerful of Genestealer psykers, whose presence would threaten the survival of the Space Marines assaulting the hulk.

It was obvious that, as yet, the Patriarch was still partially dormant from his long voyage through space. But the stirrings of his power were becoming stronger. If the Space Marines couldn't locate and destroy him before he regained his full power, their mission was surely doomed. They had to strike hard and fast before the Patriarch awoke and took control of his brood but it was a dangerous race against time – the Space Marines first had to locate the dormant Patriarch.

Following the guidance of their Librarians, they closed in on the core of cold fury that seemed to burn at the heart of the ship. If they could secure several key areas, they would win the chance to launch a fast and deadly strike to destroy the Patriarch before they were overrun.

## OBJECTIVES

The Space Marine player is attempting to secure all the Genestealer entry points. The Genestealer player is trying to kill as many Space Marines as possible to stop this happening.

## FORCES

### Space Marines

- One Captain with storm bolter, power sword and power glove with grenade launcher.
- One Chief Librarian (level 4 psyker) with storm bolter and force axe.
- One Epistolary (level 3 psyker) with storm bolter and force axe.
- One Space Marine with flamer and power glove.
- One Space Marine with thunder hammer and storm shield.
- One Space Marine with storm bolter and chain fist.
- Two Space Marines with storm bolters and power gloves.

### Campaign Forces

If the Space Marines lost the last game, they don't have the Space Marine with storm bolter and chain fist. In addition, the Epistolary is replaced by a Codicier (level 2 psyker).

### Genestealers

The Genestealer player doesn't get any starting forces but receives 2 Blips per turn as reinforcements (unless directed otherwise by the Special Rules on securing areas). The lettered Blips represent the following Hybrids:

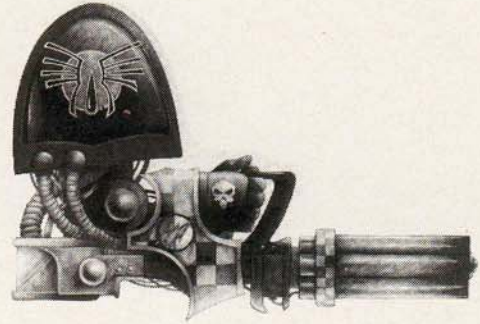
- A Level 3 psyker with bolt pistol
- B Level 3 psyker with power sword
- C Level 3 psyker with lasgun
- D Level 4 psyker with plasma gun
- E Level 4 psyker with bolter and chainsword
- F Level 4 psyker with heavy bolter
- G Non-psyker with heavy plasma gun
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

## DEPLOYMENT

### Space Marines

The Space Marines start in the marked room.

The Space Marines move first.



### Genestealers

One Blip per turn must arrive at the special entry point (see Special Rules) but the other Blip can arrive at any of the entry points.

## SPECIAL RULES

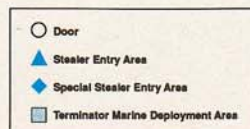
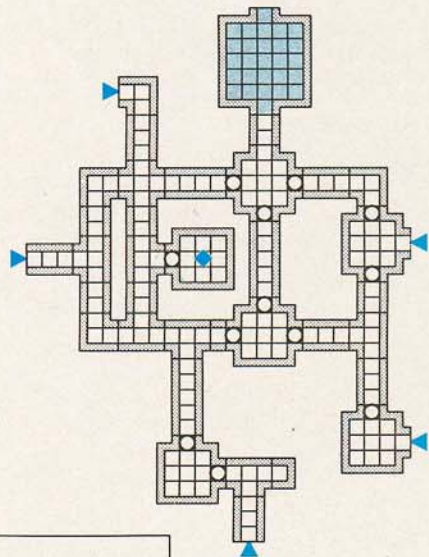
Both players use psychic cards.

### Securing Areas

The Space Marine player is attempting to secure all the Genestealer entry points as per the Deathwing rules. The special entry point is a ladder coming up from a service tunnel running under the room. If the special entry point is secured, the Genestealer player is reduced to 1 reinforcement Blip per turn.

## VICTORY

The game ends at the end phase of turn 15. If all the entry points have been secured, the Space Marine player wins. If all the Space Marines are dead and at least one entry point is still open, the Genestealer player wins. Any other result is a draw.



# FINAL CONFLICT



TONY HOUGH

As squads secured their areas and reported them clear, the Patriarch's location was narrowed down to one small area of the hulk. The nearest Space Marines were dispatched to destroy the Patriarch before it had fully recovered from hibernation. There was no time to assemble a full attack force – the Marines at hand would have to act fast and decisively to remove the threat.

With the Patriarch destroyed, the remaining Stealers would be disorientated and without guidance – it would be a long, hard to fight to kill them all, but in the end the outcome was certain. If the Patriarch survived, the Marines in the hulk were almost certainly doomed – those outside would have to stand off and destroy the hulk by bombardment, losing any valuable information about its origin that might have been recovered from the data banks inside.

