

SPACE HULK™

by Nick Wilson and Electronic Arts

Missions

Join the deadly battle between Space Marine® and Genestealer™

CONTENTS

THE IMPERIUM.....	3
THE DARK AGE OF TECHNOLOGY.....	3
THE AGE OF STIFE AND THE REBIRTH OF MAN.....	4
THE EMPEROR.....	4
SPACE HULKS.....	6
THE GENESTEALERS™.....	8
REPRODUCTION.....	8
GENESTEALERS AND TECNOLOGY.....	9
THE CONQUEST OF PLANETS.....	9
THE LEGIONS ASTARTES.....	11
THE TERMINATORS.....	12
THE BASIC TUTORIAL.....	14
THE ADVANCED TUTORIALS.....	16
SPACE HULK ORIGINAL MISSIONS.....	20
ONE SQUAD MISSIONS.....	24
TWO SQUAD MISSIONS.....	27
DEATHWING CAMPAIGN.....	30

THE IMPERIUM

The Imperium of man has existed for 10,000 years, but its foundation can be attributed to a single invention: the *warp drive*.

A phenomenal breakthrough, the warp drive allowed spacecraft to travel astronomical distances in short periods of time. The importance of this invention in human imperialism cannot be exaggerated. Whereas it once took centuries for human spacecraft to travel to Sol's closest neighboring star, the same distance could suddenly be covered in just a few hours.

The ability to cover enormous distances in negligible amounts of time led directly to a massive program of exploration that came to be known as the great expansion. Free from the limitations of time in interstellar travel, humanity began to explore the vast universe with great determination. It wasn't long before humans found rich new worlds—worlds suitable for human habitation.

Large-scale colonization of planets was just one of the predictable results of man's drive towards the stars. The other was war. As quickly as humans discovered habitable planets, they also encountered aliens—many of whom had imperialistic designs of their own. With grim inevitability, the first of many Alien Wars flared up between human and non-human empires. the patten for galactic strife was set.

THE DARK AGE OF TECHNOLOGY

The Great Expansion brought new wealth, new ideas and new arrogance. The machines of travel and conquest achieved incredible levels of sophistication and were, to the masses of people who benefited from them, nothing short of awe inspiring. Science, gravely misunderstood by the ignorant, came to be revered as God.

The end of this Age of Technology was heralded by the sudden appearance of psykers—humans with psionic powers such as telekinesis. What caused certain individuals to suddenly develop psionic powers has never been precisely determined, but within a few centuries psykers were recorded on almost every planet populated by man. at first, public reaction to

the psyker phenomenon was mixed. On many planets, psykers were persecuted as abominations or freaks of nature—those unfortunate enough to be caught by fearful and ignorant masses were burned at the stake in what were modern-day witch hunts.

On more civilized planets, psykers were protected. Some governments even attempted to nurture the understanding and development of psyker powers. In a series of bold attempts to harness the powers of the mind, psykers on openly tolerant worlds were allowed to explore and experiment with their new found skills.

The uncontrolled experimentation's with psyker powers proved to be man's greatest folly. ignorant of the forces with which they meddled, novice psykers opened the galaxy to invasion by extra-dimensional creatures. Daemons—fell creatures of the warp, born of Chaos—swept into the galaxy through the unprotected minds of the psykers. Soon monsters of every descriptions were walking the surface of thousands of worlds, senselessly destroying cities and civilizations. Hostile alien empires took advantage of man's crisis and attacked savagely, attempting to regain lost territories and resources. The Age of Strife was born.

THE AGE OF STRIFE AND THE REBIRTH OF MAN

For more than 5,000 years, humanity was wracked with war as nation battled nation and planed fought planet. Men fought bitterly with Daemons, aliens, and with each other. Only the worlds where psykers were rigorously suppressed survived intact.

Fortunately, great heroes often arise in the moments of greatest peril. The Age of Strife brought forth one such man—the man who would eventually become Emperor of Human Space. a shrewd diplomat, he gathered the loose fragments of humanity into a single empire. he conquered those who would not join forces with him and reclaimed whole worlds lost to aliens. he's also the strongest psyker that galaxy has ever seen—it was the Emperor himself that finally drove the Daemons back into the warp.

THE EMPEROR

The Emperor still reigns after 10,000 years. as an immortal, he has ruled for millennia, ordering the lives of men, protecting humanity from the great threats of the universe, and

sacrificing himself for the future of the race. Only the Emperor's strength, will, and intelligence have held the Imperium intact and allowed it to flourish through the centuries of strife and discord—it is to the Emperor that humanity owes its existence.

SPACE HULKS

The largest and most advanced human civilization ever, the Imperium encompasses millions of stars and planets. Each human colony in this vast galactic realm is an island in a sea of emptiness, separated from its neighbors by thousands of light-years of space and connected to the Imperium only by fleets of spacecraft.

The vessels that form the infrastructure of the Imperium use *warp space*, a separate and complete universe that exists alongside our own “real” space. The two universes—real space and warp space—are intimately connected. For every point in our space, there’s a corresponding location in warp space. Warp space, however, is not an exact duplicate of our universe. Two points that, in our reality, are tens of thousands of light years apart might be separated by a few miles in warp space. Thus it’s possible for a suitably equipped ship to enter warp space through a warp gate, travel for a few hours, and re-emerge in our space millions of miles from the ship’s departure point.

Warp space allows a spacecraft to travel hundreds of thousands of light years in only a few hours. The Imperium would not exist without this alternate universe—protecting and administering such a colossal empire would be impossible if ships could only travel through real space at sub-light speed. But warp travel is not without its dangers. Warp space is filled with cross-currents, eddies and whirlpools of power. Some ship disappear without a trace, only to emerge centuries later or millions of miles from their intended destination.

Some vessels become locked in strange currents of the warp, emerging in real space from time to time, only to be helplessly sucked back into the void. The have no control over their destination and may travel in the warp for centuries. Often these ships are still manned with living crew—lost beings, prisoners of the void. Often these beings will scavenge the wrecks of other spacecraft, joining the remains to their own vessel in order to increase living space or fashion an escape vessel. These shoddy conglomerations of space junk can become, after centuries of accumulation, monstrosities—several miles long as well as wide.

Humans call these lumbering ships Space Hulks and regard them with well-deserved suspicion. For a Space Hulk can be a derelict ship with priceless treasures from the past—or it can be a harbinger of evil, the home of treacherous alien beings.

THE GENESTEALERS™

Savage eyes burning in the dark. Four arm-like appendages to grasp and tear. A horror of teeth and claws. The Genestealer is a biological perfection—an intelligent, ruthless killing machine that knows neither the tingle of fear nor the pain of remorse.

