DEATHWING CAMPAIGN BOOK

An UNOFFICIAL, fan-made campaign for Games Workshop’s SPACE HULK, with missions drawn from on EA’s PC game
A boarding craft heads for the hulk ‘Sin of Damnation’.

Screenshot from Space Hulk for PC. Image © EA games. Used without permission.

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The Dark Angels

The Dark Angels are a chapter of the Adeptus Astartes—the Space Marines. The chapter's history stretches back over ten millennia, yet it is seldom spoken of even amongst the Dark Angels themselves. For the warriors of the Dark Angels hide a dark secret, a shame that hangs heavily over the chapter.

Once, long ago, when the Imperium was still in its infancy, the 1st Legion, known as the Dark Angels, was commanded by a mighty warrior, a Primarch, named Lion El' Johnson. Although a warrior beyond match, he had been raised in the wild, and found dealing with humans, even the Astartes, a difficult activity.

Johnson was unable to combat the seeds of jealousy that spread within his legion at his unparalleled abilities. Rather than face these challenges, he banished all those he feared may challenge him from the Great Crusade.

Jealousy soon turned to resentment, and resentment to outright rebellion. Almost half the entire Legion rose up against Johnson and the Imperium, casting aside the Imperial Truth and returning to the more traditional customs of their homeworld, Caliban.

Although the rebellion was quashed, and has been followed by ten millennia of loyal service, the Dark Angels still feel the sting of its shame. Their very homeworld had been reduced to a wreck, a mere fragment of a planet, and a eternal reminder of the failures their chapter suffered in the past. It is rumoured the Johnson himself still sleeps there, waiting for the day when he and his chapter can earn forgiveness.

Few know of these matters, all they know of is that the Dark Angels fight the enemies of the Emperor with a fanatical zeal few can match, totally unaware of the desire for redemption that drives them.

The Deathwing

The Deathwing is the 1st Company of the Dark Angels, comprised of the chapter's most experienced warriors. Uniquely amongst the chapters of the Space Marines, the Deathwing fight entirely, and exclusively, in ancient suits of Terminator armour.

Equally unique is the fact that the Deathwing do not fight in the colour of their chapter, but in shades of bone white. This tradition began following the successful eradication of a genestealer infestation on a planet that had become a recruiting ground for the chapter. A single squad of terminators, each of whom had been recruited from the planet, set out to clear the planet of genestealers. None expected to survive the ordeal, and so painted their armour in the bone-white hue that was part of the death rituals of their people.

To honour the achievements and sacrifices of the squad, the traditions of the planet became forever linked with those of the Deathwing - the white armour as much of a contrast to the dark green of the chapter as the native traditions of the saved world to the knightly traditions of Caliban.

The Deathwing are now famed amongst the chapters of the Adeptus Astartes for being unbending in the face of even the most insurmountable odds; a force that will walk into the most hopeless of battles yet emerge victorious. Many Imperial planets owe their survival to the heroic actions of squads of Deathwing terminators, who succeeded where whole regiments of the Imperial Guard had failed.

In one respect, the Deathwing share a commonality with their warrior brothers of the Blood Angels chapter - both have suffered losses in the ancient corridors of the most infamous space hulk in the history of the Imperium; the 'Sin of Damnation'. Both hold a strong desire to return to that cursed ship, and bring their vengeance down upon it.
The Deathwing Flies

Captain Lithonius of the Deathwing was returning from a prolonged engagement with a rogue ork warboss when the distress signal from Ma’Caellia was intercepted. Lithonius was one of the greatest Captains the Deathwing had ever seen, and his battle standard grew long indeed as honour after honour had been stitched to it. His contingent of Deathwing Terminators was small and battle weary, yet this could not stay his determination to defend a world of the Emperor, and homeworld to many of his battle brothers. He immediately ordered his battlebarge, the ‘Wings of Angels’, to the Tolevi system.

The ‘Wings of Angels’ appeared in system barely a thousand kilometres from the ‘Sin of Damnation’. The vast hulk eclipsed the battlebarge many times over, but the proud warriors of the Deathwing could not be intimidated by size alone. Lithonius determined that despite the presence of the hulk, the true threat now lay upon the planet itself. The sensors of the ‘Wings of Angels’ could detect no alien life on Ma’Caellia, yet pic-images showed village after village of mutilated corpses. Lithonius knew all too well what had travelled down to the surface in the escape pods that had been jettisoned when the hulk first arrived, and exactly where it would be.

Lithonius and his terminators teleported onto the surface directly outside the mouth of the largest Ma’Caellia’s catacombs. Barely pausing to recover from the traumatic effects of transportation, the Deathwing marched into the depths of the planet.

Barely had they passed the entrance when their foe was upon them. Sensor reading detected movement in every direction, and in moments, terrible six limbed monsters leapt from alcoves and cracks in the walls that seemed far too small for creatures of such size and ferocity. Lithonius had been right; genestealers now stalked the ancient catacombs of Ma’Caellia.
The Purge

Lithonius, however, would not be turned from his course. The mystery of the psychic power that tried to block the distress signal had still not been explained.

Eventually, the terminators reached a point deep within the very bowels of the hulk. Communication with the ‘Wings of Angels’ was all but impossible. Lithonis and the last of his company were alone. The walls of the hulk were an insane mixture of a strange, unidentified organic matter and what must once have been technology. The psychic presence had become so thick it seemed to hang physically in the air.

A scream of pain from Brother Sabatiel was the only warning the warriors of the Deathwing received. Genestealers, many of incredible size, erupted from the corridors, ducts and other, more organic, orifices. Several terminators fell in the first assault, so sudden was the onslaught. Yet their resolve was absolute, and slowly, but surely, Lithonis led his men onwards.

Eventually Lithonis arrived at what could only be the very heart of the genestealer presence on the damned hulk. The psychic presence was so heavy that every step required a force of will far beyond that which any mortal man could muster. Tapping into a still live communications array, Lithonis contacted the ‘Wings of Angels’. He was down to just five battle brothers, and they would launch a final push into the genestealer’s nest. Lithonis could feel the mind of the brood probing his mental defences, seeking for a crack at which to attack. He would allow none, and would follow this psychic trail to its source.

Commending his soul to the Emperor, Lithonis led his squad to destroy this xenos nest once and for all.

At that moment, tendrils of freakish energies burst from the hull of the ‘Sin of Damnation’. Reality tore to shreds, and the Space Marine battle barge rolled away on a tide of warp energy. The barge was saved only by extraordinary displays of spacemanship from the bridge crew. As sensors came back online, the full tragedy of the event was realised. The ‘Sin of Damnation’ had gone, pulled back into the raging torrents of Warp space, taking Lithonis with it.

The Damnation of Lithonius

Having purged Ma’Caellia of the threat of the genestealer invasion, Lithonius turned his attention to the ‘Sin of Damnation’ itself. Fewer than twenty terminators remained as the Captain led his forces onto the Hulk.

Breaching the hulk near it’s aft, their entrance onto the hulk could not have been more different from their entry into the catacombs of Ma’Caellia. Where on the planet their arrival had been met with immediate attack, on the hulk it was eerily quiet. As they pressed on, deeper into the hulk, the warriors passed through sections of bizarre alien design, ancient man-made structure filled with the most arcane of technologies; but not a breath of life was to be found. Some began to suggest that the last of the genestealers must have been destroyed on Ma’Caellia.

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Xovius wasted no time. Gathering the full might of the Deathwing company, he set course for Tolevi. Could the unpredictable tides of the warp have returned the ‘Sin of Damnation’ right back to where it had left real space? Could this signal truly be that of Lithonius, or one of his lost terminators? Time in the warp was different from that in real space - had the same centuries passed on board the hulk, or had it been millennia? Or could it have been mere seconds, and could Lithonius still be alive? Alive or dead, Lithonius and his warriors were brothers of the Dark Angel Chapter, members of the elite Deathwing company. Their fate must be discovered. Even if dead, their very bodies would be holy relics of the chapter, and must be recovered.

The Deathwing would fly in the Tolevi system once more.

Commander Xovius took the news of a distress call from Ma’Caellia with barely a flicker on his stern expression. The Dark Angels had not returned to the Tolevi system in centuries, not since Lithonius had been lost. The risk of any lingering genestealer taint in the population meant that the planet was no longer suitable for selecting aspirants for the chapter. Yet from the Tolevi system was coming a Space Marine distress signal, bearing the hallmarks of the Dark Angels.

