SPACE HULK

The Fall of Kagul III

A Tyranid hive fleet has overrun Kagul III. But before abandoning the planet, the forces of the Adeptus Astartes have been ordered to assist with the evacuation of important personnel and artifacts from imperial outpost LV-426 ...

Objectives:

Marine Players

The Marine's orders are to locate Inquisitor Ambrus Frost and assist him back to his ship and off the planet. Inquisitor Frost returned to LV-426 under vermillion level orders to retrieve an artifact from the base. During the retrieval the base was overrun by Tyranid forces. The Inquisitor signaled for assistance and indicated he was initiating a stasis field for protection.

The Marines have <u>16 turns</u> to find Frost and escort him to his ship before the Tyranid forces overwhelm the base.

Locate Inquisitor Frost - Inquisitor Frost and his squad have hidden in a stasis field in one of the rooms of the base barracks. To search a room a Marine must spend 1 AP in the doorway of the room.

Enable outer defense systems – There are two auxiliary control rooms where the outer base defense systems can be enabled. Each defense system enabled gives an additional 2 turns for Frost to escape.

Open the Hangar Bulkheads - Inquisitor Frost's Arvus Lighter is locked in the hangar protected by an impenetrable power field. When the Tyranids were overrunning the base, automatic procedures locked down the base. To open the hangar doors a marine must enter the control room and spend 2 AP standing in front of the panel. The doors will open at the end of the current player turn. **Note**: because of the lock down procedure this will open both the inner and <u>outer</u> hangar doors

Escort the Inquisitor to his ship - Once located, escort Inquisitor Frost to his ship. Inquisitor Frost must be in a square adjacent to the ship and spend 6APs to disable the power field and enter the ship to prepare for departure.

If Inquisitor Frost makes it into his ship Marine Players win!

Tyranid Player

Prevent the marines from reaching their objectives and keep Inquisitor Frost from leaving.

Special Rules:

Marine player CANNOT seal entry points. The base (and planet) is being overrun by Tyranids.

Tyranid Rules

The scenario is configured so that with two Tyranid players, the board is split in half and each Tyranid 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.

Entry Areas

Because the entire planet is being overrun, after turn 6 the marine entry areas can be used as Stealer entry areas.

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, Parry, Unwieldy

Carnifex – 3d6+2 Close Assault, Mighty Blow, Hard to Kill, Unwieldy

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 2A.P.

Unwieldy – 90 degree turns cost 1A.P.

Legend for Genestealer 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 - 5 Hormagaunts
G - 5 Hormagaunts
H - 6 Hormagaunts
J - 1 Tyranid Warrior

Blip Mix

8 - 1s
6 - 2s
10 - 3s
6 - 4s
2 - 5s
2 - 6s
2 each - A, B, C, D, E, F, G, H, J

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, J

Outer Hangar Door Chart

* First turn the hangar door is open - 1 Carnifex, 4 Genestealers, 4 Hormagaunts enter, subsequent turns a Tyranid Warrior and 1 additional blip will enter.

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 I AMMUNITION

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

RELOAD

ASSAULT CANNON I 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	AP	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

UL=Unlimited   T=Target   A=Area (3x3)   *=Hard to Kill

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

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/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

UL=Unlimited   T=Target   A=Area (3x3)   *=Hard to Kill

Squad III – Deathwing

Captain w/Storm Bolter, and Power Sword
Marine w/Heavy Flamer (1 reload) and Power Fist
Marine w/Cyclone Missile Launcher (1 reload), Storm Bolter and Power Fist
Marine w/Storm Bolter, and Power Fist
Marine w/Storm Bolter, and Power Fist

Cyclone Warheads					
1	2	3	4	5	6
1	2	3	4	5	6

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 Flamer

Weapon Stats

Weapon	Range	Effect	Dice	OVERWATCH FIRE	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	---	---	---
Cyclone Missile Launcher														
Krak	UL	T	2	N	N	N	1	3	3	2	4	4*	5*	3
Frag	UL	A	2	N	N	N	1	5	5	3	5	6*	-	-

UL=Unlimited   T=Target   A=Area (3x3)   *=Hard to Kill

Squad IV - Chaplain

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

FLAMER I AMMUNITION

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

ASSAULT CANNON I AMMUNITION TRACK

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

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

UL=Unlimited   T=Target   A=Area (3x3)   *=Hard to Kill

Inquisitor Frost and Retinue

Inquisitor w/Storm Bolter, Digital Weapon, Power Sword, Power Glove with Grenade Launcher and "Look Out Sir"
Guard "Drake" w/Plasma Pistol and Shield
Servitor "Bishop" w/Heavy Bolter (Hellfire Shells)

Grenade Launcher Ammunition

1	2	3	4	5	6

Hellfire Shells

1	2	3	4	5	6	7	8	9	10

Inquisitor Frost d6+2 w/parry in Close Combat
Digital Weapon allows one las shot before CC
"Look Out Sir" – Apply wound to adjacent model instead of Frost
Guard "Drake" 1d6-2 w/parry in Close Combat
Servitor "Bishop" 1d6-1 in Close Combat

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
Flamer	12	T	1	N	N	N	2	4	4	2	5	---	---	---
Heavy Bolter	UL / 12	T	2	Y/j	Y	N	1	6	7	4	7	6*	6*	6
Hellfire Shell	---	A	1	N	N	N	2	3	4	2	5	5*	6*	---
Plasma Pistol	12	T	1	Y	N	Y	1	5	5	2	6	---	--	5
Grenade Launcher - Plasma	8	S	1	N	N	Y	1	4	5	2	6	---	---	5
Digital Weapon	-	T	1	-	-	-	-	5	6	3	5	---	--	--

UL=Unlimited   T=Target   A=Area (3x3)   *=Hard to Kill

Sgt. Newt

Pilot w/Las Pistol

Sgt. Newt is the pilot of the Arvus Lighter. He was separated from Frost and has spent the last few days hiding in the barracks. If he can reach the ship with Inquisitor Frost only 4AP are needed to activate the ship.

Sgt. Newt can also drive the Sentinel Powerlifter in the hanger if needed. The Sentinel w/Newt has 4AP and moves like a Terminator. 3d6 in close combat, Mighty Blow. The Sentinel is also fitted with a Las Cannon.

Weapon Stats

Weapon	Range	Effect	Dice	OVERWATCH	SUSTAIN FIRE	MOVE & FIRE	APS	PURESTRAIN	TYRANID	GAUNTS	LICTOR	CARNIFEX	DOOR
Las Pistol	12	T	1	Y	N	Y	1	6	7	4	7	-	6
Las Cannon (Sentinel)	U	T	2	N	N	Y	1	4	4	2	5	5*	

UL=Unlimited   T=Target   A=Area (3x3)   *=Hard to Kill

Notes:

1d6-2 in Close Combat*

Sgt Newt is small and agile - he may move through squares occupied by friendly models but must end his movement in an empty square.

* he never dies just disappears back into hiding