

COMMAND UNITS

Mission One: Delaying Action

Only the most battle-hardened Marines, who have proven their ability upon many occasions, are chosen for service in Terminator Squads. Of these only the very best become members of the Command Units - unequalled in their devotion to the Emperor and leading their men into the heart of the battle.

The bulk of the Terminator Squads involved in the fighting aboard the *Sin of Damnation* are the ones represented in **Space Hulk**: Sergeants and Marines armed with Storm Bolters, Flamers and Power Fists. During later actions, however, several Command Units saw some extremely ferocious combat.

After the Blood Angels succeeded in contaminating the cryogenic chambers, there were only about a dozen surviving Terminator-clad Marines aboard the hulk. They would have to hold the defensive perimeter until the remainder of the Blood Angels Chapter arrived. Though they had decimated the sleeping Genestealers, thousands of the creatures - those who had escaped before the toxin was introduced to the cryogenics - were still roaming the ship.

As there were so few Terminator Squads to offset this still potent menace, the Blood Angel Command Units - Captains and Librarians, plus their heavily-armed bodyguard - took the field. They were aided by several Ultramarine Chapter Command Units, originally assigned as observers, but who joined the battle when needed.

Captain Fargas snapped the catch home. A line of red lights sparkled into life along the edge of the grenade launcher, indicating it was fully loaded. Ready, he turned his attention to the Marines in front of him.

"Brothers, the Emperor's will was that we came here as observers, to offer counsel to our Brother Marines and provide spiritual strength in their time of need. After consultation with the Imperial Tarot, it appears that our role has changed.

"Librarian Tollsett, instruct the men. I wish to pray a moment."

Tollsett turned, the Purity seal at his belt whipping round to follow the movement.

"Ready your weapons Brothers, we move out in 6 minutes. Brother Lock, start the litany."

Marine Captains

Marine Captains are among the best-trained and best-equipped warriors in the Imperium. Armed with Power Sword, Storm Bolter and Power Glove with built-in Grenade Launcher, they are almost unstoppable in battle. More important, they are skilled leaders, able to extract the utmost effort from troops under their command.

Marine Captains and the Timer

For each Marine Captain in play, the Marine player receives an additional thirty seconds to complete his move. Therefore, if a Marine Captain is accompanying two full Squads, each with a Sergeant, the Marine player would have three minutes and thirty seconds to complete his move. If the Captain is on his own, the Marine player would have two minutes and thirty seconds in which to complete his move.

Marine Captains and Command Points

For each Captain in play, the Marine player receives two additional Command Points. If this gives him seven or eight CPs, he keeps track of the additional points with an extra Command die: for example, when he spends his

seventh point, he turns one Command die to 6, and the other to 1.

If the Captain is killed, the Marine player gets to spend any remaining extra CPs that turn. In subsequent turns, however, he is limited to the number drawn on the Command Counter.

Captains and Close Assault

The Marine Captain is a skilled fighter: he receives a bonus of +2 to his Close Assault die roll. In addition, his Power Sword allows him to *parry* a Genestealer's attack; see *New Weapons*.

Captains and Fire Combat

The Captain is armed with a Storm Bolter. He also has a Grenade Launcher built into his Power Glove; see *New Weapons*.

Marine Librarians

Librarians are powerful psykers, able to channel the force of their minds into their weapons.

The Librarian is equipped with a Storm Bolter and Force Axe. He receives a +1 Close Assault Bonus. In addition, he may spend Psi Points to further increase his Close Assault roll, as described below.

Psychic Mastery and Psi Points

Librarians are ranked according to Mastery Level. There are four different Levels of Mastery - the higher the Level, the stronger the Librarian. To determine the Librarian's Level of Mastery, at the start of the game the Marine player mixes up the ten Mastery counters and pulls one at random. He looks at it but doesn't reveal it to the Genestealer player until the end of the game - the Genestealer player won't know how strong the Librarian is until his 'stealers test the Librarian's mettle in battle.

[There are four 1st level, three 2nd level, two 3rd level, and one 4th level.]

At the start of the game, the Librarian has a certain number of Psi Points, a numerical representation of his psychic strength. This number is dependent upon the Librarian's Mastery Level, and is displayed on the chart below. During the game, the Marine player keeps a running total of the Librarian's expenditure of Psi Points on a piece of scrap paper. When the Librarian has spent all of his points, he cannot spend any more during that Mission.