Like all living organisms, the Genestealers have simple goals—to survive and multiply—but the means by which they further their race is totally unique amount know lifeforms. What sets these horrific creatures apart from other highly evolved organisms?

REPRODUCTION

The most conspicuous characteristic of Genestealers is their means of reproduction. Genestealers don't mate—there are no males or females among their numbers. Instead, Genestealers reproduce by *infecting* other races with their genetic material.

Using a powerful hypnotic gaze, a Genestealer paralyzes its victim in much the same way that a snake terrifies its prey into immobility. Once the victim is psychologically dominated, the Genestealer deposits an egg in the victim via a long, supple tongue lined with *oviposters*, or egg-layers. The Genestealer inserts its tongue into the victim's oral cavity in a hideous parody of a kiss, piercing the victim's tissue and depositing an egg. After the victim is infected, he or she is released.

Whether as a result of the Genestealer's hypnotic gaze or as a byproduct of the egg's hormonal secretion, the victim has no memory of the implantation—the entire episode is remembered only as a nightmare of fear and burning eyes. A subtle psychic link is established between the Genestealer and the victim. The Genestealer can influence the victim's thoughts and actions without the victim's knowledge. The Genestealer uses this power to give its victim one overwhelming desire: to mate and have children.

Driven by powerful subconscious urges, the victim proceeds to reproduce with his or her own kind. Because of the damage to the victim's genetic material, the children will be hybrids: part victim race, part Genestealer. Until the fourth generation, the hybrids are sterile, procreating only by the Genestealer method.

The first generation hybrid closely resembles a purestrain Genestealer. From birth—if not before—it has the Genestealer's strong psychic ability. The offspring's psychological influence, together with the parents innate paternal/maternal instincts, blinds the parents to the child's true monstrosity. They nurture and cherish the young hybrid, and will go to great lengths to protect from harm.

When the first generation hybrid matures, it seeks to infect others, who in turn produce second generation hybrids. With each passing generations, the hybrids look more and more like their parent race, and less and less like Genestealers. By about the fourth generation, they are all but indistinguishable from purestrain members of the victim race, and other purestrain Genestealers. All of the descendants of a pre-strain Genestealers tend to naturally band together into an extended "family", usually under the control of the original Genestealer itself.

GENESTEALERS AND TECHNOLOGY

Despite being equipped with hands, purestrain Genestealers are not tool-users—they build nothing for themselves. Their sophisticated and subtle brains, which allow them to infiltrate and psychically dominate other species, are quite incapable of understanding the complexities of the lever or wheel—or the spear or gun, for that matter. When they fight, they fight as animals, using their sharp teeth and claws to tear their opponents to bits.

The hybrid generations are different. While first generation Genestealers are almost as limited technologically as their forbears, later generations are capable of understanding and using technology. A third or fourth generation Genestealer can build and operate sophisticated equipment, and it can wield weapons. But even the later hybrids are not technological innovators—the are limited by the capabilities of the host parents. If their parents lack sophisticated manipulatory digits, so will the hybrids; if the victim race never achieved spaceflight, the hybrids are unlikely to do so.

THE CONQUEST OF PLANETS

Ill-equipped to build and operate their own spacecraft, the Genestealers travel aimlessly in massive Space Hulks, waiting to be "discovered" by humans or aliens. Genestealers are

incredibly hardy and extraordinarily long-lived—they can endure centuries of isolation in warp space, patiently waiting for a single encounter with an unwary victim species. Once an individual Genestealer infects a victim, they establish a coven on the host's home world. There they increase their numbers, taking great pains to avoid detection. After fourth generation hybrids have matured, they leave the planet as merchants, diplomats, traders and even soldiers in the Imperium. Thus they spread their covens to new planets.

THE LEGIONS ASTARTES

200 years after the Age of Strife the forces of Earth had carved out an empire that stretched almost half way across the galaxy. This vast broadening of the Imperium was known as The First Crusade.

The Legion Astartes (Space Marines) are attributed with being largely responsible for the victorious wars that put the Imperium on the Galactic map during the time of The First Crusade.

The millennium directly prior to the beginning of the Crusade saw a vast research and development project start. During the volatile warp storms that had plagued earth in the Age of Strife, superbly equipped laboratories were constructed under the surface of the planet. These laboratories, once finished, were turned over to the Adeptus Mechanicus who had orders from the Emperor to bioengineer a fighting force so deadly that nothing could be its equal—and elite group of soldiers who's strength and loyalty were unflinching. These new warriors were organized into their own units, known as Chapters.

In the beginning, the recruits were implanted with nineteen cultured organs. These organs allowed the Space Marines to perform acts an ordinary human would find difficult—even life threatening. For example, the phase seven implant is an organ known as the Preomnor. Having operated through the rib cage the preomnor is placed in the chest cavity and connected to the Marine's dietary tracts. Once in place the organ acts as an advanced pre-digestive stomach, annulling any poisons or toxins that the Marine eats. The result being that a Space Marine's body can gain sustenance from almost any material without admitting harmful substances into the blood.

The Chapters continue through the collections of a product know only as gene seed. Without gene seed a Chapter has no future. The progenoid gland (phase 18 implant) exists solely for this purpose. After implantation the organ absorbs hormonal stimuli and genetic material from the other implants. When mature, each gland contains a single gene seed for each organ that has been added to the recipient Marine. The glands can be removed any time after maturity. The progenoid must then be carefully prepared and the gene seeds stored. When

the need arises the gene seeds are cultured and form a new, specialized implant. And so the cycle continues.

The whole ethos that surrounds the Space Marines stems from the Chapters in which they are organized. Distinctive names, armor and insignia abound, fellow Space Marines are known as Brothers and loyalty to the honor of the Chapter is of the utmost importance. The whole unit operates with a kind of religious zeal. Chaplains instruct Marines in the way of the Chapter, ceremonies and rituals are a regular occurrence, the idea being that the Space Marines must immerse themselves in the ancient teachings of the Chapter.

This loyalty is displayed in combat, where the one million warriors of the Legion Astartes (regardless of Chapter) fight for and on behalf of the Emperor. In many battles since their founding the Space Marines have saved the Imperium from certain defeat. In the far reaches of the Imperium companies of Space Marines hold back the forces of chaos from humanity—their courage and strength upholding the peace of civilization.

THE TERMINATORS

In the years following the introduction of Space Marines into active duty a number of scenarios appeared where the Imperial forces were defeated. When the performance of the Marines was questioned a study indicated that the environments in which the battle took place caused some problems to the armor worn by the Space Marines, resulting in loss of movement or even death.

