

WOLF LAIR

Dean Bass and Chris Colston. Dean has written a new five part Space Hulk campaign for two or four players. The game involves a desperate rearguard action by a small group of Space Marines who must hold out until reinforcements can arrive. We've included a complete set of maps plus a campaign roster and three pages of brand new floorplans, corridor sections, barricades and counters that you can cut out and use in your games.

Mission One: Under Attack

Mission Two: To The Rescue

Mission Three: Barricades

Mission Four: Breakthrough

Mission Five: To The Death!

Brother Huron, Terminator Captain of the Space Wolves Chapter, leaned back angrily in the Command Throne. The air on the ship's bridge tasted foul but the Tech-priests had higher priorities than calibrating filtration units now. A glancing hit from a Tyranid Deathburner had caused crippling damage to the Star of Fenris. Running from a fight had caused Huron to howl with rage but it had been the only course open to him at the time. He must now rendezvous with his brother Marines on the repair outpost A10709.

"Brother - Captain, look at this," said Sergeant Capel. "The signs are not good."

Huron glanced toward Capel; the man's head was eerily underlit by the holosphere hovering over his sensor-alter.

"Show me," he said coldly. Capel intoned a brief prayer to the Emperor. His fingers danced over the command runes of the alter. The holosphere drifted over the central command alter and expanded to twice the size of a man. Its light illuminated even the most shadowy corners of the Bridge.

Within the great glowing sphere drifted glyphs representing the Star of Fenris, the other contact and the Space Wolves' base A10709. A dozen heads gazed up in surprise.

"Bones of Russ," Capel muttered, "it's huge. And what does that sign mean. I've never seen its like before." Huron had. Even as Capel reached for the Codex Sensorium Huron's words froze him.

"It's a Space Hulk," said Huron, "and it's infected by Genestealers. Check the course vector."

Capel passed his hand over the control runes. Red lines extended from the hulk glyph and A10709. They intersected.

"It's directly on course for the base. There's not enough men there to withstand a Genestealer incursion."

"We have no choice," said Huron. "Feed all auxiliary power to the main drive. Notify the station commander. Genestealer attack imminent. Relief force on the way."

He prayed his brother Marines could hold out until he arrived.

Campaign Rules

Wolf Lair is a five-part campaign for two or four players using a selection of new board sections, new counters and a campaign roster sheet. It includes psychic Genestealer Hybrids although you can choose to play without them if you prefer. The Genestealer player uses the extended blip set throughout the whole campaign.

- The Space Marine player must try to keep as many of his Space Marines alive as possible until the relief force arrives or he'll be overrun by Genestealers. The forces available for later missions depend on the outcome of the earlier ones. This is explained in more detail in each mission.
- The Genestealer player must attempt to destroy as many Space Marines as possible early on in the campaign to give himself a greater chance of winning later on.

We recommend that you take a close look at all the missions before starting to play the campaign. This way you'll know what's at stake, and you'll be able to formulate a plan before you begin playing.

After playing each mission, players should always make a note of which forces they have left, as this information will be needed later.

Playing the Campaign as One Game

We've included a map of the entire complex so you can play the campaign all at once using the entire board if you want! To do this you'll need two complete sets of Space Hulk, Deathwing and Genestealer. You could play the campaign as it is written, using four players. Decide who'll be the two Genestealer players and who'll play Captain Vortigern and Sergeant Horst. Captain Vortigern and a Genestealer player should play Mission 1 while Sergeant Horst and the other Genestealer player are playing Mission 2. Stay in these pairs and play Missions 3 and 4 simultaneously.

Map Level 1

Map Level 2 (Big!)

Finally, play Mission 5 with the Genestealers having 11 Blips each and all four players playing at once. The extra four Blips are to account for the extra Command Points the Space Marines will have, as both Space Marine players draw command points. Split any extra Blips from Missions 3 and 4 between the two Genestealer players.

Playing the Missions Separately

If you don't want to play the missions as a campaign, or you've already played the campaign and want to play the missions on their own, we've included rules to convert each one. You'll find details of deployment and victory conditions in each mission.

Playing the Campaign without Psychic Combat Rules

This campaign can be played without the psychic combat rules from the Genestealer boxed set. If you decide to do this, count the psykers as non-psykers, but keep the same weapons. Any Librarians should be replaced with a Space Marine in Terminator Armour, armed with a storm bolter and power fist.