PSYCHIC MASTERY TABLE

LEVEL OF MASTERY PSI-POINTS

1st: Novice	10
2nd: Initiate	20
3rd: Librarian	30
4th: Master	40

Librarians and Close Assault

Librarians are armed with Force Axes, special weapons which allow them to channel the power of their minds into their blows. When a Librarian fights a round of Close Assault combat, he can spend Psi Points to increase his Close Assault roll. For each Psi Point he expends, he increases his roll by +1. This is *in addition* to his skill bonus of +1. The Librarian must announce how many Psi Points he is expending before and dice are rolled. If the Librarian spends no Psi Points, he still gets his skill bonus of +1.

The Librarian can spend Psi Points only if he is facing his opponent; if he is attacked from the side or rear, he cannot spend any points.

Example of Librarians in Close Assault Combat

A Genestealer attacks a Librarian from the side. Since the Librarian is not facing his opponent, he cannot expend Psi Points to increase his roll. The Genestealer's highest roll is 5. The Librarian rolls a 4: with his Close Assault skill bonus of +1, the Librarian ties the Genestealer's roll and is able to turn and face his attacker. The Genestealer attacks again; this time the Librarian expends 3 Psi Points. The Genestealer's highest roll is 6; the Librarian rolls a 2: +1 is added for the Librarian's Close Assault skill and +3 for the Psi Points he spent, making the Librarian's total score 6. This round of combat is also tied.

WEAPON SYSTEMS

The following rules cover some new weapons for **Space Hulk** missions. You should refer to the *Weapon Availability* table and the mission details to determine which Marines can be equipped with each weapon.

Assault Cannon

Assault Cannon can be fired under the same circumstances, for the same AP cost, as Storm Bolters. On each shot from an Assault Cannon, roll *three* dice. The basic roll required on any one of the dice is 5. Assault Cannon receive a sustained fire bonus in the same way as Storm Bolters:

ASSAULT CANNON SUSTAINED FIRE BONUS

FIRING	SCORE REQUIRED (ON ANY OF THE 3 DICE)
1st shot	5
2nd shot	4
3rd shot	3
4th & subsequent shots	2

Assault Cannon Ammunition

The ammunition for the Assault Cannon is held in the slide-in magazine mounted at the rear of the weapon. Each Assault Cannon shot represents a burst of around fifty actual rounds. An Assault Cannon magazine carries five hundred rounds, enough for 10 shots.

Each time the Assault Cannon fires, the Marine player hands one of the markers to the Genestealer player. When the tenth shot is fired and the Marine player runs out of markers, the Assault Cannon is out of ammunition and cannot fire until the Marine reloads.

Reloading the Assault Cannon

The Assault Cannon Marine carries an effectively unlimited supply of Assault Cannon ammunition in a compartment built into the back of his Terminator suit. It is, however, extremely difficult for him to reload his weapon on the battlefield: he may do so for a cost of 4 APs.

[Suggestion from Christopher Quinn: a Marine behind and facing the Assault Cannon Marine may reload the Assault Cannon for 3 APs.]

When the Marine reloads, the Genestealer player returns all of the Assault Cannon markers to the Marine player. The Marine player can reload the Assault Cannon at any time; he does not need to wait until it is completely empty.

Assault Cannon and Overwatch

An Assault Cannon can be put into Overwatch mode for the same AP cost as a Storm Bolter. As usual, the Marine

player must remember to hand the Genestealer player an Assault Cannon marker for each shot. Assault Cannon cannot jam; however, they are subject to catastrophic malfunction (see below).

Assault Cannon and Malfunction

If, while firing the Assault Cannon, the Marine player rolls a triple - all three dice come up the same number - the Assault Cannon malfunctions. Violently. The Marine firing the Assault Cannon is killed automatically. In addition, the Marine player rolls a die for each adjacent model, bulkhead and door: a Genestealer or door is removed on a roll of 4 or higher, a bulkhead (see below) or Marine on a 5 or better.

The Assault Cannon malfunctions *whenever* the Marine player rolls a triple - in Overwatch *or* normal fire.

Chain Fist

Chain Fists are used for slicing through bulkheads and closed doors. Though they do more damage in battle than normal Power Gloves, they are somewhat less wieldy, making the Marine slower in combat. As these two characteristics cancel each other out, Marine with Chain Fists receive no Close Assault bonus or penalty.