The Adeptus Mechanicus were commissioned by the Emperor to research and develop a new breed of body protection to be used in lethal situations such as the interior casings of plasma reactor shields or the highly corrosive, vacuum filled corridors of Space Hulks. Also known as tactical Dreadnought Armor, Terminator exo-armor is a development of the sealed environment suits used by spaceship crews. When suitably enhanced by the Adeptus Mechanicus, Terminator armor can remain virtually unscathed after a direct hit by most weapons.

Almost all Space Marine Chapters have Terminator suits. They are usually old, having been passed down through the ages, and are covered in scars and insignia depicting past battles.

The suits are treated with the kind of respect given to ancient relics and although their outward appearance may be one of mistreatment, they are kept in perfect working condition—the Marines who wear them are of the thinking that to clean the outer layer of the armor would be to wipe away the memory of the victorious battles they were part of.

Only the Chapter's best Marines are bestowed the honor of using terminator armor. Along with the honor comes added training, for the Terminator suits are a technology that must be used correctly to be effective.

All suits contain their own independent power supply and enclosed life-supporter systems. The inner casing of the armor holds teleport homers, bio-scanners, energy scanners, auto-senses, suspensors, targeters and communication devices. The communicators carried in the suits are specially designed to carry visual as well as auditor signals. This means that any member of a Terminator squad can see the view from any of his fellow Terminator suits. This technology can also be adapted so the signal can be broadcast away from the squad to a commander not in the field of battle.

The Terminators greatest menace, has come in the form of the Genestealers. Among the peoples of the Imperium the Terminators are best remembered for their acts of heroism on vast Space Hulks hurtling towards tranquil worlds.

They are, to many, the vanquishers of Evil—the embodiment of all that is just true.

THE BASIC TUTORIAL

The five basic tutorials have been designed as a series that will teach you all the basics of operating in a Space Hulk. Each one demands a different task from you, the Space Marine Captain, in the troop ship circling the Space Hulk.

TUTORIAL 1

The first tutorial is covered in the *Quickstart* section of the Game Manual. It covers basic movement, giving orders and firing.

Squad selected by the Emperor: 1 Terminator with Power Glove™ and Storm Bolter™.



TUTORIAL 2

This tutorial give you the opportunity to use a Heavy Flamer™. Try using the Planning Screen to give all the movement orders and then the final fire order to flame the red target area.

Squad selected by the Emperor: 1 Terminator with Power Glove and Heavy Flamer.



TUTORIAL 3

Many Space Hulks contain items of historical or technical importance. In this tutorial you must locate the artifact and then return to the safe rescue area. Sometimes the items can be in the most well-guarded corners of a Space Hulk, so it is important to search every location.

Squad selected by the Emperor: 1 Terminator with Power Glove and Storm Bolter.



TUTORIAL 4

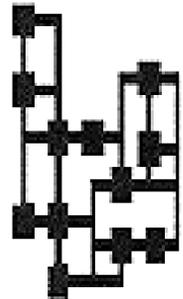
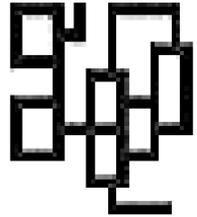
Tutorial 4 provides you with your first alien contact. Guide the Terminator through the Space Hulk to the teleporter. The Genestealers are out to destroy you, so use the Planning Screen to identify potential threats and co-ordinate a strategy. If you are confident that your controlling of the terminator is good, then try playing the whole mission from the Viewing Screens.

Squad selected by the Emperor: 1 Terminator with Power Glove and Storm Bolter.

TUTORIAL 5

In this tutorial you control two Terminators. The Space Hulk is quite tight with a good many passages for Genestealers to get down. Attempt to move the Terminators into an area where they cover each other's backs. In missions where the objective is to kill a certain number of the Genestealers, the most effective strategy is sitting tight in a secure area and waiting for the enemy to come at you.

Squad selected by the Emperor: 2 Terminators with Power Gloves and Storm Bolters.



THE ADVANCED TUTORIALS

The Advanced tutorials are a large step from the five basic missions included in the Basic tutorials. All of them involve a minimum of one squad of Terminators. You will have to plan and give orders more often—there will also be times when taking control of a Terminator will be the only way out of a heated engagement with the Genestealers. Think out every command you commit your Terminators to.

TUTORIAL 1

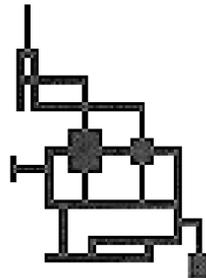
This is the first instance of the scanners failing to give an accurate display of the Space Hulk. The Planning Map will display any corridors in the vicinity of you squad. As you move around the Hulk more areas will be displayed. You have to find an artifact, while remaining alert to any signs of Genestealers. Use the Planning screen to move the Terminators short distances—moving long distances in Hulks where the scan has been incomplete is very dangerous.

Squad selected by the Emperor: 3 Terminators with Power Gloves and Storm Bolters. 2 Terminators with Power Gloves and Heavy Flamers.

TUTORIAL 2

Your squad is trapped. The marauding Genestealers sense your position. This is an all out fight. To be sure of reaching the rescue area you must give accurate commands and constantly monitor the views of each Terminator. Move as often as possible—do not get cornered into one area.

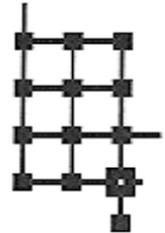
Squad selected by the Emperor: 5 Terminators with Power Gloves and Storm Bolters.



TUTORIAL 3

Use your squad's Heavy Flamers to destroy a genebank on the Hulk's lower side. This Space Hulk is heavily infested by Genestealers. Their movements are restricted by strong doors that only Terminators can operate. Use the doors to your advantage or you will fail.

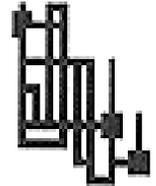
Squad selected by the Emperor: 2 Terminators with Power Gloves and Storm Bolters. 2 Terminators with Power Gloves and Heavy Flamers. 1 Terminator with Assault Cannon™ and Power Gloves.



TUTORIAL 4

Your squad hold a defensive position. If the Genestealers breach through into the rest of the Hulk you will be held responsible for the inevitable carnage. Your squad must hold their position and kill thirty Genestealers. Stay alert and monitor the views from your Terminator's helmet cameras.

Squad selected by the Emperor: 4 Terminators with Power Gloves and Storm Bolters. 1 Terminator with Power Gloves and Heavy Flamer.



TUTORIAL 5

This mission will give you control of two squads. One of them should provide cover for the other as they make their way to the central computer room. The Hulk's interior is made up of narrow, twisting passages. Move with caution, having spaces in-between squad members is important, as it gives a necessary reaction time.

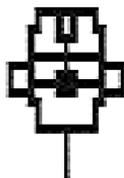
Squad selected by the Emperor: 4 Terminators with Power Gloves and Storm Bolters. 2 Terminators with Power Gloves and Heavy Flamers. 2 Terminators with Lightning Claws™.