Wolf Lair Campaign Roster

SQUAD HORST

SQUAD VOLUND

SQUAD FAUST

Sergeant

Librarian

Marine with storm bolter

Marine with storm bolter

Marine with assault cannon (3 reloads)

Assault cannon ammo track				
1	2	3	4	5
6	7	8	9	10
Reload				
1	2	3	4	5
6	7	8	9	10
Reload				
1	2	3	4	5
6	7	8	9	10
Reload				
1	2	3	4	5
6	7	8	9	10

SQUAD LUTHER

Sergeant

Marine with lightning claws

Marine with storm bolter

Marine with flamer (1 reload)

Marine with grenade harness

Flamer ammo track					
1	2	3	4	5	6
Reload					
1	2	3	4	5	6
Grenade Harness ammo track					
1	2	3	4	5	
6	7	8	9	10	

SQUAD VORTIGERN

Sergeant with grenade harness

Sergeant

Marine with thunder hammer & storm shield

Marine with storm bolter

Marine with storm bolter

Marine with assault cannon (3 reloads)

Assault cannon ammo track				
1	2	3	4	5
6	7	8	9	10
Reload				
1	2	3	4	5
6	7	8	9	10
Reload				
1	2	3	4	5
6	7	8	9	10
Reload				
1	2	3	4	5
6	7	8	9	10

TURN TRACK

Sergeant

Librarian

Marine with lightning claws

Marine with storm bolter

Marine with flamer (1 reload)

Flamer ammo track					
1	2	3	4	5	6
Reload					
1	2	3	4	5	6

Librarian

Marine with storm bolter

Marine with storm bolter and chain fist

Marine with flamer

Flamer ammo track					
1	2	3	4	5	6
Reload					
1	2	3	4	5	6
Grenade Harness ammo track					
1	2	3	4	5	
6	7	8	9	10	

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18

WOLF LAIR

1 - Under Attack

The outpost was only garrisoned by three squads of Space Wolf Terminator Marines, under the command of Captain Vortigern. When the alert sounded, he immediately sent out a call to his men to gather together for a briefing.

The Captain's plan was straightforward: they would abandon the surface level of the building, and defend the lower level in two stages. Squads Luther and Faust would try to hold up the enemy advance, while Squad Vortigern prepared a defensive position for them to fall back to.

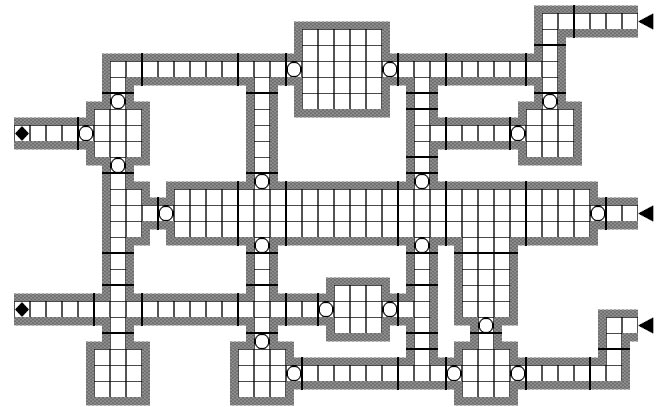
Suddenly the warning systems went off. The enemy had landed and were breaking into the upper levels. Sensors confirmed that it was the Genestealers who were flooding into the building. Captain Vortigern took a deep breath and informed his Brother Marines.

If only they could hold out until the relief force arrived.

Objectives

The Space Marine player must hold up the Genestealer attack for 12 turns.

The Genestealer player should try to move Genestealers across the board and off the other side.



Forces

Space Marines

The Space Marine player has two Squads as detailed below.

Squad Luther:

- 1 Sergeant with storm bolter and power sword.
- 1 Epistolary (level 3) with storm bolter and force axe.
- 1 Space Marine with flamer (1 reload) and power glove.
- 1 Space Marine with lightning claws.
- 1 Space Marine with storm bolter and power glove.

Squad Faust:

- 1 Sergeant with storm bolter and power glove.
- 1 Space Marine with assault cannon (3 reloads) and power glove.
- 1 Space Marine with thunder hammer and storm shield.
- 2 Space Marines with storm bolters and power gloves.

