SPACE HULK

Castobel Peril

A splinter force from Tyranid Hive Fleet Dagon has initiated a brutal assault at Castobel. Planet defense forces are struggling to repel the attack, and Tyranid forces have overrun large areas of the planet, including the Tyralos hive city and several strategic imperial locations.

A multi-chapter space marine strike force has been mobilized from nearby chapters and ordered to retake an imperial base that is in peril. Damage from the Tyranid attack and initial battle has cause a failure in the ancient fusion reactor which will soon turn critical.

Objectives:

Marine Players

The Marines have **16 turns** to retake the base and enable the emergency shutdown of the fusion reactor before it explodes.

Enable the emergency cooling (3pts each) – The squads deployed from the Caestus Assault Ram can reach the two auxiliary control rooms where the emergency cooling can be enabled. To enable the cooling a marine must enter the control room and spend 2 APs standing in front of the panel. Each emergency cooling system enabled gives an additional 2 turns before the generator goes critical.

Open the bulkheads (1pt each) – During the defense of the base, emergency bulkheads were enabled to try to lockdown and seal off areas. To open a bulkhead a marine must stand in front of the associated control panel and spend 2 APs.

Open the reactor blast doors (1pt each) – The blast doors securing the reactor areas require 3 APs to open. The doors open slowly and require a full turn to open completely. On the Genestealer turn after the door is activated, it is partially open enough for stealers to exit but not for marines to enter or have line of sight into the room.

Shutdown the reactor (10 pts) – To shutdown the reactor a marine (or marines) must be adjacent to the reactor and spend a total of 6 APs. (Marines win!)

Genestealer Player

Prevent the marines from reaching their objectives and kill as many Marines as possible. Stealer players get 1pt per Marine killed.

Special Rules:

Entry points

Marine player can seal entry points, except those marked as unsealable.

Elevator

Getting into or out of the elevator cost 1AP

Commanding the elevator to go up or down costs 1AP

Genestealers can not use the elevator or travel up or down shaft

Genestealers can attack a Space Marine in the elevator

Space Hulk Rules v3.5

The version of Space Hulk rules we are using is combination of 1st and 3rd edition with the 2nd edition flamer rules. Here are the modifications:

Flamers: Using 2nd edition flamer rules with the exception that all flame counters are removed at the end of the stealer turn. A square may only be flamed a maximum of 2 times. If the stealer survives two shots it survives!

Overwatch Jams: Storm Bolter will jam on overwatch if any doubles are rolled. A command point can be used to unjam the bolter and go back onto overwatch.

Weapons: Lightning Claws are 2d6+2. Thunder Hammers are 1d6+2

LOS: Marines have 180 degrees vision. Use true line of sight (middle of square to middle of square) – even in rooms.

Flamers and "Hard-to-Kill" (HTK) models. HTK models cannot move through any flame. HTK models can be killed by a heavy flamer if multiple ammo shots are used (max 2 per square). If two or more kill results are rolled it is dead.

Lurking: To cause lurking, a marine must be within 6 squares of an entry area.

Overkill: If a kill results is rolled for both dice on a storm bolter, or multiple dice for the assault cannon, then an adjacent genestealer (or tyranid) model (in LOS) is also killed. The sustained fire bonus is not applied to determine the second kill result.

Command Points: Each squad gets d3 (1-2=1, 3-4=2, 5-6=3) Command Points.
The leader of each squad provides +2 Bonus CP (Captain, Librarian, and Chaplain)
If the leader of the squad is killed but a sergeant remains the squad receives +1 Bonus CP.

Space Marine Squads

Squad 1 (Blood Angels):
1x Captain w/Storm Bolter, power sword
1x Marine w/Heavy Flamer (1 reload) and power fist
1x Marine w/Assault Cannon (1 reload) and power fist
1x Marine w/Storm Bolter and Power fist
1x Marine w/Storm Bolter and Power fist

Squad 2 (Grey Knights):
1x Captain w/Storm Bolter, 2x power sword
1x Marine w/Heavy Flamer (1 reload) and power sword
1x Marine w/Storm Bolter and power sword
1x Marine w/Storm Bolter and power sword
1x Marine w/Storm Bolter and Thunderhammer

Squad 3 (Deathwing):
1 x Captain w/Storm Bolter and force axe
1x Marine w/Assault Cannon (1 reload) and power fist
1x Marine w/Heavy Flamer (1 reload) and power fist
1x Marine w/Storm Bolter and power fist
1x Marine w/Storm Bolter and power fist

Squad 4 (Ultramarine Chaplain):
1x Chaplain w/Storm Bolter, Crozius Arcanum
1x Marine w/Heavy Flamer (1 reload) and power fist
1x Marine w/Assault Cannon (1 reload) and power fist
1x Marine w/Storm Bolter and power fist
1x Marine w/Storm Bolter and power fist

Genestealer Rules

The scenario is configured so that with two Genestealer players the board is split in half and each Stealer player plays against two of the Marine players.