Return to Ma’Caellia

Centuries passed, yet the tales of Lithonius and his deeds in defence of Ma’Caellia continued to inspire those warriors who succeeded him. However, with this tale was the bitter sting of loss - of a hero missed and unavenged.

Space Hulk Supplement ‘Deathwing’ Cover Art - Christopher Baker (aka Fangorn) 1990. Image © Games Workshop and/or respective owners. Used without permission.
From PC To Board Game

Introduction

This campaign book offers the chance for fans of Space Hulk* to play the missions from the PC and Amiga game by Electronic Arts using the Space Hulk board game by Games Workshop.

In anticipation of the release of the 3rd edition of Space Hulk, I decided that I would go back to the PC game and re-live the thrills I remembered from playing it in my youth! As I played, I began to wonder how the missions would play if they were translated onto the board game, and so this campaign book was born!

I have attempted to make maps that as closely as possible resemble those of the PC game. This has had to be an approximation, as the PC game was not restricted by board pieces! However, I think I’ve come up with maps that both reflect the spirit and lay out of the originals. All the maps in the main section are designed to be played using just a single Space Hulk set. However, for a more accurate representation of the original missions, you may wish to check out the appendices!

Finally, I’d like to say a huge thank you to Games Workshop and Electronic Arts for producing a such a fantastic board game, and computerised version of it! I’ve had hours of fun playing both versions, and much fun attempting to replicate those missions here; I hope you enjoy playing them as much as I have making them.

Which edition?

There are three editions of Space Hulk, each with slightly different rules, blip sets, tiles and so on. So, which should you use for these missions? That is, of course, entirely up to you!

I made this campaign for the 3rd edition set, and as such many maps make use of tiles that appear in that set.

However, some of the maps have room sections that would be perfectly replicated using the tiles form the supplement ‘Genestealer’ from the 1st edition, or tiles published in Games Workshop’s White Dwarf magazine for the second edition. Some of the maps in the appendices use tiles that were created by the hobby community. These maps may, and will probably need to, be modified to suit your own mapping resources.

Similarly, in regards to blip sets, some special rules and missions refer to blips with values of 0 or ‘greater than 3’. This is because there are fan produced blip sets for 3rd ed. that go from 0-6, some that include genestealer hybrids and so on. Indeed, these are based on the expanded blip pool from the supplements for 1st ed. Players should feel free to use which ever blip set they prefer. However, I will caution that most of these maps would become incredibly difficult for the marine player if blips of 4-6 were used.

Before you begin play, it would be good to check that everyone involved knows what the composition of the blip set is, what rules you are using, and that everyone is clear on any house rules you will be playing by.

Modifying missions

This is a purely fan made campaign, which is based on an official campaign for a computer game. The missions in this book were not designed to be balanced on a board game version. In this edition of the campaign book, all the missions are presented as closely as possible to those of the PC game, so that players can accurately experience on the board the missions as they were in-game. This means some missions seem to be very unfairly stacked against the marine. In the game, you simply had to replay each mission again and again until you got lucky and finished it! However, on the table top, we have other options...
If you find that a mission is not working as a board game variant, agree with your opponent what alterations you will make in order to balance things out. This could be as simple as adding an extra terminator to the marine player’s force, or as complex as a redesigned map and new special rules. As long as each player agrees to them, it should be fine.

### Weaponry

Some of the weapons worked differently in the PC game to those in the various editions of the board game. If both players agree, you could replace the rules for the edition you are using with the following:

#### Assault Cannons

Assault cannons work in a very similar way to the rules in the version you are working with. However, they begin the game with only 10 shots each. This is a balance against the fact that combined with ‘Let the tech-priests bestow you with weapons of destruction’, which would allow up to ten assault cannons to be fielded!

A paper and pencil record will be needed to be kept of how many shots have been fired by each marine armed with assault cannons. It will be the responsibility of the Genestealer player to keep this record, but it must be freely available to the marine player at all times.

The assault cannon can also be fired on ‘Full Auto’ for 2APs. This fires all remaining ammunition in a single salvo. This terrifying volley will destroy anything in its path, including bulkheads, which can be destroyed as if normal doors!

When firing a ‘Full Auto’ shot, a line is drawn dead ahead from the firer. When the first object is hit, roll to kill as normal. If successful, the shot carries on to its next target. If it fails, deduct one from the amount of ammunition at the point of firing, and roll to kill again. If successful, the shot carries on. If not, deduct another point of ammunition and re-roll to kill. This continues until the ammunition count reaches 0, or the shot hits a wall, at which point the shot is over.

#### Flamers

In the PC game, there were no board sections, so flamers worked differently to any of the editions of the board game. When fired, a flamer affected a 3x3 square (nine squares in total).

When fired, any single square is targeted, even if this means some of the 3x3 square goes off the board. This square is hit, and represents the centre rear square of the 3x3 square, with the square extending away from the direction of fire, as shown below (X represents the target square):

![Flamer Diagram](image)

The red squares represent those board squares that will be affected by the flamer. The blue squares show those parts of the 3x3 square that are now off the board. This 3x3 square cannot pass through closed doors and bulkheads, or walls.

The flamer will use the rules for determining kills specified in the rule book of the edition of Space Hulk you are using.

Flamers in the PC game are also able to self-destruct, as long as at least one shot of ammunition is left. This costs 1AP, and will instantly kill the marine who opted to self-destruct. The square the marine was standing in, and all adjacent squares, are then counted as ‘flamed’. These flames cannot pass through closed doors and bulkheads, or walls.

Ammunition works as per normal.
General Special Rules

The Hivemind has blinded our sensors...

Some missions in the Deathwing campaign will specify that the hulk begins the game unmapped. In such circumstances, the marine player is forced to explore the map, revealing more and more of the catacombs as they advance.

When the mission begins, any board section that a terminator is stood upon, and all board sections within two tiles of that on which a terminator is stood, will be revealed. As the terminators advance into the map, more and more of the map will be revealed. Every time a terminator lands on a new board section, any additional board pieces are added.

Example:
A terminator begins at point A. All the blue board sections are revealed, as they are within two tiles of his location. The terminator uses 2 APs to move to point B, and so the red tiles are now placed, again as they are two tiles away from the board section he is currently on. Using 2 more APs, he advances to point C, and so the turquoise section is revealed.

As much of the board will not be revealed during the majority of the game, the genestealer player will need a copy of the mission map on which to mark any events that happen off the revealed map, such as blip movement. As soon as a blip, C.A.T, genestealer, or other model etc, moves onto a section of the map that is revealed, it is placed on the main board. However, it may move off the revealed map again if it wishes to/is forced to.

In such missions, the genestealer player will be acting as a ‘games master’, and should act accordingly. Discretion may be used in revealing board sections. For example, a terminator is facing down a long straight corridor of shorter board sections, and as such has a much reduced visibility that he would in reality. In such instances, good gamesmanship should win through, and additional map sections revealed. A good rule of thumb is that a storm bolter has an over watch range of 12 squares. If a model’s Line of Sight (LoS) is clear, yet the revealed map is much shorter than this (say, around 6 tiles or less), then an additional tile or two could be revealed.

Let the Techpriests bestow you with weapons of destruction...

Some missions allow the marine player to equip his squad as he chooses. There are no limits on how the marine player can arm his squad, as long as they are equipped with weapons for which there are rules in the main Space Hulk Rulebook.

Example:
The marine player has a squad of one sergeant and four marines to complete a mission in which several rooms needs to be flamed. He equips his sergeant and one marine with storm bolters and power swords, and the final three marines with flamers and power fists.

A pencil and paper will be needed to help keep track of ammo spent etc.
Ambush!

Some missions allow the Genestealer player to use of ambushes.

Your normal blip pool is used for generating ambushes, unless the specific mission instructions say otherwise. Only blips of 0, 1 or 2 genestealers may be used as ambushes. If any other number is drawn, the blip can only be placed normally, via entry areas. If the mission does not have entry areas, the blip is lost, and no further blips are drawn. Blips lost in this way do not count towards casualty numbers.

You may only place one blip as an ambush per turn, unless otherwise stated.

If a blip can be placed as an ambush, it can be placed anywhere on the board that a blip could normally occupy (so no appearing inside closed doors!), as long as there are at least 6 squares between it and any terminator model. If placed within a marine’s LoS, then the rules for ‘Involuntary Conversion’ are followed (see main rule book).