Genestealers

The Genestealer player starts with 6 Blips and receives 1 more Blip as reinforcements per turn. These are taken from the expanded Blip set, but must not be ambush counters. The lettered Blips represent the following Hybrids:

- A. Unarmed 4th level psyker
- B. 4th level psyker with bolt pistol
- C. 4th level psyker with laspistol
- D. 4th level psyker with plasma gun
- E. Non-psyker with conversion beamer
- F. Non-psyker with bolter
- G. Non-psyker with heavy bolter
- H. Non-psyker with lasgun and power sword
- I. Non-psyker with autocannon
- J. Non-psyker with missile launcher

Deployment

Space Marines

The Space Marines are divided up into the rooms so that each room contains either one or two Space Marines.

Genestealers

The starting force is placed as two Blips per entry area. The reinforcements may start at any entry area.

Genestealers move first.

Special Rules

Both players use psychic cards from the Genestealer boxed set.

Ending the Mission

The mission ends after 12 turns.

Record whether any Genestealers exited the board and which Space Marines survived. Record how much ammunition was left for assault cannon and flamers. The results of this mission directly affect Mission Three.

If all the Space Marines were killed before turn 12 the campaign is lost as Captain Vortigern will not be able to hold out until the relief force arrives. If you weren't successful, try playing the scenario again.

Non-Campaign Mission

The following rules cover using Mission 1 as a stand-alone rather than part of a campaign:

Increase the Genestealers to 2 Blips reinforcements per turn, and increase the game length to 14 turns.

Victory Conditions

Genestealers win if three or more Genestealers escape. The Space Marines win if no Genestealers escape. Otherwise the Mission is a draw.

WOLF LAIR

2 - To The Rescue

The worst had happened. The Genestealers had broken into the outpost before the relief force could arrive. Now it would be necessary for the force of Terminators to enter the building while their power-armoured brethren dealt with the force still in the open.

Sergeant Horst would lead two squads directly into the complex while a third would break directly into the lower level.

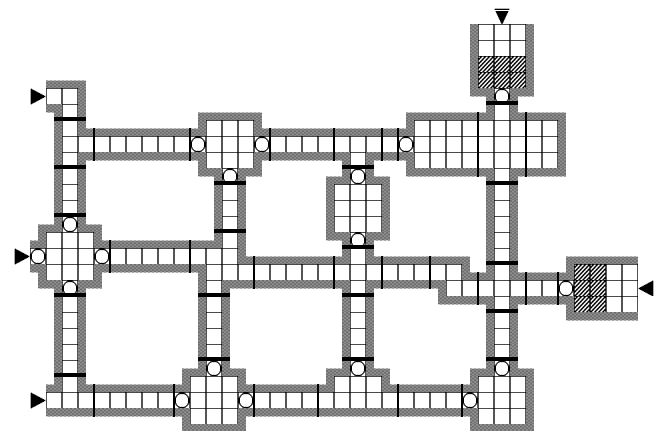
Horst and his troops would have to locate the entrance the enemy had made into the lower level and follow them down, sealing it behind them.

However, they would have to move fast. Captain Vortigern and his men could not be expected to hold out long.

Objectives

The Space Marine player must locate the Genestealer entrance to the lower levels.

The Genestealer player must destroy the Space Marine force.



Forces

Space Marines

The Space Marine player has the following two squads:

Squad Horst:

- 1 Sergeant with storm bolter and power sword.
- 1 Epistolary (level 3) with storm bolter and force axe.
- 1 Space Marine with assault cannon (3 reloads) and power glove.
- 2 Space Marines with storm bolters and power gloves.

Squad Volund:

- 1 Sergeant with storm bolter and power glove.
- 1 Space Marine with flamer (1 reload) and power glove.
- 1 Space Marine with lightning claws.
- 1 Space Marine with storm bolter, grenade harness and power glove.
- 1 Space Marine with storm bolter and power glove.

Genestealers

The Genestealer player starts with 5 Blips and receives 1 Blip as reinforcements per turn from Turn 3. These are taken from the expanded Blip set or ambush counters. The lettered Blips represent the following Hybrids:

- A. Unarmed 4th level psyker
- B. 4th level psyker with laspistol
- C. 4th level psyker with bolter
- D. 4th level psyker with plasma pistol
- E. Non-psyker with bolt pistol
- F. F Non-psyker with plasma gun
- G. Non-psyker with lascannon
- H. Non-psyker with autocannon
- I. Non-psyker with missile launcher
- J. Non-psyker with conversion beamer

Deployment

Space Marines

The Space Marines start with one Squad per entry area.