Genestealers Setup:

Start with four blips deployed on the map (2 for each half). They can be placed in any of the rooms, except the generator room or the marine entry areas.

Reinforcements

4 reinforcement blips per turn. 2 blips must be deployed on each half of the board. Only one blip can be deployed at an entry point each turn. 1 blip must be deployed against each squad. If a marine squad is wiped out that side drops to 1 blips per turn reinforcement.

Tyranid Warrior (w/Boneswords)

The Tyranid Warrior can be substituted for a "2" blip at any time if the model is available (one on each half of the board at a time)

Broodlord

Once the marine open the outer bulkhead doors, the Broodlord blip is placed in the generator room with 2 blips. The entry area in the generator room can now be used on subsequent turns.

Ambush Blips

The Ambush Blip rules are used for **Lictor** deployment. The Genestealer player can choose to take an Ambush blip in place of one of their re-enforcement blips. Each player can deploy up to 3 ambush blips during the game, one at a time. The contents of the ambush blip are determined by die roll. If the Lictor does not appear on the first blip the chances increase with the 2nd and 3rd blips. The chances reset if a Lictor appears on the 1st or 2nd blip.

Ambush Blip	Chance that blips is actually Lictor
1st	5+
2nd	4+
3rd	2+

Lictor – 3d6 Close Assault, Mighty Blow

Genestealer – 3d6 Close Assault

Broodlord - 3d6 Close Assault, Mighty Blow, Hard to Kill

Hormagaunt – 2d6-1 Close Assault, Leap

Tyranid Warrior –3d6 Close Assault, Mighty Blow, Boneswords 2 parries

Mighty Blow – add the highest and lowest dice to determine close assault value

Hard to Kill – requires two kill results to defeat with shooting attack

Leap – can move 2 squares in a straight line for 2AP

Legend for Blips:

All Number Blips (1-6) are Purestrain Genestealers
A - 3 Hormagaunts
B - 3 Hormagaunts
C - 4 Hormagaunts
D - 4 Hormagaunts
E - 4 Hormagaunts
F - 4 Hormagaunts
G - 5 Hormagaunts
H - 6 Hormagaunts

Blip Mix
8 ~ 1s
6 ~ 2s
10 ~ 3s
6 ~ 4s
2 ~ 5s
2 ~ 6s
2 each ~ A, B, C, D, E, F, G, H

Alternate 2 pools ~ each blip pool contains
4 ~ 1s
3 ~ 2s
5 ~ 3s
3 ~ 4s
1 ~ 5s
1 ~ 6s
1 each ~ A, B, C, D, E, F, G, H

Squad I – Blood Angels

Captain w/Storm Bolter, Power Sword
Marine w/Heavy Flamer (1 reload) and Power Fist
Marine w/Assault Cannon (1 reload) and Power Fist
Marine w/Storm Bolter and Power Fist
Marine w/Storm Bolter Power Fist

FLAMER 1 AMMUNITION									
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10

RELOAD

ASSAULT CANNON 1 AMMUNITION TRACK									
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10

RELOAD

Captain 1d6+2 w/parry in close combat
4 A.P. to reload Assault Cannon or Flamer

Weapon Stats

Weapon	Range	Effect	Dice	OVERWATCH	SUSTAIN FIRE	MOVE & FIRE	APS	PURESTRAIN	TYRANID	GAUNTS	LICTOR	BROODLORD	CARNIFEX	DOOR
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	7	4	7	6*	6*	6
Heavy Flamer	12	T	1	N	N	N	2	2	3	1	4	6*	6*	---
Flamer	12	T	1	N	N	N	2	4	4	2	5	---	---	---
Assault Cannon														
Burst	UL / 12	T	3	Y	Y	Y	1	5	5	3	5	5*	6*	5
Full Auto	UL	FA	3	N	N	N	2	4	4	2	4	4*	5*	4