TUTORIAL 6

Your squad is trapped in the depths of a hostile Hulk. The thick shielding on the hull is preventing you distress signals from being heard. Die with honor, kill a minimum of 30 Genestealers. Move to secure areas and wait for the foul spawn to come to you.

Squad selected by the Emperor: 5 Terminators with Power Gloves and Storm Bolters.



TUTORIAL 7

You will need to build a strategy for this mission. Your squad must flame a room in the upper area of the Hulk. Providing cover with Heavy Flamers is very hard, due to their lack of ammunition and quick burn time. Use the Planning Map to assess the chosen route. Heavy Flamers have a tendency to pin a squad down, so use them as early as possible by targeting threats on the Planning Map.

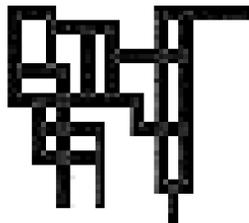


Squad selected by the Emperor: 5 Terminators with Power Gloves and Heavy Flamers.

TUTORIAL 8

Flame the two infested areas using the trapped squad's weapons. Getting to the squad is easy, but once both squads are together the Genestealers will be alerted to your presence and will stop at nothing. Protect the Terminators equipped with Heavy Flamers. Do not take risks, there is too much at stake.

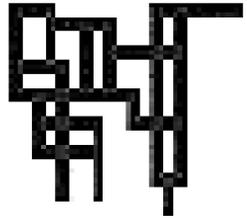
Squad selected by the Emperor: Squad 1: 5 Terminators with Power Gloves and Storm Bolters. Squad 2: 2 Terminators with Power Gloves and Assault Cannons. 1 Terminator with Thunder Hammer and Storm Shield. 1 Terminator with Chain Fist™ and Storm Bolter.



TUTORIAL 9

Another Terminator squad is in action deeper in the Hulk. They are relying on you squad to keep the Genestealers from pouring into the fray. You must prevent no more than ten Genestealers entering the other areas of the Hulk. Move the squad to a position where they provide cover for themselves and are able to view every passage. Monitor the View Screens for signs of activity and intervene if necessary. Destroy a minimum of 60 Genestealers.

Squad selected by the Emperor: 5 Terminators with Power Gloves and Storm Bolters.



SPACE HULK ORIGINAL MISSIONS

The Hulk showed up momentarily against the blackness of deep space. The command to fire the boarding torpedoes was echoed through the warp barges.

Light, emitted from a hundred jettison explosions, momentarily escaped into the darkness. As the torpedoes sped towards the drifting mass of metal, rock and ice the Terminators within them prayed for their deliverance.

The grinding of metal on metal signified contact with the alien craft—in a brief moment the Terminators of the Imperium were out of the transportation capsules and in the Hulk.

A previous scan of the Hulk showed large numbers of hibernating Genestealers. The only hope lay in the fact that the majority of the alien forces would take some time to awaken.

It was decided to launch a first wave to disable the Cryogenics or introduce lethal toxins into the lower reaches of the Hulk.

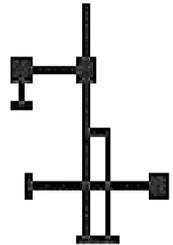
SUICIDE MISSION

As the first wave of Terminators roam through the dark passages of the Hulk, the Genestealers attempt to leave the ship in escape pods.

By flaming the Launch control Room you squad will alleviate any threat of the Genestealers escaping and contain them—ready for destruction.

The Genestealers will begin to awaken as soon as you set foot in the Hulk. Your squad only has one Heavy Flamer, guard it well for without it your mission will fail. Move swiftly and cover entry areas.

Squad selected by the Emperor: 4 Terminators with Power Gloves and Storm Bolters. 1 Terminator with Power Glove and Heavy Flamer.



EXTERMINATE

Following the success of the first mission it was decided to establish a beach head at a junction in the Hulk. The squad moved to the area and started a sweep of the nearby rooms, it was finished with seconds to spare. By the time the Terminators reported the area secure, sever hundred Genestealers were converging on their position. You must establish a force that covers all entry areas leading into your position. Move to positions of utmost defensive capability and destroy thirty Genestealers. Be sure to give every Terminator a clear line of sight for firing.

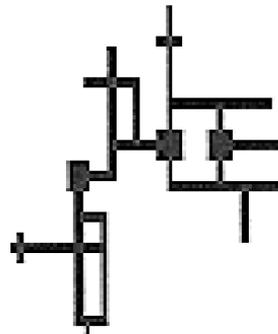
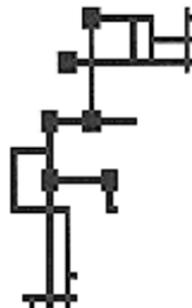
Squad selected by the Emperor: 4 Terminators with Power Gloves and Storm Bolters. 1 Terminator with Power Glove and Heavy Flamer.

RESCUE

The Cyber Alter Task (CAT) unit which entered the Hulk to perform detailed scans of the command systems has completed it's retrieval and is now attempting to reach the exit. The CAT has invaluable information stored in its memory banks. Two Terminator squads were sent in to recover the CAT. On reaching the device a large concentration of Genestealer began advancing towards the area.

Use the second squad to create a diversion and prevent more enemy entering the area where the CAT rescue squad are retreating from. If the Terminator carrying the CAT is killed, another member of one of the squads will have to pick it up and continue to the rescue site.

Squad selected by the Emperor: 8 Terminators with Power Gloves and Storm Bolters. 2 Terminators with Power Gloves and Heavy Flamers.



CLEANSE AND BURN

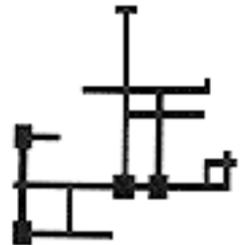
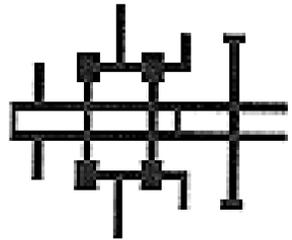
When the Genestealers launched the attack on the Terminator's defense perimeter, all hell broke loose. The battle was bloody and violent, with both sides taking heavy casualties. Due to ammunition shortages and weapon lock-ups the Imperial forces took 50% casualties. As the attack subsided it was noticed that a group of Techmarines with minimal life signs were moving away from the perimeter. Rather than allow the Chapters gene seed to fall into alien hands it was to sacrifice the Techmarines. Your squads must make their way through the Hulk, to the rooms where the Techmarines are being held. On Heavy Flamer shot will put the captives out of the inevitable misery they will face at the mercy of the Genestealers.

As with all two squad missions, you have enough Terminators to give cover as you make the journey to the target. Proceed with caution, protecting the Heavy Flamers from enemy attacks.