Genestealers

The Genestealer starting force is placed as one Blip per room. The reinforcements start at any marked entry area. Note that the Space Marine entry areas are also Genestealer entry areas.

Space Marines move first.

Special Rules

Both players use psychic cards.

Grenade Harness

The rules for a grenade harness firing blind grenades can be found in the book *Space Hulk Campaigns*. A grenade harness fires a blind grenade into an adjacent section providing at least one square of that section is in line of sight and fire arc. The blind grenade blocks line of sight through that section for one turn and is removed at the start of the Space Marine player's next turn. It costs 2AP to fire a grenade from the harness.

Pitfall Placement

Before the game starts the Genestealer player places the pitfall counter and the four dummies on the board face down in corridor sections (not rooms). The counters must be at least six squares away from a Genestealer entry point and should be at least six squares away from another counter.

Finding the Pitfall

When a Space Marine gets within six squares of a pitfall and within line of sight the Genestealer player must turn the counter face up. If the counter is a dummy remove it from play, but if it is the pitfall leave the counter on the board. Once the pitfall has been found the remaining Space Marines must exit through the hole. It costs 1AP to enter the pitfall and the Space Marine is removed from play. The last Space Marine through the pitfall counts as sealing it behind him.

Ambush Blips

If an ambush counter is used and is revealed to be a Genestealer rather than a false alarm, the Genestealer player draws a Blip. If the Blip shows Purestrains then the ambush is one Purestrain, but if it shows a Hybrid then the ambush is that Hybrid!

Ending the Mission

The mission ends when there are no Space Marines left in play, either because they have exited through the pitfall or they are dead. Record which Space Marines exited through the pitfall and how much ammunition was left for the assault cannon and the flamer.

If no Space Marines survive, the relief force has failed and the campaign is lost. If this happens, start the campaign again, bearing in mind in which areas you were at your weakest. This will enable you to formulate a new defence plan.

Non-Campaign Mission

Increase the Genestealer starting force to 2 Blips per room.

Victory Conditions

The Space Marines win if three or more Space Marines escape. The Genestealers win if no Space Marines escape. Otherwise the Mission is a draw.

WOLF LAIR

3 - Barricades

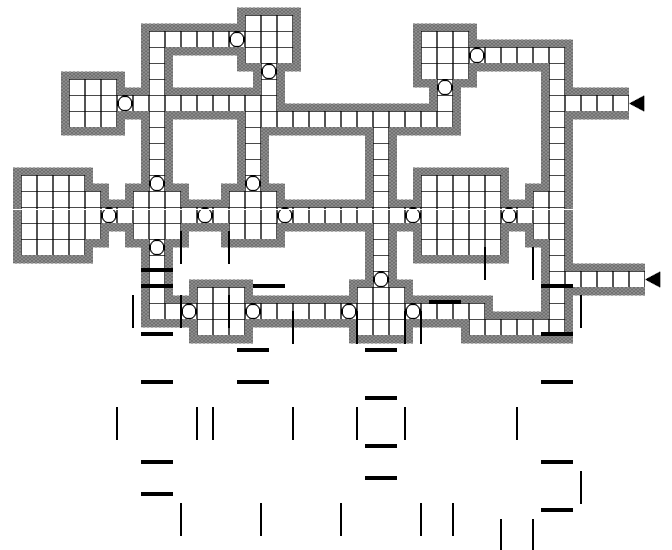
Captain Vortigern gave the order and the scant survivors of Squads Luther and Faust swiftly pulled back to the newly prepared positions. The Genestealers were caught by surprise and failed to stop them getting away. When they drove a fresh attack into the new area they found Space Marines firing from prepared positions and dug in for a long stay.

It was now a race as to whether the relief force could break through before the Genestealers overran the positions and got into the outpost control centre. Any damage in the control room could leave the outpost out of commission for months, leaving a large hole in the defence net. But the relief force was on its way and once it broke through, the Genestealers would be forced to defend themselves. Then Vortigern's troops could attack!

Objectives

The Space Marine player must defend the Control Room (the new room section).

The Genestealer player is trying to attack the Control Room and do critical damage to the controls.



Forces

Space Marines

The Space Marine player has the survivors of Mission One (survivors of Squads Luther and Faust) plus Squad Vortigern. If any Genestealers exited the board in Mission One see the special rules below. Note that the Space Marines also have 1 flamer reload and two assault cannon reloads for the survivors of Mission One.