Chain Fists and Bulkheads

A Marine armed with a Chain Fist cuts through a bulkhead for a cost of 2 APs. The bulkhead must be in the Marine's front square. A destroyed bulkhead is removed from play; the square is treated as a clear square from then on.

See *Bulkheads* for further information.

Chain Fists and Doors

A Marine armed with a Chain Fist cuts through a door for a cost of 1 AP. The door must be in the Marine's front square. As usual, a destroyed door is removed from play; the square is treated as a clear square from then on.

Force Axes

Force Axes are special weapons which allow Librarians to channel their psychic energy into Close Assault combat. Only Librarians are allowed to carry Force Axes. For rules on Librarians and Force Axes, see *Marine Librarians*.

Power Swords

Power Swords are issued both as effective weapons and symbols of rank. For this reason it is usually only the Captains that possess them, although Marine Sergeants who have shown extreme bravery are sometimes awarded one. They give no plusses to the Marine's Close Assault roll; however, the Marine player can force the Genestealer player to reroll one of the dice he rolled. The new roll stands - even if it is better than the original roll.

The Marine can parry only when he is facing his opponent. He cannot parry attacks from the side or rear. The Marine is never forced to parry - if he is satisfied with any of the Genestealer's first three rolls, he can always let them stand.

Grenade Launchers

The Marine Captains are equipped with special Power Gloves incorporating a small, rapid-firing Grenade Launcher. The Launcher is equipped with ten Crack and ten Plasma grenades.

Grenade Launchers can be fired in the same circumstances, for the same AP cost, as Storm Bolters, except that they cannot be used in Overwatch fire and they receive no sustained fire bonus.

The Grenade Launcher has a range of 8 squares. Hits with grenades are automatic. All the player needs to do is check that the Captain can draw LOS to the target square and that the target is within his Fire Arc, and then count the range.

Grenade Markers

When the Captain fires a Crack grenade, the Marine player hands a Crack marker to the Genestealer player. When the Captain fires a Plasma grenade, he places the marker in the target square, and the Genestealer player removes it during the Endphase (as if it were a Flamer hit marker).

When the Marine player runs out of markers, the Captain is out of ammunition and cannot fire any more grenades of that type for the remainder of the game.

Crack Grenades

Crack grenades are shot against individual models or doors. The Marine player rolls one die for the target; the scores required to kill the target are given on the following table:

CRACK GRENADE KILL SCORE OPPONENT SCORE REQUIRED

Genestealer	4
Door	4

Plasma

Plasma grenades affect entire board sections, in much the same way as Heavy Flamers. The Marine player places the Plasma marker in the targeted square (*not* the middle of the section, like Heavy Flamer markers), then rolls one die for each model on the section. The scores required to kill are:

PLASMA GRENADE KILL SCORE OPPONENT SCORE REQUIRED

Genestealer	5
Blip	5
Marine	6
Door	5

Plasma grenade markers remain on the board until the Endphase. Models can enter sections which have taken plasma hits freely and without risk. However, if a model or Blip enters the actual square with the Plasma marker in it, the Marine player rolls on the table above to see if it is destroyed. If there is more than one plasma marker in a square, the Marine player rolls for each marker.

Plasma markers block LOS.

Bulkheads

Bulkheads follow all of the rules for closed doors with respect to LOS and Flamer effects. However, they cannot be opened normally: they are firmly fixed in place and must be broken through.

A Marine armed with a Chain Fist breaks through a bulkhead by paying 2 APs. Other Marines must make close Assault attacks against them, succeeding if they roll a 6 or higher. Any Close Assault bonus the Marine is entitled to modifies the roll as usual, as do any Psi Points the Librarian spends.

Genestealers need to roll a 6 on one of their dice to break through a bulkhead.

Bulkheads cannot be shot open. However, a self-destructing Flamer or Malfunctioning Assault Cannon will destroy a bulkhead on a roll of 5 or better.