Example:

Using the squad described above, the Marine only has one miniature with a power sword, and only two heavy flamers. He asks the genestealer player if he can proxy a marine with storm bolter and power fist for the marine armed with a power sword, and a marine with an assault cannon and power fist for the final heavy flamer. The Genestealer player decides that this won’t be too confusing in the game, and agrees to the proxies.
From here onwards is information for the Genestealer player in their role as ‘Gamesmaster’ for this campaign. Reading on may result in ‘spoilers’ for some of the missions. The Genestealer player will share with you any information you need as part of your mission briefing.
GENESTEALER PLAYERS, PLEASE CONTINUE

From this point onwards you will find all the information you need to run this campaign. Remember that in many missions your role will be one of a ‘Gamesmaster’, and you may need to keep a record of many things that need to be kept secret from the marine player. As such, please share with them what the mission description asks you to, and what ever additional information you decide they will need to ensure you both have a fun, enjoyable campaign!
Deathwing Missions

This book contains a total of 21 missions (or it will do, if you are reading a WIP copy!), organised into two campaigns, adapted from the missions in the PC game Space Hulk by EA.

The first campaign is six missions long, and details the actions of the Deathwing on the Planet Ma’Caellia as they arrive to attempt to relieve the planet from a second invasion of genestealers. The second, longer campaign is 14 missions long, and covers the Deathwing’s mission to rescue or retrieve the bodies of their lost brethren upon the ‘Sin of Damnation’.

How to use this book

As you read through this book, you will find information detailing each mission in the campaign. These missions can be played individually, or as part of an ongoing campaign, using the extra rules noted with each map.

For each mission, you will find the following sections.

Map

The map shows the gameboard on which you will play. Some missions may use the ‘The hivemind has blinded our sensors...’ special rule, and so will be set up differently, but most are set up as shown from the beginning of the mission.

Genestealer Information Box

Any special instructions for you, the genestealer player, are noted here. This will include the usual starting and reinforcement blips information, as well as any mission specific instructions they will need in their role as GM.

Space Marine Information Box

This box includes the information that will be shared with the marine player, including the mission background, squad details, mission objectives and any other special instructions for the marine player. This information has been reproduced in the Appendices of this booklet, so that you can give the marine player that information without revealing special information reserved for you!

Campaign Information

If you are playing these missions singly, this information can be ignored. However, if you are playing this as an ongoing campaign, then this information will tell you how to adapt the mission based upon the results of the current or previous missions.

The campaign information will tell you whether or not you need to record the result of the mission. Some campaign information may state that a mission cannot be moved on from until the Space Marines have achieved victory, so must be replayed if lost. Others may state that if the previous mission was a defeat for the marine player, then they suffer some penalty this mission, either in the form of different equipment, fewer marines or additional genestealers to battle against!

Playing the Campaign

To play the campaign, simply play each mission in sequence, keeping note of the results of each mission, and altering the next mission accordingly. Before you begin the campaign, agree on whether or not the marine player can choose to replay any mission in which they are defeated, or if they must move onto the next and accept the consequences.

Appendices

In the Appendices, you will find a range of resources you may find useful/informative. This will include the Space Marine Mission Briefing handouts, the original map layouts from the PC game Space Hulk by EA, alternative maps for those with 2 boards, and even an unlimited number of sets and additional tiles, to play with.
Campaign 1

MA’CAELLIA

The Deathwing arrived in system just beyond the orbit of Ma’Caellia. Alarm claxons rang almost instantly as the vast bulk of a space hulk was detected in orbit around the planet, and the presence of xenos life forms on the surface. It took only moments to confirm the hulk as the ‘Sin of Damnation’. Crew serfs made the sign of the aquila and muttered prayers for protection to the Emperor of mankind at the mere mention of it’s name, such was the weight of the legends surrounding this evil craft.

Commander Xovius determined, as Lithonius had before him, that his priority was to attempt to relieve the planet from the alien incursion. If left unchecked, then he may have no choice but to order exterminatus, and cleanse the planet from orbit with virus bombs. Such an act would result in the deaths of an unknown number of human survivors on the planet’s surface. His aids of the Adeptus Administratum implored him to do so immediately, but Xovius would not so easily abandon a people that had once provided aspirants to his chapter. He knew some of his older battle brothers hailed from this very planet. That alone was all the justification he required to mount a rescue attempt.

Lithonius and his brothers must wait.
Menacing Images

Mission Background
The warriors of the Deathwing arrived on the planet’s surface, just outside the entrance to the catacombs. Something was interfering with their scanners - an alien presence had been detected, but the layout of the labyrinth was unclear. They would need to rely on their wits to find their way. Blessing their weapons, they descended into the darkness.

Genestealer Information
Objective:
You must stop any terminators exiting the board.

Starting blips and reinforcements:
You receive no starting blips. Use the whole blip pool. All blips enter using the Ambush! Special rule (see pg 9).

Unmapped:
This mission uses the ‘The hivemind has blinded our sensors’ special rule. See pg 8.

Terminator Information
The hivemind has blinded our sensors.

Objectives:
One terminator must exit via one of the exit points marked in blue.

Force:
The Emperor has dictated your squad’s weaponry.
One squad is available for your command; five terminators armed with storm bolter and power fist.

Campagne Information:
Note which exit the marines reach, you will need it for the next mission. The campaign cannot continue until a marine has successfully exited the board.
At location B is an ancient text that may throw light upon the situation on Ma’Caellia. If recovered, the Marine player may use 2 terminators in the next mission, instead of just one.
Witch Hunt

Mission Background
The Spearhead returned victorious, but with troubled spirits. The force of the alien psychic presence, that had blinded the sensors so completely, had troubled even the staunchest amongst them. It was decided that Inquisitor Sabathius would press on ahead. His psychic wards were stronger that that of any amongst the Deathwing, and he could use his own powers to see what their scanners could not. Sabathius could seek out the source of the taint and destroy it, leaving the way clear for his comrades in the Deathwing.

Campaign Information:
The marines enter from the equivalent point from which they exited on their first mission. If the text artefact was recovered, then the marine player may use an additional terminator, armed with storm bolter and power fist. Take note of who wins this mission, as the outcome will affect the following mission.

Genestealer Information
Objective:
You must stop any terminators exiting the board.

Starting blips and reinforcements:
You receive no starting blips. Use the whole blip pool.

For this mission, you may not examine your blips before placing them.

You may use the Ambush! Special rule for this mission. However, if you choose to place blip as an ambush and it is subsequently revealed to be worth 3 or more genestealers, then the blip is removed as a scanner malfunction. Blips lost in this way do not count as casualties.

Terminator Information
Objectives:
One terminator must exit via one of the exit points marked in blue.

Force:
The Emperor has dictated your squads weaponry. One squad is available for your command; one terminator armed with storm bolter and power fist. Randomly determine which deployment point is used (I.e. number them and roll a D6)

If playing as a campaign, and the Marines retrieved the ancient text, share the following:
Brother Matias, an old friend of Sabathius, could not let him face the dark alone. Arming himself with his power glove and storm bolter, he followed Sabathius into the gloom.
Instead of deploying only one terminator this mission, you may use two. Place the second terminator in an adjacent square to Sabathius.
Baneful Icon of the Foe

Mission Background
Sabathius had reached the deepest section of the catacombs. The strength of the alien presence was almost overpowering, but he willed himself onwards. As he moved closer to his final target, his senses detected an object; not alien, but human made! The fates seemed to weave around this object like moths to a flame. He knew he could not leave this object behind.

If he could recover it, and use the nearby coms room to inform the others that the psychic threat had been neutralised, then they could scour the alien filth from this planet for good.

Genestealer Information
Place an item to represent an object to represent an alien icon at the spot marked X (highlighted in red) and a second object to represent the artefact at point A (highlighted in purple). Genestealers may not interact with the artefact. Also, they may not open or destroy the door into the exit room marked in blue.

Objective:
You must kill Sabathius.

Starting blips and reinforcements:
Remove all blips of value 3 or more from your blip pool. You receive no starting blips. Each turn after the icon is destroyed, you receive one reinforcement blip. Each entry area is numbered. Roll a D6, and the blip arrives at the corresponding entry point. On a roll of a 6, you may choose which entry point your blip arrives from.
Tip: before the icon is destroyed, you could always ‘secretly’ roll a D6, giving the Marine player the feeling that his fate is in the hands of chance!