Squad Vortigern:

- 1 Captain with storm bolter, power sword and grenade launcher.
- 1 Chief Librarian (level 4) with storm bolter and force axe.
- 1 Space Marine with flamer (1 reload) and power glove.
- 1 Space Marine with storm bolter and chain fist.
- 1 Space Marine with storm bolter and power glove.

Genestealers

The Genestealer player starts with 4 Blips and receives 2 Blips as reinforcements per turn for 12 turns. These

are taken from the expanded Blip set, but not ambush counters. The lettered Blips represent the following Hybrids:

- A. Unarmed 4th level psyker
- B. 4th level psyker with bolt pistol
- C. 4th level psyker with laspistol and chainsword
- D. 4th level psyker with lasgun
- E. 4th level psyker with heavy plasma gun
- F. Non-psyker with missile launcher
- G. Non-psyker with bolter
- H. Non-psyker with autocannon
- I. Non-psyker with lascannon
- J. Non-psyker with conversion beamer

Deployment

Space Marines

The Space Marines may be placed anywhere on the board except within 12 squares of a Genestealer entry area. They may be placed on overwatch if required.

Genestealers

The Genestealers start as 2 Blips per entry area. The reinforcements may be split between entry areas as required.

Genestealers move first.

Special Rules

Both players use psychic cards.

Pre-Scenario Casualty

If any Genestealers exited the board in Mission One then Squad Vortigern loses the Space Marine with the Chain Fist who was caught by surprise and killed before the Squad could react.

Set-Up

Before the game starts the Space Marine player places the new barricade counters anywhere on the board. It's a good idea to read the special rules on barricades before using them.

[There are four 1*1 square barricades, two 2*1 square barricades, and one 3*1 square barricade.]

The Space Marine player may also open, but not remove, up to 5 of the doors.

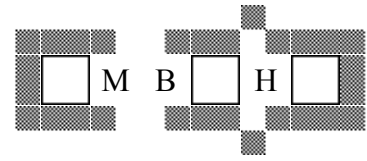
Barricades

The barricades are specially constructed to protect troops firing from behind them. A model in a square directly touching a barricade has a line of sight through the barricade square and may fire through the barricade if a target is in line of fire. However, to anyone not in a square touching the barricade it will seem like a crate, completely blocking line of sight. A barricade is destroyed the same way as a crate, ie roll as to

destroy a door, with a successful hit turning the barricade to rubble unless the attack was by a conversion beamer or a Vortex or Blast psychic attack, which will vaporise it.

Example

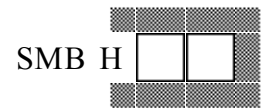
The Space Marine M may fire at the Genestealer Hybrid H through the barricade B, but the Hybrid cannot fire back. However, it could fire at the barricade.



Note, however, that if a target is also directly behind the barricade the defender can no longer fire.

Example

The Space Marine can no longer fire at the Hybrid and the Hybrid cannot fire at the Space Marine. However, if the Space Marine M was not there the Hybrid could fire at the Sergeant S.



The Control Room

If at any time there are Genestealers in the Control Room, but no Space Marines, the Genestealer player may count as destroying vital pieces of equipment. For each Genestealer in the room roll a D6. A result of 5 or 6 means vital equipment has been wrecked.

Ending the Mission

After turn 12 the Genestealers get no more reinforcements. After turn 15 the remaining Genestealers will retreat off the board. The mission ends when no Genestealers are left on the board, or all the Space Marines are dead.

If the Genestealers killed all the Space Marines the campaign is over and the Space Marine player has lost.

Otherwise note down the following:

- i) Which Space Marines survived and the amount of flamer and assault cannon ammo left, if the Space Marines using them survived.
- ii) Which Genestealers survived. Add up the number of models and divide by three (rounding up) and this number of Blips is transferred to Mission 5.
- iii) Whether the Genestealers managed to wreck any vital equipment.

Non-Campaign Mission

The Space Marine force uses Squad Vortigern plus Squad Ragnar below.

Squad Ragnar:

- 1 Sergeant with storm bolter and power sword.
- 1 Epistolary (level 3) with storm bolter and force axe.
- 1 Space Marine with assault cannon (3 reloads) and power glove.
- 1 Space Marine with lightning claws.