Squad selected by the Emperor: 8 Terminators with Power Gloves and Storm Bolters. 2 Terminators with Power Gloves and Heavy Flamers.

DECOY

The data collected from the CAT showed the commanders that the Terminator offensive had only destroyed a fifth of the total Genestealer population aboard the Hulk. With the Terminator's resources stretched to bare minimum and scanners showing that another wave of the Evil were awakening from their slumber, it was decided to hit directly at a nearby cryogenics cluster. This action will also draw the enemy away from a mission that is taking place in another region of the Hulk. Protect the Heavy Flamers. Use the two squads to punch through the Genestealers defenses. Moving fast



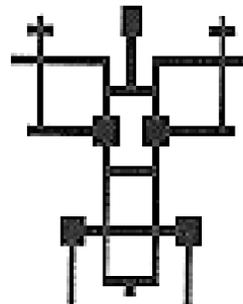
with no hesitation, locate the clusters, flame the rooms and fight your way to the rescue site in the lower reaches of this arena.

Squads selected by the Emperor: 8 Terminators with Power Gloves and Storm Bolters. 2 Terminators with Power Gloves and Heavy Flamers.

DEFEND

The previous mission had drawn the Genestealers away from an important area of the Hulk where the ducting could be used. The decision to pump lethal toxins through the ducting into the cryogenic clusters was taken. If this was effective the remaining Genestealers would be wiped out, leaving the Hulk free of infestation. Use the squads to defend the ducting from attack. Position the Terminators in key positions where they can cover the passageways approaching the area. When the Terminators become established at their defensive positions the Genestealers will find it very hard to break through. Victory will be ours.

Squads selected by the Emperor: 8 Terminators with Power Gloves and Storm Bolters. 2 Terminators with Power Gloves and Heavy Flamers.

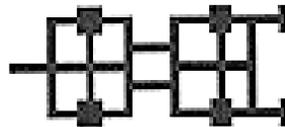


ONE SQUAD MISSIONS

PURIFY

This Hulk has a severe viral infection in one of its lower sectors. The four areas of contamination must be flamed. The arrival of your squad on the Hulk alerted the Genestealers hibernating on the other levels and they are now pouring into the very region you must get to. Use the three Storm Bolter equipped Terminators to make their way to each target site, providing cover for the Heavy Flamers. The passages around the contaminated rooms allow Genestealers to ambush from behind, be wary of them attempting this.

Squad selected by the Emperor: 3 Terminators with Power Gloves and Storm Bolters. 2 Terminators with Power Gloves and Heavy Flamers.

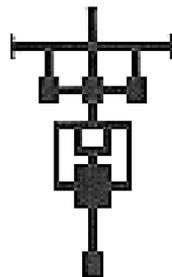


BLOCKADE

A Cyber Altered Task (CAT) unit has completed a scan of the command centers. A member of your squad has retrieved the CAT and must now travel to the teleportation zone, where the CAT can be transported back to the Imperial Tech Priests. The remaining Terminators must prevent any Genestealers reaching the lower corridor. If one does break through your defenses it could endanger another mission in the upper regions of the Hulk.

Use one of the Terminators to provide cover and protect the back of the squad member carrying the CAT. Using the remaining Terminators, set up defensive positions in the large room, covering all three entrance areas.

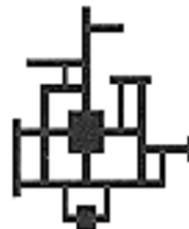
Squad selected by the Emperor: 4 Terminators with Power Gloves and Storm Bolters. 1 Terminator with Power Glove and Heavy Flamer.



STRANDED

Your squad has been split by a previous Genestealer attack. By regrouping you can coordinate an attack on the infested target area in the bottom of the Hulk. Position the Terminator at strategic points where they can cover any entry area. If you move the squad quickly and effectively the Heavy Flamer should be able to reach the target site with minimum resistance from the Genestealers.

Squad selected by the Emperor: 4 Terminators with Power Gloves and Storm Bolters. 1 Terminator with Power Glove and Heavy Flamer.



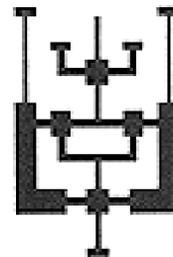
LOST SCROLLS

Ancient pre-Imperial artifacts are often discovered on drifting Space Hulks. A CAT scan of the interior has shown what appears to be the scrolls of the prophet Venoxin, lying in one of the further regions of the Hulk.

These scrolls will be an invaluable asset to the Imperium. Recover these items and you will have served the Emperor well.

Moving gradually, destroying any Genestealers you come across, make your way around the Hulk, searching every room. Enemy resistance will be considerable, so be on your guard. Do not give orders to move long distances without adequate cover, the Genestealers may have set ambushes.

Squad selected by the Emperor: 5 Terminators with Power Gloves and Storm Bolters.



ADVANCE

A long-range scan of this Hulk failed to give us an accurate display of the interior, this is due to the extremely thick hull—the result of eons spent in warp space.

UNMAPPED

As the Space Marine assault ship neared the stricken wreck a further scan detected Gene Banks on one of the Hulk's sub-levels.

You squad must enter the Hulk and make its way to the Gene Banks where the justice of the flames must be used. Destroy any resistance you meet, for the mission to end you must kill ten of the foe. The Genestealers have prepared ambushes so be cautious when commanding the Terminators.

Look to the Emperor for guidance and victory shall be yours.

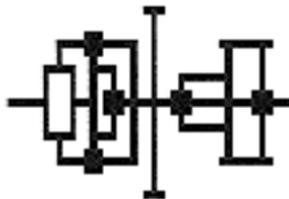
Squad selected by the Emperor: 4 Terminators with Power Gloves and Storm Bolters. 1 Terminator with Power Glove and Heavy Flamer.

SWARM

Having entered the Hulk to provide cover for another mission, your squad is now faced with large numbers of Genestealers pouring into the area between you and the teleportation room.

You must study the entry areas of the Evil that are nearly upon you and then respond by giving precise movement orders. If these orders are executed precisely the mission outcome will be favorable. If your orders are too long or lack forethought then the squad will surely perish at the mercy of the Genestealers.

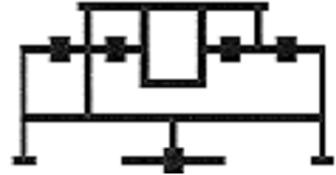
Squad selected by the Emperor: 5 Terminators with Power Gloves and Storm Bolters.



TWO SQUAD MISSIONS

CLEANSE

The gene banks in this Hulk have been classified a menace to the Imperium. With two squads under your command, you must provide cover to the Terminators with Heavy Flamers. The Hulk is cavernous, with corridors stretching into infinity along both sides of this level. The foe enter from the opposite end of the ship, and could wreak havoc on your mission if left to build up a sizable force.