Terminator Information
Objectives:
Sabathius must destroy the xenos icon, which can be killed like any genestealer (including with sustained fire). He must also collect the artefact at point A, and transport it to the coms-room marked in blue. The mission ends when Sabathius closes the door to the room.

Artefact:
The artefact can be picked up by standing in the same square, or in an adjacent square facing the object. It costs 1AP (or CP) to pick up. If Sabathius is fights in close combat, he will drop the artefact in the square he is standing in. If he survives, he may retrieve it for 1AP.

Force:
The Emperor has dictated your squads weaponry. Sabathius is alone, armed with storm bolter and power fist.
Deliverance

Mission Background
The artefact Sabathius had sensed was a com-beacon, marked with Dark Angel iconography! Could this be one of the very devices used by Lithonius as he boarded the hulk? If so, how had it ended up here? It could almost have been a lure, something to draw the Deathwing to this place. Surely the foul genestealers were not capable of such things?

Whatever the meaning of the artefact, the xenos presence was increasing. Without a solid perimeter, the terminators could find themselves trapped. During the spearhead’s initial advance, several bulkheads had been identified. If these could be sealed, the xenos could be held at bay almost indefinitely.

Genestealer Information
Objective:
All terminators must be killed before all the bulkheads are sealed.

If you are playing this as a campaign, continue play until all genestealers that are not trapped behind bulkheads are dead. This may result in the marine player not having the artefact in their possession when the mission ends, which will affect the next mission.

Starting blips and reinforcements:
Use your normal blip pool. You receive 1 starting blip, which may be placed at any entry point on the left hand side of the board as seen on the map above, and two blips per turn.

Bulkheads:
Genestealers may not interact with the bulkheads marked in blue. They cannot open, close or assault them.

Terminator Information
Objectives:
All the doors marked in blue are bulkheads that must be sealed. The mission will end when all four bulkheads are closed.

If you are playing this as a campaign, please read to the marine player.
Sabathius is still carrying the artefact*. The rules for it are the same as the last mission. Although not a condition of victory, ensuring a squad member has the artefact when the missions ends will help you next mission. *If Sabathius is still alive.

Force:
The Emperor has dictated your squads weaponry. One squad will be sufficient. Sabathius is deployed in a room (see map for terminator spawn icons), and four additional marines are deployed in the lower corridor. All are armed with storm bolter and power fist.
Extrication

Mission Background
The bulkheads to the lower levels had been sealed, but it had not been enough. Genestealers broke through ancient walls, or clambered through corridors that would be inaccessible to a terminator. The artefact discovered by Sabathius must be recovered before the entire system of catacombs became overrun. It seemed that for both the warriors of the Deathwing and Ma’Caellia, time was running out.

Genestealer Information
Objective:
You must stop any terminators exiting the board with the artefact.
Starting blips and reinforcements:
You receive no starting blips. Use the whole blip pool. Blips may enter using the Ambush! Special rule (see pg 9).
You receive two blips per turn.

Terminator Information
Objectives:
A terminator must carry the artefact off the board via the lower corridor.
Force:
The Emperor has dictated your squads weaponry. Two squads are available for your command; four terminators armed with storm bolter and power fist, who are deployed in the lower corridor, and three additional terminators, armed as above, who will enter part way through the mission (see above).

Survivors of ‘Deliverance’
A squad of three terminators will arrive part way through this mission, one of whom (chosen by the marine player) will be carrying the artefact. To determine when this is, beginning on turn 2, roll a D6. On a roll of a 6, the squad arrive. On turn three, a roll of 5 is needed, and on turn four a 4 is required, and so on. The squad will automatically arrive on turn 7 if it has not yet done so.

If you are playing this as a campaign:
The squad of three is replaced by the terminators who survived Deliverance. If this includes Sabathius, and he has gained the ability to redraw command points, the marine player can begin to do so from his arrival.

Extrication

Mission Background
The bulkheads to the lower levels had been sealed, but it had not been enough. Genestealers broke through ancient walls, or clambered through corridors that would be inaccessible to a terminator. The artefact discovered by Sabathius must be recovered before the entire system of catacombs became overrun. It seemed that for both the warriors of the Deathwing and Ma’Caellia, time was running out.
**Purge**

**Mission Background**
The mission to save Ma’Caellia was faltering. With each passing moment it was becoming clear that the depth of the genestealer infestation went much deeper than a recent invasion. Strange icons were found scrawled on walls depicting genestealers in an almost reverential way, and more and more of the foul spawn welled up from the depths of the planet. It was clear that only one option was left open to the warriors of the Deathwing. To ensure it’s success, they must destroy the sub-control room, sealing as many of the lower catacombs as possible, trapping the genestealers in a single location.

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**Genestealer Information**

**Objective:**
You kill all the terminators armed with flamers before they flame the control room.

**Starting blips and reinforcements:**
You receive no starting blips, and receive two blips per turn. Use the whole blip pool.

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**Terminator Information**

**Objectives:**
You must flame the control room, marked on the map in red.

**Force:**
The Emperor has dictated your squads weaponry. One squad will be sufficient; one Sergeant with power sword and storm bolter, one terminator with storm bolter and power fist, and thee terminators with heavy flamers and power fists. You will need to keep a paper and pencil record of how many shots each of your marines has fired.

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+++ Approaching target. Enemy presence detected. [Vox ref: BA1-01:06:01:45]
+++ Enemy engaged. We are their doom. [Vox ref: BA1-01:06:02:04]
+++ Brother Vladimir holding entry from lower catacombs. Advancing. [Vox ref: BA1-01:06:02:31]
Ma’Caellia Mega-Campaign

If you have access to around three Space Hulk sets, and print outs of some of the fan-produced tile sections, you can play the Ma’Caellia campaign as a single massive mission! This mega map should (just) fit onto a 7x4 board, or living room floor. If you don’t have the sets to play this, there are plenty of free to download floor tiles for various role-playing games out there which can be cut into the necessary shapes. In the index, you’ll find a copy of the original map from the PC game, and using ‘cut & stick’ floor pieces, you can recreate the original map exactly!

Playing the mega-campaign

This campaign works following a rough narrative sequence, and you will probably need to adapt the information here to suit yourself and the players involved. It will suit multi-player action, with different players commanding different squads, although a system of distributing command points will need to be chosen! Multiple players could command the genestealers as well, each player taking charge of genestealers in a certain section of the map.

Mission Sequence

1. Baneful Icon of the Foe

The marine player must destroy the psychic icon marked at point X (red box), before returning with the artefact A (turquoise box) to the coms-room (purple box). Doing so will signal the move to the next part of the campaign. He begins with 5 terminators with storm bolter (SB) and power fist (PF).

The genestealer player should remove all the 3 blips from his blip pool, gets no starting blips and receives one blip per turn. Genestealers my enter using the Ambush! Special rules, of via entry points marked with a single purple arrow. Ambushes may not be placed within 12 squares of the Icon or coms-room.

Once the icon is destroyed, return all the 3 blips to the pool, shuffle it and begin it again, getting 2 blips per turn, with no ambushes.

2. Deliverance

Having signalled the destruction of the icon, the marine player receives 4 reinforcement terminators with PF and SB, entering placed on the board in the lower corridor on the turn after the artefact has reach the coms-room. The marine player must now seal the 5 bulkheads marked in yellow. The genestealer player receives two blips a turn until all 5 are sealed.

3. Extrication

Once the bulkheads are sealed, the marine player must get the artefact off the board via the lower corridor. Five additional terminators are placed in the lower corridor the turn after the last bulkhead is sealed.

The genestealers now open entry areas marked with the double arrows, receive two blips per turn and may use the Ambush! rule until the artefact is removed from the board.

4. Purge

Once the artefact has been removed, the marine player receives two terminators armed with SB and PF, and three marines with Heavy Flamer (HF) and PF. At this point, the bulkheads revert to being normal doors, and the genestealers cease using the entry areas marked with double arrows.

The genestealer player now receives two blips per turn, and one additional blip for each part of 5 marines that are left of the survivors of the first 3 sections (so if there are 3 survivors, they would get a total of 3 blips, whereas 6 survivors would offer a total of 4 blips. If that six is then reduced to 4, the genestealer player would receive one less blip from then on, to the minimum of 2 when only the 5 new marines are left alive.