1 Space Marine with storm bolter and power glove.

The Genestealers have a 4 Blip starting force plus 4 Blips per turn for the first three turns, then 2 Blips per turn for the rest of the 12 turns.

Victory Conditions

Genestealers win if they cause critical damage to the controls. The Space Marines win if three or more Space Marines survive and there is no critical damage caused. Otherwise the Mission is a draw.

WOLF LAIR

4 - Breakthrough

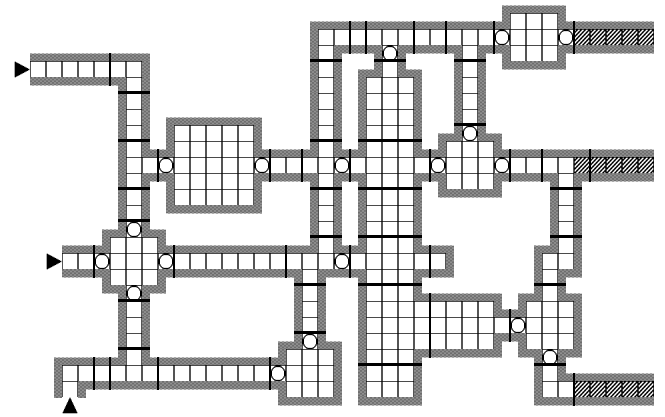
The relief force was pushing ahead and now they had the remaining Genestealers trapped between them and the defenders. Vortigern's men had even started to push forwards and now there were only two sections of the outpost to clear.

Squad Gunnar joined up reporting weak resistance in the rest of the lower level. They must now push on and box the last of the foe into one small section.

Objectives

The Space Marine player must reach the 'crossroads' room and kill all the Genestealers.

The Genestealer player must kill all the Space Marines.



Forces

Space Marines

The Space Marine player has the survivors from Mission Two (survivors of Squads Horst and Volund) plus Squad Gunnar. There is also a reload for the flamer and two for the assault cannon if those Space Marines survived Mission Two.

Squad Gunnar:

- 1 Sergeant with storm bolter and power glove.
- 1 Codicier (level 2) with storm bolter and force axe.
- 1 Space Marine with assault cannon (3 reloads) and power glove.
- 1 Space Marine with thunder hammer and storm shield.
- 1 Space Marine with storm bolter and power glove.

Genestealers

The Genestealer player starts with 4 Blips and receives 1 or 2 Blips as reinforcements per turn as per the special rules below. These are taken from the expanded Blip set, but not ambush counters. The lettered Blips represent the following Hybrids:

- A. Unarmed 4th level psyker
- B. 4th level psyker with laspistol
- C. 4th level psyker with bolt pistol
- D. 4th level psyker with bolter
- E. 4th level psyker with autocannon

- F. Non-psyker with lascannon
- G. Non-psyker with plasma gun
- H. Non-psyker with heavy bolter
- I. Non-psyker with missile launcher
- J. Non-psyker with conversion beamer

Deployment

Space Marines

Survivors of Squad Horst use entry area A, survivors of Squad Volund use entry area C, while Squad Gunnar use entry area B.

Genestealers

The Genestealer player may place the starting force anywhere on the main (three wide) corridor. The reinforcements may use any of the three marked entry areas.

The Space Marines move first.

Special Rules

Both players use psychic cards.

The Space Marine player may block entry points.

Genestealer Reinforcements

The Genestealer player receives 2 Blips per turn until the first Space Marine has crossed the main corridor and then the reinforcements decrease to 1 Blip per turn.

When the first Space Marine enters the 'crossroads' room the reinforcements stop.

Ending the Mission

The mission ends when either all the Space Marines or all the Genestealers are dead.

If the Genestealers won convert any remaining Blips and add up the number of models. Divide this number by three (rounding up). This is the number of extra Blips used in Mission Five.

If the Space Marines won note down which Space Marines survived and what ammo is left for the flamer or assault cannon if those Space Marines survived. Full reloads from a dead assault cannon Space Marine can be counted by a surviving one.

Non-Campaign Mission

The Space Marine force uses Squad Gunnar plus Squad Alric below.

Squad Alric:

- 1 Sergeant with storm bolter and power sword.
- 1 Epistolary (level 3) with storm bolter and force axe.

- 1 Space Marine with flamer (1 reload) and power glove.
- 1 Space Marine with storm bolter, grenade harness and power glove.
- 1 Space Marine with storm bolter and power glove.