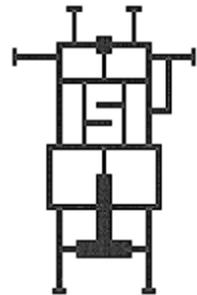


The Genestealer s are able to travel fast, so when assigning orders do not overlook that they could be upon the squads in an instant. If at any time the foe break through your defenses, you must be ready to fend off their attack further up the corridor—be careless and you shall perish.

Squads selected by the Emperor: 8 Terminators with Power Gloves and Storm Bolters. 2 Terminators with Power Gloves and Heavy Flamers.

FIGHT TO THE DEATH

Having entered this vast Hulk on a CAT recovery mission your two squads have fallen foul of the Genestealer's menace. The Evil have broken through into the exterior passages and dislodged the recovery capsule from the hull of the Hulk. You are trapped, with no way off this infested monolith.



The two squads are positioned in the center of this sub-level. They are doomed, for even now the Genestealer s have detected their presence and are converging on the area of the Hulk where your squads are trapped.

Using the central location of the squads to your advantage, move

the Terminators into positions where watch can watch over a corridor. If you move quickly and without hesitation then the Emperor's Will shall prevail and you may stand a chance of destroying ninety Genestealers.

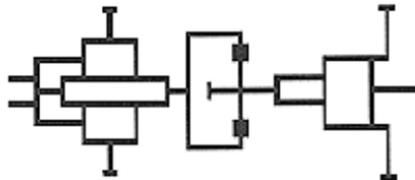
Squads selected by the Emperor: 10 Terminators with Power Gloves and Storm Bolters.

COVERING FIRE

A CAT scan of the Hulk has been completed. In order for an offensive to take place the data must be retrieved. One of your two squads is in possession of the CAT. To successfully travel the length of the Hulk, you need to use every Terminator effectively.

In the first stages of the mission the Genestealers come from ahead of you, but as the squads progress through the ship so the menace begins to emerge from both sides. Be especially vigilant, for without the CAT data we may be unable to purge this Hulk in the future.

Squads selected by the Emperor: 1 Terminator with Power Glove and Storm Bolter. 4 Terminators with Chain Fist and Heavy Flamer. 3 Terminators with Chain Fist and Storm Bolter. 2 Terminators with Power Sword™ and Storm Bolter.



REARGUARD

Once again the far reaching energy of the Genestealer's Hivemind has clouded our sensors. Proceed with caution for your goal rests far into this Hulk and the become surrounded by the menace would mean death.

Once the Magus has been destroyed move quickly to the teleporter. The Genestealers detect their terrible loss and evil drives them to acts of great vengeance.

Provide adequate cover for the escaping Terminators.

UNMAPPED

This mission gives you the chance to choose the squads and the armaments you need. Due to the un-mapped nature of the Hulk you are unable to determine what weapons should be selected. Choose an array of close-combat weapons and Storm Bolters. Do not overlook the fact that the target needs to be flamed.

DEATHWING CAMPAIGN

The Astropath's words hung in the air. Imperial Commander Lucerne Xavius III gave what could have been construed as a frown and slowly bowed his head. A broken distress call from a fellow Dark Angel Space Marine has been detected—emanating from the planet Ma'Caellia in the Tolevi system. Every soul in the room knew of Ma'Caellia's strong connections with the Chapter's history—and that the Death Wing had not flown in that zone for centuries.

Dark Angel Terminators last visited Ma'Caellia when a drifting Space Hulk carrying Genestealers threatened the peace of the region. The codex which records the Chapter's history tells of a Captain Lithonius—a hero amongst his Terminator squads and a leader revered by the Chapter. Lithonius led a bitter attack against the hordes, first on the planet surface and then in the Sin of Damnation—the Hulk which had delivered the Evil into the area. After a series of hard fought battles in the depths of the ship the giant monolith drifted back into the warp. The foe had been vanquished—along with the victors. All trace of Captain Lithonius and his Dark Angel Terminators disappeared with the Hulk. Yet now, after many centuries had passed, a call was being made from the very location Lithonius had departed from. Could the Hulk have traveled through space warp and arrived back at its point of departure? The matter of the Hulk was irrelevant. The lives and souls of brother Space Marines hung in the balance. A force *must* be dispatched to discover the true source of the signal—once again the Death Wing would fly in the Tolevi system,

MENACING IMAGES

Having landed on Ma'Caellina, a preliminary scan has detected what looks like a network of underground passages and caverns. Sensors have also detected some form of alien presence. The Death Wing Terminators must enter this complex and search for any signs of their lost brothers. As the spear-head of this campaign your actions may dictate the future course of events. Be on your guard.

Squad selected by the Emperor: 5 Terminators with Power Gloves and Storm Bolters.



WITCH HUNT

The spearhead squad has returned—victorious. However, their spirits have been tarnished by the force of enemy Psykers operating from somewhere within the complex. Rather than risk further damage to our fellow brothers, we are sending Inquisitor Sabathius to investigate the mystery. Sabathius's own psychic defenses will protect him from and foul mind powers thrown at him—as his Captain you must alert him to any nearby Evil. Guide the Inquisitor through the complex to the teleport area. His mind will search areas not seen by the eyes. Await his report.

Squad selected by the Emperor: 1 Terminator with Power Glove and Storm Bolter.



BANEFUL ICON OF THE FOE

Inquisitor Sabathius has detected a concentration of Evil somewhere near the top of the complex. The icon is imbued with the very essence of the Hivemind, emanating palpable waves of psychic evil throughout the Hulk. The power is still too great for Terminators to enter. Command Inquisitor Sabathius in the purging of the statue (????) The Genestealers will stop at nothing to destroy the solitary Terminator invading their sanctuary. After the target has been destroyed, Sabathius must be guided out in the shortest possible time.

Squad selected by the Emperor: 1 Terminator with Power Glove and Storm Bolter.

DELIVERANCE

Having purged the complex of the Psykic menace, Inquisitor Sabathius found the retaliating Genestealer force too overwhelming. After an intense fight the Inquisitor found himself in a room towards the top of this level. On examination of his armor he discovered serious damage had been inflicted by the Foe. His life support system is in danger—time is running out. By closing the doors of Genestealer entry, you will allow the Inquisitor's safe passage from the area to a point of rescue. Sabathius is the fifth member of your squad and can be used in an offensive capability. The Genestealer presence remains high. In the name of the Emperor—be vigilant.

Squad selected by the Emperor: 5 Terminators with Power Gloves and Storm Bolters.