WEAPON AND CHARACTER SUMMARY

RANGED WEAPON SUMMARY

WEAPON	RANGE	AREA EFFECT	DICE	DESTROY 'STEALER	DESTROY MARINE	DESTROY DOOR	AMMO	SUSTAINED FIRE	OVERWATCH
Storm Bolter	UL/12	Target	2D	6	-	6	UL	Yes	Yes
Heavy Flamer	12	Sector	1D	2	2	-	6	No	No
Assault Cannon	UL/12	Target	3D	5	-	5	10*	Yes	Yes
Crak Grenade	8	Target	1D	4	-	4	10	No	No
Plasma Grenade	8	Sector or Square**	1D	5	6	5	10	No	No

* Assault Cannon may be reloaded for a cost of 4 APs.

** Plasma Grenades affect entire sector when first fired; afterwards they only affect target square.

KEY

Range: The distance the weapon can fire. (Storm Bolters and Assault Cannon have unlimited range, except in Overwatch, when their maximum range is 12.)

Area Effect: Whether the weapon affects just the target or an entire sector.

Dice: The number of dice thrown when firing at a target.

Destroy: The number needed to roll on one of the dice to kill the target.

Ammo: How many times the weapon can fire before running out of ammunition. Storm Bolters have unlimited ammunition (although they can jam in Overwatch).

Sustained Fire: Whether the weapon receives a sustained fire bonus.

Overwatch: Whether the weapon can be put into Overwatch mode.

AP COST TO FIRE

CLOSE ASSAULT SKILL

WEAPON	FIRE	MOVE FORWARD & FIRE	MOVE BACKWARDS & FIRE	CHARACTER	SKILL
Storm Bolter	1	1	2	Marine	0
Heavy Flamer	2	-	-	Sergeant	+1
Assault Cannon	1	1	2	Librarian	+1
Grenade Launcher	1	1	2	Captain	+2

WEAPON AVAILABILITY

CLOSE ASSAULT WEAPON	USED BY	COMBAT EFFECTS	RANGED WEAPONS	USED BY	COMBAT EFFECTS
Power Glove	Any	-	Storm Bolter	Any	-
Chain Fist	Any	-	Heavy Flamer	Marine	-
Power Sword	Sergeant, Captain	Parry	Assault Cannon	Marine	-
Force Axe	Librarian	Psi Points	Grenade Launcher	Captain	-

CAPTAIN SUMMARY

1. +30 seconds on timer.
2. +2 CPs.
3. +2 Close Assault skill.
4. Can *parry* with Power Sword - force 'stealer to reroll one Close Assault die if facing opponent.
5. Carries Grenade Launcher.

CHAINFIST SUMMARY

1. 1 AP to break through door.
2. 2 APs to break through bulkhead.

LIBRARIAN SUMMARY

1. From 10 to 40 *psi points*.
2. +1 Close Assault skill.
3. Can expend *psi points* to increase Close Assault roll if facing opponent.

BULKHEAD SUMMARY

1. Block LOS and movement.
2. Cannot be opened.
3. Fire combat has no effect.
4. Self-destructing Flamers & Malfunctioning Assault Cannon destroy on a roll of 5-6.
5. Chainfists automatically destroy for 2 APs.
6. Other Close Assault attacks need to roll 6 or better to destroy bulkhead. Close Assault modifiers do apply; Librarians can use *psi points*.

DELAYING ACTION

SPACE HULK - Richard Haliwell and Paul Murphy. Space Marine Terminator Command Units, new weapons, and Delaying Action, a mission behind enemy lines.

After the contamination of the Genestealers' cryogenics chambers, the remaining Genestealers launched a last wave attack against the Blood Angels' defensive perimeter. Several of the Blood Angels' Command Units took to the field to bolster the perimeter, beating off the attack with some difficulty.

The Blood Angels' force commander feared that further Marine losses might force them to abandon the hulk altogether. He reluctantly decided to suspend further offensive operations and set up permanent defensive works - force fields, mines and the like - until reinforcements arrived and brought the Chapter's strength up to the point where they could once more go on the attack.

Techmarines began to deploy the explosives and field generators as quickly as possible, but it soon became obvious that the Genestealers were aware of the Marines' weakness, and were once more massing in huge numbers to attack.

To buy some time, an Ultramarine Command Unit, temporarily assigned as observers to the Blood Angel Task Force, were ordered to launch a raid deep into 'stealer territory. The details and objectives were left up to the Ultramarines themselves - all the Angels required was that they delay the Genestealers' attack

Recognising that he did not have the strength to mount a spoiling attack against the 'stealers, Ultramarine Captain Fargas decided to draw off some of the massing 'stealers by the simple method of offering them an easier target - himself and a small group of Ultramarines making an attack behind enemy lines.