The Genestealers have a 4 Blips in the main corridor, 2 Blips in the big (5x5) room and 2 Blips in the 'crossroads' room.

Victory Conditions

The Space Marines win if three or more Space Marines survive. Genestealers win if no Space Marines survive. Otherwise the Mission is a draw.

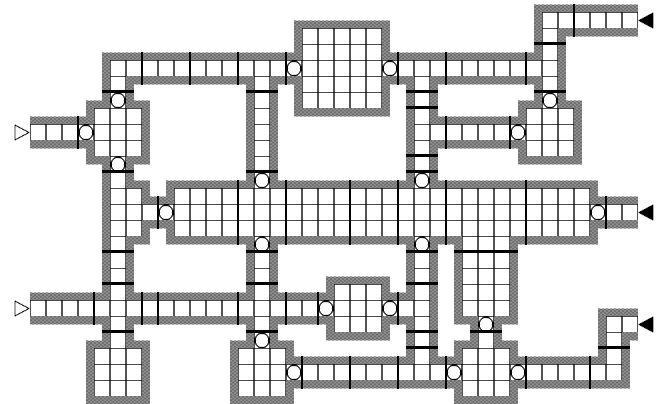
WOLF LAIR

5 - To The Death!

Now they had them! The last of the Genestealers were caught between the two forces and could now be crushed. The battle would be tough, as the Genestealers were cornered and would fight to the death. Victory was by no means assured. There was the threat of heavy numbers of psykers amongst the foe, possibly even a Magus. With one last check of their equipment the Space Marines prepared to do battle once again. To the death!

Objectives

The Space Marine player must destroy the last remaining Genestealers. The Genestealer player must kill the Space Marines, especially the remnants of Squads Luther, Faust and Vortigern.



Forces

Space Marines

The Space Marine player has two groups: the Defending force is the survivors of Mission Three (survivors of Squads Luther, Faust and Vortigern) and the relief force is the survivors of Mission Four (survivors of Squads Horst, Volund and Gunnar).

Genestealers

The Genestealer player starts with 18 Blips plus any from Missions Three and Four.

These are taken from the expanded Blip set and the lettered Blips represent the following Hybrids:

- A. Unarmed Magus
- B. 4th level psyker with bolter
- C. 4th level psyker with lasgun
- D. 4th level psyker with plasma gun
- E. 4th level psyker with conversion beamer
- F. 4th level psyker with autocannon
- G. Non-psyker with missile launcher
- H. Non-psyker with heavy bolter
- I. Non-psyker with lascannon
- J. Non-psyker with heavy plasma gun

Deployment

Space Marines

The Defending Force may be split as required over the three entry areas marked A, while the Relieving Force may be split as required over the entry areas marked B.

Genestealers

The Blips may be placed anywhere on the board except within 12 squares or in line of sight of a Spacer Marine entry area. The Blips are placed before the Space Marines are placed.

The Space Marines move first.

Special Rules

Both players use psychic cards.

Extra Genestealers

Any extra Genestealers from Missions Three or Four are added to the starting force as calculated at the end of the missions.

Set-Up

Before the start of play both players take it in turns to place the rubble counters on the board with the Space Marine player going first. Each player may also choose to remove up to 3 doors. This is to represent the carnage left from the fighting in Mission One.

Magus

If a Genestealer player draws Blip A there is a Magus in play. The Magus model must be placed on the board as any Librarians would be able to sense the high level of psychic energy that emanates from him. If there are no Librarians in play, the Magus is left as a Blip. The Genestealer player has a psychic hand of 5 cards until the Magus is killed.

Ending the Campaign

If the Space Marines kill all the Genestealers and there is at least one member of the Defending Force alive the Space Marines win.

If the Space Marines kill all the Genestealers and no vital equipment is destroyed in Mission Three, but there are no survivors from the Defending Force, then the Campaign is drawn.

If the Space Marines are killed, or there are no Defending Force survivors and there was vital equipment destroyed, then the Genestealers have won.

Non-Campaign Mission

The Space Marine force is Squad Vortigern split over entry areas marked A and Squad Gunnar split over entry areas marked B.

The Genestealers have 25 Blips.

Victory Conditions

The Space Marines win if there is at least 1 survivor from each Squad. Genestealers win if there are no surviving Space Marines. Otherwise the mission is a draw.