While the other Space Marines were ordered to break out of their positions to cause a diversion, a three-pronged attack was launched, led by Captain Raphael with the support of two Chief Librarians to overcome the ever-strengthening psychic defences of the Stealers. The success of this whole operation now depended upon the actions of these few Marines who were fighting for their own and their brothers' lives.

## OBJECTIVES

The Space Marine player is trying to kill the Patriarch before it awakes and the Genestealer player is trying to wipe out the attackers before they reach the Patriarch's room.

## FORCES

### Space Marines

The Space Marine player splits the following force into three units of three. The two Chief Librarians must be in different units.

- One Captain with storm bolter, power sword and power glove with grenade launcher.
- Two Chief Librarians (level 4 psykers) with storm bolters, force axes.
- One Space Marine with assault cannon (one reload) and power glove.
- One Space Marine with flamer and power glove.
- One Space Marine with lightning claws.
- One Space Marine with thunder hammer and storm shield.
- One Space Marine with storm bolter and chain fist.
- One Space Marine with storm bolter and power glove.

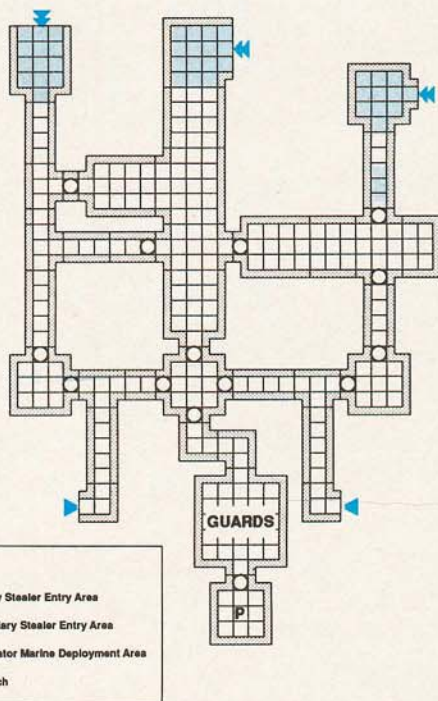
### Campaign Forces

If the Space Marines lost the last game, they don't have the Space Marine with thunder hammer and storm shield. In addition, one of the Chief Librarians is replaced by an Epistolary (level 3 psyker).

### Genestealers

The Genestealer player starts with 3 Blips. Reinforcements are 1 Blip per turn for the first two turns and 2 Blips per turn from then on. These are taken from the expanded Blip deck and ambush counters may be used as detailed in the Special Rules. The lettered Blips represent the following Hybrids:

- A Level 3 psyker with autocannon
- B Level 3 psyker with missile launcher
- C Level 3 psyker with conversion beamer
- D Level 4 psyker with heavy bolter
- E Level 4 psyker with plasma pistol and power sword
- F Level 4 psyker with heavy bolter
- G Level 4 psyker with heavy plasma gun
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer





TONY HOUGH

## DEPLOYMENT

### Space Marines

One unit starts in each of the three marked deployment areas.

### The Space Marines move first.

### Genestealer

The 3 starting Blips are placed in the room marked Guards. One reinforcement Blip must come on at a primary entry point. When 2 Blips are allowed, the second one must come on at a secondary entry point. A Patriarch model is placed in the marked room in either of the rear corners.

## SPECIAL RULES

### Psychic Cards

Both players use psychic cards. For the first two turns, the Genestealer player has a hand of 4 cards. For turns 3 to 9, the Genestealer player has 5 cards as the Patriarch begins to wake. From turn 10 onwards, the Genestealer player has 6 cards as the Patriarch is fully awake.

### Guards

The 3 Blips in the room marked Guards must stay in that room. They are the last line of defence. They may be converted at any time and may fire or make psychic attacks out of the room, but cannot leave the room. They are placed by the Genestealer player with any facing required and in overwatch if possible and if desired.

### Ambush Counters

If the Genestealer player uses an ambush counter and it is revealed as a Genestealer, the Genestealer is not a Purestrain as normal but an unarmed level 4 Hybrid psyker which has teleported into the area. Obviously, the Genestealer player has to choose whether to draw ambush counters in an attempt to get a psyker or keep drawing normal Blips.

### The Patriarch

The room marked on the map contains the Patriarch. Until turn 10, the Patriarch is still partially dormant and cannot fight or make psychic attacks itself. From turn 10 onwards, the Patriarch is fully awake.

Once awake, the Patriarch has 6 APs like other Purestrain Genestealers but rolls 4 dice in close assault, each with a +3 bonus. Whether it's partially dormant or fully awake, the roll to kill the Patriarch is the same as that for a Purestrain Genestealer.

### Crates/Rubble

The players take it in turns (Space Marine player first) to place all the crate and rubble counters in the 3-wide corridor sections. These cannot be placed where they would block movement totally – there must always be a clear route through.

## VICTORY

The game ends when either the Patriarch has been killed or all of the Space Marines have been killed. If the Patriarch is killed before it is fully awake (ie before turn 10), the Space Marine player wins. If the Space Marines fail to even enter the Patriarch's room, the Genestealer player wins. Anything else is a draw.

