

PURIFY AND EVACUATE

Mission created by Kortex, see Space Hulk Arsenal

Translated with kind help from Babelfish

++ Approaching a lone Space Hulk wandering in Space for a routine check, two squadrons of Marines found traces of Genestealers. While passing all sectors with their detectors, the screens indicated a strong activity to the center of the vessel. It is very probable that Genestealers are about to transform the space wreck into an incubator, a cove where they could lock up their victims so that they can generate the next generation of monsters. All this is a blasphemy against the Emperor and Humanity! It falls from now on the shoulders of the Marines to purge the inhabited rooms, and to retreat in the elevator which leads to the docks of the Hulk...

Objectives

At least 5 Marines must return alive with the elevator (Room C). The rooms A and B must be purged by a Marine with a Flamer.

Genestealers must at all costs prevent the Marines from achieving their goal, and must thus eliminate at least 6 Marines and/or the Marines equipped with Flamers before the incubation rooms are cleansed.

Forces

Marines:

Squad A

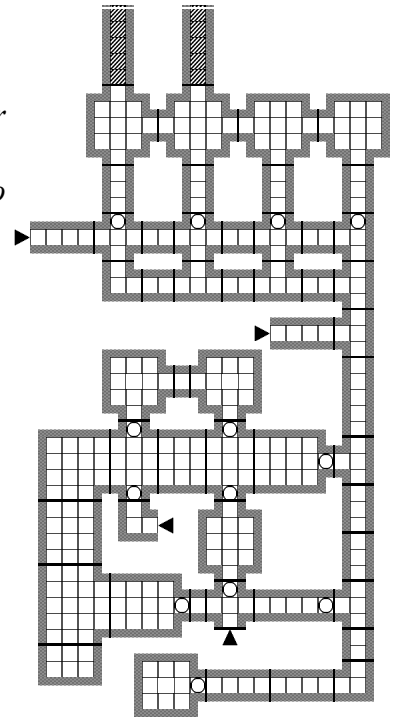
- Captain (Storm Bolter, Power Sword, Power Glove, Grenade Launcher)
- Psyker Marine - Level 3 (Storm Bolter, Force Axe)
- Marine with Assaultgun (2 reloads)
- Marine with Flamer
- Marine with Chainsaw

Squad B

- Sergeant (Storm Bolter)
- Psyker Marine - Level 3 (Storm Bolter, Force Axe)
- Marine with Assaultgun (2 reloads)
- Marine with Flamer
- Marine with Chainsaw

Stealers:

All psykers are of the 3rd level. Stealers receive 2 blips in reinforcement per turn. All the additional blips are used in this mission, and the blips marked with a letter are converted according the table.



- A. Psyker with Autocannon
- B. Psyker with Conversion Beamer
- C. Psyker with Missile Launcher
- D. Non-Psyker with Autocannon
- E. Non-Psyker with Conversion Beamer
- F. Non-Psyker with Missile Launcher
- G. Psyker with basic or close-combat weapon
- H. Psyker with basic or close-combat weapon
- I. Psyker with basic or close-combat weapon
- J. Psyker with basic or close-combat weapon

Special Rules

Both players use psychic cards.

The Marine player can secure areas, and the stealer player can use ambush counters if he wish.