UNMAPPED

EXTRICATION

The previous mission did not stem the onslaught of Evil. The survivors of the Deliverance mission are secure but need to reach the haven of the rescue area. Clear the level so that a rescue can take place. One squad must provide cover against the Genestealer attacks, allowing the other squad of Terminators to make their way through the Hulk. Proceed with caution. Do not underestimate the evil of the foe sent to test us.

Squad selected by the Emperor: 5 Terminators with Power Gloves and Storm Bolters + the survivors of Deliverance.

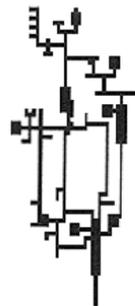
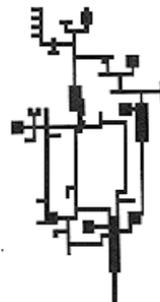
PURGE

All hope has been lost. With the tide of Evil that flows against us we can offer only one form of resistance. A squad must enter the complex and flame the sub-level control room. With the systems damaged all levels below this will become shut off from the world—banishing the Genestealers for eternity. Guard the Heavy Flamers well for the foe will detect malice in your movements.

Squad selected by the Emperor: 2 Terminators with Power Glove and Storm Bolter. 3 Terminators with Power Glove and Storm Bolters.

After flaming the control room, all Imperial units on Ma'Caellina were withdrawn to the orbiting Space Marine troop ship. On the command of the Emperor, Exterminatus was performed on the planet. The largest concentration of hits was on the complex where the search for Captain Lithonius began. In a five minute period, twenty virus bombs fell on the site—reducing the area and a large sub-area to ash. Never again would the evil of the Genestealers foul Ma'Caellina.

Far below, the explosions on the planet cast brief orange circles onto the atmosphere. Imperial Commander Xavius stood on the bridge of the Manchiva looking out on the maelstrom being caused beneath him. The toil of battle had taken its toll on his remaining squads. Even now the Tech Priests were working to preserve the Chapter's gene seed.



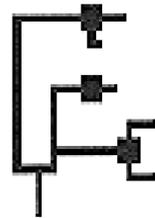
So the Genestealers had re-entered the zone. But how? There was no sign of a Space Hulk or the elusive distress call that had brought the Death Wing to the Tolevi system. However, the sheer number of Genestealers on Ma'Caellina disproved any theories of a freak colony or settlement, the Evil was brought to the system—but on what?

At that instant a Hulk flashed out of warp space into the shadow of Ma'Caellina's dark side. Moments later Imperial Commander Xavius III gave the order to board the Hulk known only as the Sin of Damnation—the Death Wing's vengeance had begun.

ANTE CHAMBER

Under your command, the first squad in this accursed Hulk must establish a beach-head. Fight your way to the control room. Flaming the correct area will shut off any mechanisms controlling access points to lower levels. This is a vital mission, the fate of the campaign and Captain Lithonius is in your hands. Our sensors have detected flammable material in the corridor approaching the target. Do not use the Heavy Flamer until in the control room—to do otherwise will risk the lives of your squad members.

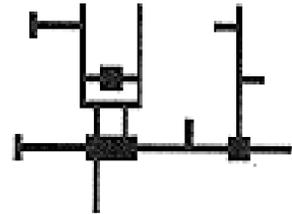
Squad selected by the Emperor: 4 Terminators with Power Gloves and Storm Bolters. 1 Terminator with Power Glove and Heavy Flamer.



THE PERIMETER

The previous mission served as a reminder that the Genestealers are more than just a menace—they are a worthy opponent. The sheer number of the Evil that were encountered have led us to abandon that area as an entry point. The Hulk has been scanned and another possible area found. Secure strategic points and establish an assault perimeter for your fellow brothers to enter by. Be on your guard, for the Genestealers know of our presence. Go forth and let your weapons preach terror to the Hell's foe.

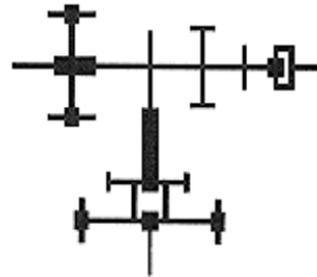
Squad selected by the Emperor: 5 Terminators with Power Gloves and Storm Bolters.



FUNERAL PYRE

This sub-level of the Hulk is being used to house the Genestealers brood. Four specific targets have been identified. Unfortunately the walls of this level are emitting some flammable gas into the passages—any Heavy Flamer hit will continue to burn. If used correctly, this phenomenon could aid you in the mission—if a Heavy Flamer shot is used without thought your whole squad may become trapped. Exercise caution at all times. Only through your commands can the squad succeed—plan carefully. May the might of the Emperor go with you.

Squad selected by you.



TESTAMENT TO HONOR

Leaving the upper levels burning, the Imperial forces push deep into the dark depths of the Hulk. Here scanners are useless. Only the exploring movements of a squad can map out the level. Work through the area to the teleport location. The objective is simple—purge the Genestealers from this sector.

Squad selected by you.

DESCENT

Fight through this sector destroying any Genestealer that crosses the path of your weapons. We are currently delving into the very core of the Sin of Damnation. This is a most important time. If the Evil ones are allowed the break through all our efforts so far might have been in vain. Our sensors have detected large objects of metallic composition. These may be blast doors. If the information is correct then an Assault Cannon will be needed to gain entry.

Squad selected by the Emperor: 2 Terminators with Power Gloves and Storm Bolters. 2 Terminators with Lightning Claws. 1 Terminator with Power Glove and Assault Cannon.

UNMAPPED



WEB OF FLAMES

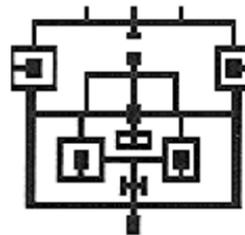
One of the terminator squads participating in the destruction of the sub-levels have discovered an area being used for gene bank storage. Take command of two squads—the layout of this level is such that careful, planned use of every Terminator is a necessity. Using the cleansing force of the Heavy Flamers, purge the Evil from its bed of spawning. Exit the area after completing the objectives.

Squads selected by you.

TO THE EMPEROR

We are nearing the inner sanctum of the Evil's domain. Our scanners indicate a Brood Brother resided within the confines of this sector. He can be found flaming one of the lower chambers. Seek and destroy this fiend. Until this point our campaign has been fruitless—even now the Emperor debates the idea of retreating. If you squads can eliminate the lieutenant of the Patriarch many words of glory shall be written in the Chapter's codex. If you fail, the Emperor shall surely abandon the search for Captain Lithonius—and the Death Wing may taste the bitterness of defeat. This level is riddled with Evil. Careful strategy shall get you through—rash decisions will bring death.

Squad selected by the Emperor: 8 Terminators with Power Glove and Storm Bolter. 2 Terminators with Power Glove and Heavy Flamer.