Squad II – Grey Knights

Captain w/Storm Bolter, 2x Power Sword

Marine w/Heavy Flamer (1 reload) and Power Sword

Marine w/Storm Bolter, and Thunder Hammer

Marine w/Storm Bolter and Power Sword

Marine w/Storm Bolter and Power Sword

RELOAD	FLAMER 1 AMMUNITION									
	1	2	3	4	5	6	7	8	9	10
	1	2	3	4	5	6	7	8	9	10

Captain 1d6+2 w/2 parries in close combat

Marines w/Power Sword 1d6 w/parry in close combat

Thunder Hammer 1d6+2 in close combat

4AP to reload Flamer

Weapon Stats

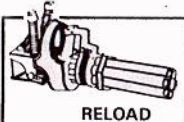| Weapon	Range	Effect	Dice	OVERWATCH	SUSTAIN FIRE	MOVE & FIRE	APS	PURESTRAIN	TYRANID	GAUNTS	LICTOR	BROODLORD	CARNIFEX	DOOR
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	7	4	7	6*	6*	6
Heavy Flamer	12	T	1	N	N	N	2	2	3	1	4	6*	6*	---
Flamer	12	T	1	N	N	N	2	4	4	2	5	---	---	---
Assault Cannon														
Burst	UL / 12	T	3	Y	Y	Y	1	5	5	3	5	5*	6*	5
Full Auto	UL	FA	3	N	N	N	2	4	4	2	5	4*	5*	4

Squad III – Deathwing

Captain w/Storm Bolter, and Power Sword
Marine w/Heavy Flamer (1 reload) and Power Fist
Marine w/Assault Cannon (1 reload) and Power Fist
Marine w/Storm Bolter, and Power Fist
Marine w/Storm Bolter, and Power Fist

ASSAULT CANNON 1 AMMUNITION TRACK									
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10

RELOAD

FLAMER 1 AMMUNITION									
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10

RELOAD

Captain 1d6+2 w/parry in close combat
4AP to reload Assault Cannon or Flamer

Weapon Stats

Weapon	Range	Effect	Dice	OVERWATCH	SUSTAIN FIRE	MOVE & FIRE	APS	PURESTRAIN	TYRANID	GAUNTS	LICTOR	BROODLORD	CARNIFEX	DOOR
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	7	4	7	6*	6*	6
Heavy Flamer	12	T	1	N	N	N	2	2	3	1	4	6*	6*	---
Flamer	12	T	1	N	N	N	2	4	4	2	5	---	---	---
Assault Cannon														
Burst	UL / 12	T	3	Y	Y	Y	1	5	5	3	5	5*	6*	5
Full Auto	UL	FA	3	N	N	N	2	4	4	2	5	4*	5*	4

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Squad IV - Chaplain

Chaplain w/Storm Bolter, Crozius Arcanum, Inspiration and Feel No Pain
Marine w/Heavy Flamer (1 reload) and Power Fist
Marine w/Assault Cannon (1 reload) and Power Fist
Marine w/Storm Bolter, and Power Fist
Marine w/Storm Bolter and Power Fist

FLAMER 1 AMMUNITION

1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10

RELOAD

ASSAULT CANNON 1 AMMUNITION TRACK

1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10

RELOAD

Chaplain 2d6+2 in close combat
   Inspiration: +1 close combat to other marines within 3 squares
   Feel No Pain: ignores wound on 4+
4A.P. to reload Assault Cannon or Flamer

Weapon Stats

Weapon	Range	Effect	Dice	OVERWATCH	SUSTAIN FIRE	MOVE & FIRE	APS	PURESTRAIN	TYRANID	GAUNTS	LICTOR	BROODLORD	CARNIFEX	DOOR
Storm Bolter	UL / 12	T	2	Y/j	Y	Y	1	6	7	4	7	6*	6*	6
Heavy Flamer	12	T	1	N	N	N	2	2	3	1	4	6*	6*	---
Flamer	12	T	1	N	N	N	2	4	4	2	5	---	---	---
Assault Cannon														
Burst	UL / 12	T	3	Y	Y	Y	1	5	5	3	5	5*	6*	5
Full Auto	UL	FA	3	N	N	N	2	4	4	2	5	4*	5*	4