+ 112.16.09

++ Squad Fargas moving out. Oxygen chamber two-four-zero yards. E.T.A four minutes.

++ No enemy activity.

++ I hope this woks. Oxygen starvation is a remarkably unpleasant way to die.

++ Cut the chatter Marine.

++ Yes sir

Fargas realised that the Genestealers were intelligent enough to recognise what he was up to. They had been caught out before by decoy missions, and had proven themselves fully capable of learning from their mistakes. Therefore it was necessary to come up with a target for the raid that the 'stealers could not possibly ignore.

Early scans of the vessel had located various pockets of oxygen, held in by force fields, scattered about the vessel.

Though the 'stealers could obviously exist for quite some time without breathing - most of the hulk was in vacuum - the Task Force's xenobiologists insisted that no matter how hardy and efficient their bodily functions, they simply *had* to breathe some time. But, as destroying the cryogenics systems was of such

paramount importance, up until now the oxygen chambers had been ignored, leaving the Genestealers with a source of clean air.

+ 113.18.54

++ Enemy forces massing on our left flank.

++ Assault Cannon, shift to parallel corridor three yards to your left.

++ There is no greater gift to the Emperor than death - our enemy's or your own.

Most of the oxygen chambers in the hulk were clustered in the centre of the vessel, near the now defunct cryogenic chambers. The area of the Marine perimeter was relatively lightly equipped with oxygen chambers: there was only one within two thousand yards. Fargas hoped that if he destroyed the nearby oxygen chamber, the 'stealers would have to waste time returning to the farther chambers to breathe, leaving them less time between journeys to fight - and possibly forcing them to retreat *en masse* to nearer the precious gas.

This was, of course, merely speculation. The 'stealers might be able to exist for days - or weeks - without oxygen, and might ignore Fargas' attack altogether. Therefore, Fargas decided to employ the smallest number of Marines possible on the raid, leaving the bulk of his men bolstering the defensive lines.

The Squad would consist of Captain Fargas himself, a Marine Librarian, an Assault Cannon Marine, a Flamer Marine and, as the shortest route to the oxygen chamber lay through an unstable area of the hulk with many support bulkheads, a Marine equipped with a Chain Fist.

+ 115.00.30

++ Librarian Tollset is in. Jarvis, Lock, Trisstan are gone.

++ Am under heavy...

Objectives

The Ultramarines are attempting to fight their way through to the oxygen chamber.

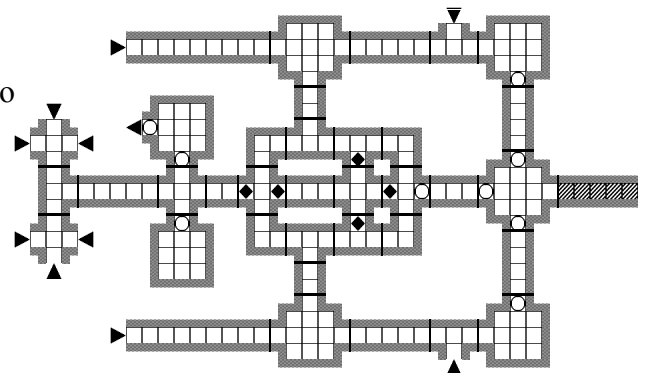
Forces

Marines: One Marine Captain; one Marine Librarian; one Marine with Assault Cannon; 1 Flamer Marine; 1 Marine with Chain Fist.

Genestealers: One Blip at the start of the game. The Genestealers' reinforcement rate is as follows:

Turn Number	Reinforcements
1-3	1
4-6	2
7+	3

Deployment



Marines: The Squad sets up in the shaded corridor section shown on the map.

Genestealers: Reinforcements and starting forces may be deployed at any of the entry areas shown on the map.

Special Rules

'stealer Reinforcements: The 'stealer player keeps track of the turns on a piece of scrap paper.

The exit point: Marines can exit the map at the exit point, paying 1 or 2 APs to do so, depending upon their facing. Genestealers cannot exit the map.

Victory

The Marine player wins a marginal victory if one Marine exits the map; a major victory if two or more exit the map.