The terminators armed with Heavy Flamers must be escorted to the control room, where they can flame the room and thus win the campaign.

Any other result is a victory for the genestealers.
The Loss of Ma’Caellia

Extraction from Ma’Caellia

With the sub-control room destroyed, and the genestealers in the complex trapped deep within the earth, the last of Xovius’ forces were withdrawn from Ma’Caellia. As his forces had battled underground, clergy of the Imperial Cult had visited every corner of the world under the watchful eye of the company chaplain. In every corner of the world they found shrines dedicated to a four-armed god, and tales of mistrust of the ‘demons in white’.

In some areas, the Imperial expeditions were attacked without provocation - strange, mutated forms leaping amongst them and tearing them apart like animals. Humanoids with an additional, clawed limb were discovered in many villages, and their discovery inevitably led to violence. It took little time to determine that a genestealer cult was now well established upon Ma’Caellia.

It was considered that the depth to which the genestealer had become embedded in the culture of the people of the planet could not have been due to the presence of the hulk now hanging in orbit above them. Unless the manic energies of the warp had somehow altered time here in real space, it was assumed that a small number of genestealers must have survived the original encounter with the Deathwing, perhaps in some other, smaller catacomb, or even within one of the villages. From there, the cult must have spread like a disease.

With the threat of the ‘Sin of Damnation’ still hanging above them, there was neither the time nor resources to scour the planet one village at a time, searching for the few pure citizens that may remain on the planet. Xovius had but one option left to him.

With an unreadable expression set upon his hard features, Xovius ordered exterminatus.

Exterminatus

The virus bombs fell from orbit like meteors. Hundreds of bombs were released on the planet, the largest concentration of which fell directly upon the complex in which the Deathwing had just been fighting.

More than twenty bombs impacted upon the catacombs, reducing the whole area, and a number of the sub-levels of the complex, to ash.

Xovius watched from his command bridge as great blooms of fire swept out across the planet’s surface in great arcs. Even in his stern features, a hint of remorse could be detected. Remorse for those who were as yet untainted, remorse for the loss of one more world from the Imperium. He could only imagine the horrors occurring on the planet below; the cries of the just mixing with those of the tainted, as their flesh washed off their bodies as the virus took effect, before the necrotic gasses released from the death of a planet burst into flame.

From the area above the complex a rolling black could billowed forth, enveloping the planet until the entire surface was shrouded in black ash. Ma’Caellia, former recruitment world of the Dark Angel Chapter, was dead.

The wounded and dead of his forces were the first to re-board the Battle barge of the Deathwing. Medics saw to those who could be saved, whilst chaplains saw to those who could not. Armour and gene-seed was recovered, so that the Chapter would continue, despite the losses suffered today.

Tech marines oversaw the refurbishment and repair of weaponry and armour as the Deathwing prepared for their next mission. None had forgotten what had drawn them here, and where their path now lay. Ahead of them lay the most infamous hulk in the galaxy, one that had claimed the lives of many of their battle brothers from their own and other chapters. This battle, which had already cost so much, had barely begun.
Campaign 2

RETURN TO DAMNATION

The loss of Ma’Caellia was a painful blow to Commander Xovius, softened only by the sure knowledge that the souls of those who had remained uncorrupted on Ma’Caellia were now with the Emperor, and that he had done his Duty.

Xovius now turned his attention to the sprawling hulk of the ‘Sin of Damnation’. The foul xenos lurking in it’s belly would pay for the loss of Ma’Caellia, and the mysteries of Lithonius revealed at last.

The communication buoy, seemingly used as a lure for the Dark Angels, would now be turned against their enemies. Contained within it’s databanks was the location of Lithonius’ initial boarding point on the hulk. The trail was before them, their enemy known and the fury of the Emperor in their hearts.

This time, victory would be theirs.
Ante Chamber

Mission Background
The original insertion point used by Lithonius all those centuries ago was indentified using data retrieved from the artefact recovered from Ma’Caellia. Initial scans showed that the areas around this point was filled with xenos, poised as if awaiting the Deathwing to arrive. The decision was taken to use this not as an insertion point, but as an opportunity to trap a vast number of the foe in one location.

Genestealer Information

Objective:
You must kill at least one terminator.

Starting blips and reinforcements:
You receive no starting blips. Use the whole blip pool. You receive one blip per turn.

This mission is already heavily stacked against the marine. To balance things out, you may wish to allocate a number to each entry, and roll a D6 to determine which is used. A roll of a 6 would offer a free choice.

Terminator Information

Objectives:
The central square of the topmost room must be flamed.

Force:
The Emperor has dictated your squads weaponry. One squad is available for your command; One sergeant with powerfist and storm bolter, three marine with powerfists and storm bolters, and one marine with heavy flamer and Powerfist.
The Perimeter

Mission Background
Before the warriors of the Deathwing could advance into the Sin of Damnation, a perimeter needed to be established, within which their forces could be mustered. An insertion point was chosen less than a kilometre away from that used by Lithonius. From there, it would not be difficult to pick up his trail.

Campaign Information:
If the marines won the previous mission, then many genestealers in this sector are now trapped around the insertion point used by Lithonius, and securing the entry areas will be much easier. No genestealer may enter via an entry point if a marine is within 6 squares of an entry area. Record if this mission is a win or draw. This mission must be at least drawn before the marine player can continue the campaign.

Genestealer Information
Objective:
You must prevent the marine player from establishing a perimeter.
Starting blips and reinforcements:
You receive two starting blips, placed as shown on the map. You receive two blips per turn.

The door marked by a yellow box is a damaged bulkhead. Although the genestealers may not open, close or attack it, the marine player can as if it were a normal door. However, do not share this with the marine player. Instead, mark the door out in some way - you may wish to place some kind of counter next to it, or position it at an unusual angle. If the marine player asks about this, share the following:
“Your sensors detect that this door is malfunctioning, but it is unclear exactly how.”

Terminator Information
Objectives:
You must secure the four squares marked with an X. If you secure all four locations, you have won. If you can only secure three, it is a draw. Any other result is a loss.

Force:
The Emperor has dictated your squads weaponry.
One squad is available for your command; one sergeant armed with storm bolter and power sword and four marines armed with storm bolter and power fists.

Note: In the PC game, the sergeant did not have a power sword. If you wish to play the mission as it was originally intended, replace the sergeant’s power sword with a power fist.
**Funeral Pyre**

**Mission Background**
It was time to take the attack to the genestealers. The route back to the path Lithonius must have taken passed through what was identified as a clutch of hibernation nests. If these could be destroyed, the genestealer activity in this sector of the hulk would be brought almost to an end. A nearby sub-reactor has been leaking flammable gasses into this part of the hulk. Any flamed areas would burn indefinitely. If used correctly, this could ensure the nests would be utterly destroyed, burning for the rest of time. If used unwisely, the flames could trap the marines forever.

"A nearby sub-reactor has been leaking flammable gasses..."

Any flamed areas will continue to burn, essentially forever. Leave any flamer markers in place on the board. You may even need to make additional markers, depending on your resources.

The gasses that give this effect are not as potent as the promethium of the heavy flamer. After a usual flamer shot would have worn off, models may try to pass though the flames. They are attacked as if they had been hit by the flamer, but −1 from each dice rolled.

**Genestealer Information**

**Objective:**
You must kill all terminators before they are able to exit via the room marked in blue.

**Starting blips and reinforcements:**
You receive no starting blips.
You receive two blips per turn.

**Note:** In the PC game, three terminators needed to escape, not just one.

**Terminator Information**

**Objectives:**
Each room marked with a red box must be flamed. At least one surviving terminator must then exit by entering the room marked in blue and closing the door. This door cannot be destroyed.

**Force:**
*Let the tech-priests bestow you with weapons of destruction.*
You have one squad; a sergeant and four marines. You may arm them as you choose.

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Campaign Information:
If the marine player won the last mission, then the mission is played as stated. If the mission was a draw, the genestealer player receives two starting blips. For the purposes of the campaign, the mission can be drawn if all four nests are flamed, but no terminators then manage to escape. Record the result for the next mission. The marine player must at least draw this mission to continue.
Testament to Honor

Mission Background
As the warriors of the Deathwing moved deeper and deeper into the Sin of Damnation, their sensors were increasingly unable to penetrate the thick hull and masses of twisted metal that made up the accursed hulk. A C.A.T unit was sent ahead to map out the route, but it failed to return. A Squad was dispatched to retrieve it, and to push onwards along the path of Lithonius.