SEARCH FOR EVIL

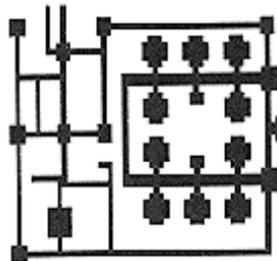
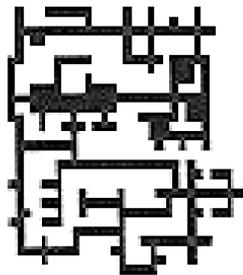
The Emperor has granted the Death Wing one final attempt at gaining a foothold. One squad had been deployed below the level of the Brood Brother, in the hope of finding some direction. The Imperial Commanders know that before Captain Lithonius boarded the Sin of Damnation, a CAT device was sent in to map the Hulk. If these blueprints can be found the campaign will benefit from the data. Squads entering the Hulk should study the area before embarking—leaving the Terminators free to get on with battling the menace of the Genestealers. As we near the area of the Hulk where the Patriarch resides, so the Evil's presence will be stronger and more desperate.

Squad selected by you.

SEED OF THE ENEMY

The source of the Brood has been discovered! A vast complex of gene banks is being controlled from two rooms in the center of this sub-level. If flamed correctly we could stop the flow of Evil spawning from this accursed place. The foe will try to stop your squads from entering this place of foulness. Only under your concise commands shall the squads prevail. Using Storm Bolters as cover, maneuver a Heavy Flamer into the passageway separating the target rooms—a strike to the very heavy of the foe will weaken the enemy's grip on the Hulk and push us one step closer to victory.

Squad selected by you.



TECH SUPPORT

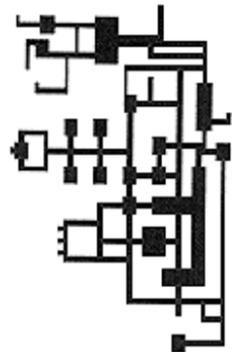
The righteous cleansing of our flames was not enough. The Evil lives on. Our Imperial Commanders have instructed Tech Marines to aid us in the destruction of the Genestealers. A squad of Tech Marines has assessed the target areas—their conclusion was that mines of destruction must be used. Unfortunately their armor does not allow them passage through the Hulk. Under your command a squad of Terminators must once again enter the level and place an explosive charge in each gene bank. With the destruction of this area we will seal the Genestealers' fate. Look to the Emperor for inspiration.

Squads selected by you.

ULTIMATE FIREPOWER

We must seize the victory that is now in reach! Having left the smoldering remains of the Genestealers' legacy behind us, we now go in search of the source of the evil burning in the minds of the minions that combat us. Using the Assault Cannons as justice, your squad must seek out any sign of the foe and eliminate them from this level that once echoed to the sound of Captain Lithonius' squad. A battle was once fought here. Cases of ammunition lie scattered on the floor, their dull gray protection scratched by the rampaging Genestealers that once prevailed on this level—use the ammunition well. The end is near brothers!

Squad selected by the Emperor: 8 Terminators with Power Glove and Assault Cannon. 2 Terminators with Power Glove and Storm Bolter.



THE ECHELON OF FOUL SPAWN

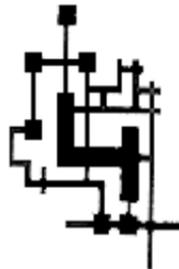
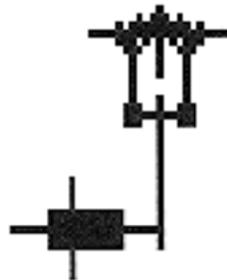
Into the core of this Hulk you must now travel. The Evil knows no bounds in these caverns of doom, only the just and true shall survive. We believe the insignia and crude fashioning on the walls are indicating the entrance to the realm of the Patriarch. Use the Heavy Flamer to purge the corridor leading to the top of this level—there must be none of the foes behind us when we plunge into the center of the evil that awaits us. The cavern immediately after the entrance area contains heat vents from the reactor deep in the aft of the original vessel. Centuries ago the heat would have been in vapor form, now only flames spew forth from the nozzle, proceed with caution. Scanners indicate icons of demonic value to the Genestealers are situated within this level—destroy them.

Squad selected by you.

HONOR ON TRIAL

A scan from outside the Hulk indicates the Patriarch presence is close. The Genestealer force has taken one final stand against the might of the Imperium. They can sense their own defeat. At the perimeter of the inner sanctum we must face them—crush the Evil now and Lithonius' honor may be saved, his signals are strong now. Command your squad well, storm through this level using all available force. A teleporter awaits on the far side of this area, move at least one Terminator to this area and our battle shall continue.

Squad selected by you.



FINAL CONFRONTATION

Victory is in our grasp—do not allow it to slip through your hands. The Patriarch must be destroyed. Summon all your Terminators—let the Genestealers know the might of the Imperium. Within this maze of corridors hides the root of evil. The Death Wing shall know no finer moment than the cleansing of the Sin of Damnation. Go now—and let your Storm Bolters heal the gaping wound that is Evil.

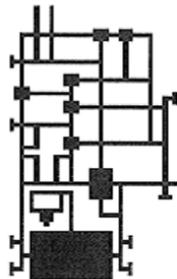
Squad selected by you.

AVENGED

With the Patriarch destroyed only remnants of the Genestealer force remain. The distress signal is stronger. At last our scanners can be taken into the depths of the Hulk and the source of the signal located. After a brief time the sensors indicate a cavernous further below—a faint reading shows there to be a life-form within the catacombs of the cavern. Lone Terminators are dispatched to discover the truth behind the mysterious distress calls that brought the Death Wing to the Tivoli system.

Squad selected by the Emperor: 1 Terminator with Power Glove and Storm Bolter.

Storm Bolter, Assault Cannon, Heavy Flamer, Lightning Claws, Power Glove, Chain Fist, Thunder Hammer and Storm Shield, Power Sword, Psyker, Games Workshop, Dark Angels, Deathwing, Space Hulk, Space Marines and Genestealer are trademarks of Games Workshop Ltd.



UNMAPPED

NOTE

This manual and the software described in it are copyrighted, with all rights reserved. Under the copyright laws, this manual or the software may not be copied, in whole or part, without written consent of Electronic Arts, except in the normal use of the software or to make a backup copy of the software. The same proprietary and copyright notices must be affixed to any permitted copies as were affixed to the original. This exception does not allow copies to be made for others, whether or not sold, but all of the material purchased (with all backup copies) may be sold, given, or loaned to another person. Under the law, copying includes translating into another language or format.

You may use the software on any computer owned by you, but extra copies cannot be made for this purpose.