Genestealer Information

Objective:
You must kill all terminators before they are able to exit via the room marked in blue.

Starting blips and reinforcements:
You receive no starting blips.
You receive two blips per turn.

The C.A.T:
Because the marine player cannot see the board to control the C.A.T, if they win the roll to see who control it, the genestealer player moves the C.A.T the maximum distance it can directly towards the nearest terminator model.

Terminator Information

The hivemind has blinded our sensors...
This mission begins unmapped. Use the rules detailed on pg 10.

Objectives:
You must recover the C.A.T unit from the hulk. A terminator carrying the C.A.T must then exit by entering the corridor marked in blue and closing the door. This door cannot be destroyed.

Force:
Let the tech-priests bestow you with weapons of destruction.
You have one squad; a sergeant and four marines. You may arm them as you choose. At least one marine must have a Powerfist.

Campaign Information:

If the marine player won the last mission, show him the approximate location on his ‘Marine Players Handout’ where the C.A.T unit begins the game. The Marine player is also considered to have won the first roll for C.A.T movement (see rules on how movement works below).

If the result of the last mission was a draw, then he will have to enter the hulk completely blind!

Record the result of this mission, as usual.
Descent

Mission Background
The warriors of the Deathwing were entering the very core of the Sin of Damnation, getting closer to the source of the xenos spawn that infested this hulk, and perhaps to discovering the true fate of their lost brethren. This ancient part of the hulk was twisted and ruined - many of the old bulkheads were now jammed in place. Only the firepower of an assault cannon, or the adamantium teeth of a chainfist could hope to cut a way through the tangle of metal that had once been the corridors of a proud ship. Steeling their souls, the terminators descended deeper into the hulk.

Campaign Information:
If the marines successfully recovered the C.A.T last mission, not only do the marines get to see the full map, but the Genestealer player receives no reinforcement blips in turn 1. If the Marine player lost the last mission, then this mission uses the ‘The Hivemind has blinded our sensors’ special rule. Record the result of this mission as usual.

Genestealer Information
Objective:
You must stop any terminators exiting the board.
Starting blips and reinforcements:
You receive no starting blips. Use the whole blip pool.

Unless the campaign results mean otherwise, you receive one reinforcement blip each turn.

Terminator Information
Objectives:
At least one terminator must exit via the exit points marked in blue by closing the door behind them. This door cannot be destroyed.
Force:
The Emperor has dictated your squads weaponry. One squad will be sufficient.

You have one sergeant armed with storm bolter and Powerfist, one marine armed with storm bolter and chain-fist, two marines armed with lightning claws and one marine armed with assault cannon and Powerfist.

Note: in the PC game, the assault cannon marine had the chain-fist, not the storm bolter marine! They had a Powerfist instead.
Web of Flames

Mission Background
A squad of terminators sweeping the area behind the advance squads made an alarming discovery. A nest of hibernating genestealers had been completely bypassed, and were now on the wrong side of the advancing perimeter! If these nests could not be purged, the Dark Angels would find themselves attacked from in front and behind.

Genestealer Information
Objective:
You must kill all terminators before they are able to exit via the room marked in blue.

Starting blips and reinforcements:
You receive four starting blips, placed as shown on the map, and receive two blips per turn.

In addition, before selecting your reinforcement blips, roll a D6. On a roll of a 6, you receive two additional reinforcement blips!

Terminator Information
Objectives:
Each room marked with a red box must be flamed. At least one surviving terminator must then exit by entering the room marked in blue and closing the door. This door cannot be destroyed.

Force:
*Let the tech-priests bestow you with weapons of destruction.*
You have command of two squads, each with a sergeant and four marines. You may arm them as you choose.
To the Emperor

Mission Background
Even as the warriors of the Deathwing closed in upon the inner sanctums of the xenos, doubt was spreading amongst their numbers. Despite many heroic deeds and untold numbers of enemy dead, the mission had so far yielded little in the way of definitive reward. However, a chance discovery offered the opportunity to silence these doubts - a genestealer magus, a psychic hybrid of human and alien, was found still in cryogenic hibernation. Destroying this abomination would be a grievous blow to the enemy, and the reward that was desperately needed to ensure the future of the mission.

Genestealer Information

Objective:
You must prevent the space marines from destroying the Genestealer Magus and escaping from the board.

Starting blips and reinforcements:
You receive five starting blips, set out as shown on the map. You receive one reinforcement blip per turn.
The Magus cannot take any form of action, nor be harmed by the cryogenic gas.

Genestealer Magus:
The Genestealer Magus is in an active hibernation chamber. Starting on turn one, and every other turn afterwards (so turn 3, 5, 7 etc.), the chamber floods with cryogenic gasses. This gas works in the same way as if a heavy flamer had attacked each square on the board. However, the destruction of the Magus will result in damage to the coolant systems, and subsequently the gas will cease. The Magus can be killed just as if he were a genestealer.

Terminator Information

Objectives:
You must destroy the Genestealer Magus, and at least one terminator must escape by entering the corridor marked in blue and closing the door.

Force:
The Emperor has dictated your squads weaponry. Two squads will be sufficient; each has a sergeant with Powerfist and storm bolter, three marines with Powerfists and storm bolters, and one marine with heavy flamer and Powerfist.
Search for Evil

Mission Background
The mission to discover the fate of Lithonius was given one last chance. However, Commander Xovius determined that the relentless drive into the den of the xenos must now be tempered with knowledge. Halting the advance, he ordered squads of terminators to search various key locations of the hulk for any documents, blueprints, data slates; anything that could guide the terminators in their search.

Genestealer Information
Objective:
You must kill all terminators before they can move the blueprints off the board via their entry corridor.

Starting blips and reinforcements:
You receive no starting blips. You receive two blips per turn.

Blueprints:
The blueprints are not placed on the board at the start. However, as soon as a terminator gets LOS to them, place them on the board and identify them.

Terminator Information
Objectives:
You must recover at least one object from the hulk. You do not know the location of what you are searching for.

Force:
Let the tech-priests bestow you with weapons of destruction.
You have command of one squad; a sergeant and four marines. You may arm them as you choose. At least one model must have a Powerfist, as only a terminator armed with a Powerfist may carry an object.
Seed of the Enemy

Mission Background
At last, the breakthrough Xovius had hoped for arrived. Using data discovered during their last ditch search, the Dark Angels were able to pin-point the primary brood nest of the genestealers. If two control sub-sections could be destroyed with flame, then the spread of the xenos through out the ship could be halted. This would be a crippling blow to the genestealers, and would greatly enhance the likelihood of discovering the fate of Lithonius.

Genestealer Information
Objective:
You must kill all terminators before they can flame both of the

Starting blips and reinforcements:
You receive four starting blips, placed as shown on the mission map. You receive two blips per turn.

Terminator Information
Objectives:
You must flame both board sections marked in red.

Force:
Let the tech-priests bestow you with weapons of destruction.
You have command of one squad; a sergeant and four marines. You may arm them as you choose. At least one marine must be armed with a heavy flamer.
**Tech Support**

**Mission Background**
The righteous fury of the heavy flamers carried by the Deathwing had not been enough. The xenos endured. Time was now of the essence. If the hibernating broods were to fully awaken, the Dark Angels would be overwhelmed. Calling on the advice of his techmarines, Xovius formulated a desperate plan. A series of demolition charges would be placed at specific points through the system of brood nests, the entire area could be destroyed, sealing the fate of the genestealers.

**Genestealer Information**

**Objective:**
You must kill all terminators capable of carrying bombs before the bombs are placed.

**Starting blips and reinforcements:**
You receive three starting blips, placed as shown on the mission map. You receive two blips per turn.

**Demolition charges:**
Only terminators armed with Powerfists may carry and activate charges. It costs 1AP to pick up or place a charge. Terminators with powerfists begin the mission carrying their charges, otherwise the charges are left at the feet of the terminator.

**Terminator Information**

**Objectives:**
You must place demolition charges at each of the ten squares identified by an X.

**Force:**
**Let the tech-priests bestow you with weapons of destruction.**
You have command of two squads, each consisting of a sergeant and four marines. You may arm them as you choose. At least one marine must be armed with a Powerfist.

**Campaign Information:**
If both targets were successfully flamed last mission, then the damage done slows the wakening of other genestealers. Before the game begins, roll a 2D6. This is the number of turns, beginning with turn 1, that the genestealer player only receives 1 reinforcement blip per turn. If the genestealer player won the last mission, then the genestealers are more active than they otherwise would be. Roll a D3 (a D6, then half the score, rounding up). This is the number of times the genestealer player may bring an additional reinforcement blip during their phase. This may be done in any turn the genestealer player chooses.

If 0-4 charges are placed before all terminators capable of moving them are dead, the marine player loses the mission. If 5-9 charges are placed, the mission is a draw. If all 10 charges are placed, the mission is a victory for the marines. Record the result for the next mission.
STOP! WORK IN PROGRESS!
Part 2 of this campaign is still a WIP!
You’ll have to wait for the rest!
Menacing Images
Mission Background
The warriors of the Deathwing arrived on the planet’s surface, just outside the entrance to the catacombs. Something was interfering with their scanners - an alien presence had been detected, but the layout of the labyrinth was unclear. They would need to rely on their wits to find their way. Blessing their weapons, they descended into the darkness.

Brother Marines,
The hivemind has blinded our sensors.

Objectives:
One terminator must exit via one of the exit points marked in blue.

Force:
The Emperor has dictated your squads weaponry.
One squad is available for your command; five terminators armed with storm bolter and power fist.

Notes:
The enemy has no honour. Be wary of ambushes.

Witch Hunt
Mission Background
The Spearhead returned victorious, but with troubled spirits. The force of the alien psychic presence, that had blinded the sensors so completely, had troubled even the staunchest amongst them. It was decided that Inquisitor Sabathius would press on ahead. His psychic wards were stronger than that of any amongst the Deathwing, and he could use his own powers to see what their scanners could not. Sabathius could seek out the source of the taint and destroy it, leaving the way clear for his comrades in the Deathwing.

Brother Marines,
Your squad will enter the map from the point they left the previous map.

Objectives:
One terminator must exit via the exit point marked in blue.

Force:
The Emperor has dictated your squads weaponry.
One squad will be sufficient; one terminator armed with storm bolter and power fist.

Notes:
Beware of traps.
Baneful Icon of the Foe

Mission Background
Sabathius had reached the deepest section of the catacombs. The strength of the alien presence was almost overpowering, but he willed himself onwards. As he moved closer to his final target, his senses detected an object; not alien, but human made! The fates seemed to weave around this object like moths to a flame. He knew he could not leave this object behind. If he could recover it, and use the nearby coms room to inform the others that the psychic threat had been neutralised, then they could scour the alien filth from this planet for good.

Brother Marines...
Objectives:
Sabathius must destroy the xenos icon, collect the artefact at point A, and transport it to the coms-room marked in blue. The mission ends when Sabathius closes the door to the room.

Artefact:
The artefact can be picked up by standing in the same square, or in an adjacent square facing the object. It costs 1AP (or CP) to pick up. If Sabathius is fights in close combat, he will drop the artefact in the square he is standing in. If he survives, he may retrieve it for 1AP.

Force:
The Emperor has dictated your squads weaponry.
Sabathius is alone, armed with storm bolter and power fist.

Deliverance

Mission Background
The artefact Sabathius had sensed was a com-beacon, marked with Dark Angel iconography! Could this be one of the devices used by Lithonius as he boarded the hulk? If so, how had it ended up here? It could almost have been a lure, something to draw the Deathwing to this place. Surely the foul genestealers were not capable of such things?

Whatever the meaning of the artefact, the xenos presence was increasing. Without a solid perimeter, the terminators could find themselves trapped. During the spearhead’s initial advance, several bulkheads had been identified. If these could be sealed, the xenos could be held at bay almost indefinitely.

Warriors of the Emperor,
Objectives:
All the doors marked in blue are bulkheads that must be sealed. The mission will end when all four bulkheads are closed.

Force:
The Emperor has dictated your squads weaponry.
One squad will be sufficient. Sabathius is deployed in a room, and four additional marines are deployed in the lower corridor. All are armed with storm bolter and power fist.
**Extrication - Mission Background:** The bulkheads to the lower levels had been sealed, but it had not been enough. Genestealers broke through ancient walls, or clambered through corridors that would be inaccessible to a terminator. The artefact discovered by Sabathius must be recovered before the entire system of catacombs became overrun. It seemed that for both the warriors of the Deathwing and Ma’Caellia, time was running out.

**Terminator Information**

**Objectives:**
A terminator must carry the artefact off the board via the lower corridor.

**Force:**
*The Emperor has dictated your squads weaponry.*
Two squads are available for your command; four terminators armed with storm bolter and power fist, who are deployed in the lower corridor, and three additional terminators, armed as above, who will enter part way through the mission (see below).  
*If this is a campaign mission.*, then the three marines will be replaced by the survivors of ‘Deliverance’.

**Survivors of ‘Deliverance’ -** A squad of three terminators, one carrying the artefact, will arrive part way through this mission. To determine when this is, beginning on turn 2, roll a D6. On a roll of a 6, the squad arrive. On turn three, a roll of 5 is needed, and on turn four a 4 is required, and so on. The squad will automatically arrive on turn 7 if it has not yet done so.

**Purge - Mission Background:** The mission to save Ma’Caellia was faltering. With each passing moment it was becoming clear that the depth of the genestealer infestation went much deeper than a recent invasion. Strange icons were found scrawled on walls depicting genestealers in an almost reverential way, and more and more of the foul spawn welled up from the depths of the planet. It was clear that only one option was left open to the warriors of the Deathwing. To ensure it’s success, they must destroy the sub-control room, sealing as many of the lower catacombs as possible, trapping the genestealers in a single location.

**Terminator Information**

**Objectives:**
You must flame the control room, marked on the map in red.

**Force:**
*The Emperor has dictated your squads weaponry.*
One squad will be sufficient; one Sergeant with power sword and storm bolter, one terminator with storm bolter and power fist, and three terminators with heavy flamers and power fists. You will need to keep a paper and pencil record of how many shots each of your marines has fired.
3. **Extraction**

Extrication

Once the bulkheads are sealed, the marine player must get the artefact off the board via the lower corridor. Five additional terminators are placed in the lower corridor the turn after the last bulkhead is sealed.

The genestealers now open entry areas marked with the double arrows, receive two blips per turn and may use the Ambush! rule until the artefact is removed from the board.

4. **Purge**

Once the artefact has been removed, the marine player receives two terminators armed with SB and PF, and three marines with Heavy Flamer (HF) and PF. They must be escorted to the control room, where they can flame the room and win the campaign.

Then, the bulkheads revert to being normal doors, and the genestealers cease using the entry areas marked with the double arrows. The genestealer player now receives two blips per turn, and one additional blip for each part of 5 marines that are left of the survivors of the first 3 sections (so if there are 3 survivors, they would receive 1 blip, whereas 6 survivors would receive 2 blips).

If the control room is flamed, the Space Marines win the campaign. Any other result is a victory for the genestealers.

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**Mission Sequence**

1. **Beakful Icon of the Foe**

The marine player must destroy the psychic icon marked at point X (red box), before returning with the artefact A (turquoise box) to the coms room (purple box). Doing so will signal the move to the next part of the campaign. He begins with 5 terminators with storm bolters (SB) and power fists (PF).

The genestealer player should remove all the 3 blips on his pool, get no starting blips, and receive one blip per turn. Genestealers may enter using the Ambush! rule, but can avoid the icon and coms room.

Once the icon is destroyed, return all the 3 blips to the pool, shuffle it, and begin again, getting 2 blips per turn. Ambushes may not be placed within 12 squares of the Icon or coms room. The genestealer player should remove all the 3 blips from his pool, get no starting blips, and receive one blip per turn. Genestealers may enter using the Ambush! rule, but can avoid the icon and coms room.

2. **Deliverance**

Having signalled the destruction of the icon, the marine player receives 4 reinforcement terminators with PF and SB, entering placed on the board in the lower corridor on the turn after the artefact has reached the coms room. The marine player must now seal the 5 bulkheads marked in yellow, and may use the Ambush! rule until the artefact is removed from the board. The marine player must destroy the psychic icon in the control room (purple box), doing so will signal the move to the next part of the campaign. The genestealer player should remove all the 3 blips on his pool, get no starting blips, and receive one blip per turn. Genestealers may enter using the Ambush! rule, but can avoid the icon and coms room.
**Ante Chamber - Mission Background:** The original insertion point used by Lithonius all those centuries ago was identified using data retrieved from the artefact recovered from Ma’Caellia. Initial scans showed that the areas around this point was filled with xenos, poised as if awaiting the Deathwing to arrive. The decision was taken to use this not as an insertion point, but as an opportunity to trap a vast number of the foe in one location.

**Flammable Materials**
The corridor sections marked by orange box are full of flammable materials. If flamed, these sections will continue to burn until the end of the game.

**Terminator Information**
**Objectives:**
The central square of the topmost room must be flamed.

**Force:**
The Emperor has dictated your squads weaponry.

One squad is available for your command; one sergeant with powerfist and storm bolter, three marines with powerfists and storm bolters, and one marine with heavy flamer and Powerfist.

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**The Perimeter - Mission Background:** Before the warriors of the Deathwing could advance into the Sin of Damnation, a perimeter needed to be established, within which their forces could be mustered. An insertion point was chosen less than a kilometre away from that used by Lithonius. From there, it would not be difficult to pick up his trail.

**Terminator Information**
**Objectives:**
You must secure the four squares marked with an X. If you secure all four locations, you have won. If you can only secure three, it is a draw. Any other result is a loss.

**Force:**
The Emperor has dictated your squads weaponry.

One squad is available for your command; one sergeant armed with storm bolter and power sword, three marines with powerfists and storm bolters, and one marine with heavy flamer and Powerfist.

*Note: In the PC game, the sergeant did not have a power sword. If you wish to play the mission as it was originally intended, replace the sergeant’s power sword with a power fist.*
**Funeral Pyre - Mission Background:** It was time to take the attack to the genestealers. The route back to the path Lithonius must have taken passed through what was identified as a clutch of hibernation nests. If these could be destroyed, the genestealer activity in this sector of the hulk would be brought almost to an end. A nearby sub-reactor has been leaking flammable gasses into this part of the hulk. Any flamed areas would burn indefinitely. If used correctly, this could ensure the nests would be utterly destroyed, burning for the rest of time. If used unwisely, the flames could trap the marines forever.

**Terminator Information**

**Objectives:**
Each room marked with a red box must be flamed. At least one surviving terminator must then exit by entering the room marked in blue and closing the door. This door cannot be destroyed.

**Force:**
*Let the tech-priests bestow you with weapons of destruction.*
You have one squad; a sergeant and four marines. You may arm them as you choose.

**Testament to Honor - Mission Background:** As the warriors of the Deathwing moved deeper and deeper into the Sin of Damnation, their sensors were increasingly unable to penetrate the thick hull and masses of twisted metal that made up the accursed hulk. A C.A.T unit was sent ahead to map out the route, but it failed to return. A Squad was dispatched to retrieve it, and to push onwards along the path of Lithonius.

**Terminator Information**

**Objectives:**
The hivemind has blinded our sensors...
This mission begins unmapped. Use the rules detailed on pg 10.

**Force:**
*Let the tech-priests bestow you with weapons of destruction.*
You have one squad; a sergeant and four marines. You may arm them as you choose. At least one marine must have a Powerfist.

**The C.A.T:**
Because the you cannot see the board to control the C.A.T, if you win the roll to see who control it, the genestealer player moves the C.A.T the maximum distance it can directly towards the nearest terminator model.
**Descent - Mission Background:** The warriors of the Deathwing were entering the very core of the Sin of Damnation, getting closer to the source of the xenos spawn that infested this hulk, and perhaps to discovering the true fate of their lost brethren. This ancient part of the hulk was twisted and ruined — many of the old bulkheads were now jammed in place. Only the firepower of an assault cannon, or the adamantium teeth of a chainfist could hope to cut a way through the tangle of metal that had once been the corridors of a proud ship. Steeling their souls, the terminators

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**Terminator Information**

**Objectives:**
At least one terminator must exit via the exit points marked in blue by closing the door behind them. This door cannot be destroyed.

**Force:**
The Emperor has dictated your squads weaponry. One squad will be sufficient. You have one sergeant armed with storm bolter and Powerfist, one marine armed with storm bolter and chainfist, two marines armed with lightning claws and one marine armed with assault cannon and Powerfist.

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**Web of Flames - Mission Background:** A squad of terminators sweeping the area behind the advance squads made an alarming discovery. A nest of hibernating genestealers had been completely bypassed, and were now on the wrong side of the advancing perimeter! If these nests could not be purged, the Dark Angels would find themselves attacked from in front and behind.

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**Terminator Information**

**Objectives:**
Each room marked with a red box must be flamed. At least one surviving terminator must then exit by entering the room marked in blue and closing the door. This door cannot be destroyed.

**Force:**
Let the tech-priests bestow you with weapons of destruction.
You have command of two squads, each with a sergeant and four marines. You may arm them as you choose.
**To the Emperor - Mission Background:** Even as the warriors of the Deathwing closed in upon the inner sanctums of the xenos, doubt was spreading amongst their numbers. Despite many heroic deeds and untold numbers of enemy dead, the mission had so far yielded little in the way of definitive reward. However, a chance discovery offered the opportunity to silence these doubts - a genestealer magus, a psychic hybrid of human and alien, was found still in cryogenic hibernation. Destroying this abomination would be a grievous blow to the enemy, and the reward that was desperately needed to ensure the future of the mission.

**Terminator Information**

**Objectives:**
You must destroy the Genestealer Magus, and at least one terminator must escape by entering the corridor marked in blue and closing the door.

**Force:**
*The Emperor has dictated your squads weaponry.*
Two squads will be sufficient; each has a sergeant with Powerfist and storm bolter, three marines with Powerfists and storm bolters, and one marine with heavy flamer and Powerfist.

**Genestealer Magus:**
The Genestealer Magus is in an active hibernation chamber. Starting on turn one, and every other turn afterwards (so turn 3, 5, 7 etc), the chamber floods with cryogenic gasses. This gas works in the same way as if a heavy flamer had attacked each square on the board. However, the destruction of the Magus will result in damage to the coolant systems, and subsequently the gas will cease.

The Magus can be killed just as if he were a normal genestealer.

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**Search for Evil - Mission Background:** The mission to discover the fate of Lithonius was given one last chance. However, Commander Xovius determined that the relentless drive into the den of the xenos must now be tempered with knowledge. Halting the advance, he ordered squads of terminators to search various key locations of the hulk for any documents, blueprints, data slates; anything that could guide the terminators in their search.

**Terminator Information**

**Objectives:**
You must recover at least one object from the hulk. You do not know the location of what you are searching for.

**Force:**
*Let the tech-priests bestow you with weapons of destruction.*
You have command of one squad; a sergeant and four marines. You may arm them as you choose. At least one model must have a Powerfist, as only a terminator armed with a Powerfist may carry an object.
**Terminator Information**

**Objectives:** You must flame both board sections marked in red.

**Force:**

*Let the tech-priests bestow you with weapons of destruction.*

You have command of one squad; a sergeant and four marines. You may arm them as you choose. At least one marine must be armed with a heavy flamer.

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**Seed of the Enemy - Mission Background:** At last, the breakthrough Xovius had hoped for arrived. Using data discovered during their last ditch search, the Dark Angels were able to pin-point the primary brood nest of the genestealers. If two control sub-sections could be destroyed with flame, then the spread of the xenos through out the ship could be halted. This would be a crippling blow to the genestealers, and would greatly enhance the likelihood of discovering the fate of Lithonius.

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**Tech Support - Mission Background:**

The righteous fury of the heavy flamers carried by the Deathwing had not been enough. The xenos endured. Time was now of the essence. If the hibernating broods were to fully awaken, the Dark Angels would be overwhelmed. Calling on the advice of his techmarines, Xovius formulated a desperate plan. A series of demolition charges would be placed at specific points through the system of brood nests, the entire area could be destroyed, sealing the fate of the genestealers.

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**Terminator Information**

**Objectives:** You must place demolition charges at each of the ten squares identified by an X.

**Force:**

*Let the tech-priests bestow you with weapons of destruction.*

You have command of two squads, each consisting of a sergeant and four marines. You may arm them as you choose. At least one marine must be armed with a Powerfist.

**Demolition charges:**

Only terminators armed with Powerfists may carry and activate charges. It costs 1AP to pick up or place a charge. Terminators with powerfists begin the mission carrying their charges, otherwise the charges are left at the feet of the terminator.