

SPACE HULK

◆ ESCAPE OBLIVION ◆

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<<<3.215.923.M41>>>

The space hulk *Herald of Oblivion* emerged from the warp in the Traxis Sector on a direct course for the Forge World of Iridial. The Imperial Navy assets in the sector were immediately ordered to intercept and destroy the Oblivion. Thirteen hours ago, that order was stayed by a directive from the Inquisition. After initial contact scans, it was determined that the Herald of Oblivion had a high probability of being or containing large sections of the Dark Age Cruiser **<REDACTED>**.

An Astartes assault by Terminator squads from multiple Chapters was ordered by High Inquisitor Erasmus Roke with the goal of capturing the Oblivion and recovering the invaluable ancient technology it contains.

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OBJECTIVES

<< Access the Cogitator (2AP) to open bulkhead and retrieve technology data >>

<< Proceed to extraction zone with the data (10 turns) >>

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The Oblivion has somehow sensed the intrusion and increased speed dramatically. It must not be allowed to reach Iridial. The Imperial Navy has drawn the terminus at 98,750km. At that point they are authorized to open fire with all weapons at their disposal including Vortex Torpedos to destroy the Oblivion.

++ADEPTUS ASTARTES SQUADS ABOARD THE OBLIVION ARE ORDERED TO IMMEDIATELY WITHDRAW FOR EXTRACTION++

++SECONDARY ORDER TENEBRIS TECHNOLOGIAE STANDS++

Current scans of the Oblivion are detecting multiple Xenos contacts and previous incursion paths are now blocked. Alternate extraction routes have been transmitted.

The Emperor protects.

RULES

TURN SEQUENCE

SPACE MARINE TURN

- Command Phase - Roll Command Points D3 (+1 for Sgt)
- Space Marine Action Phase - Activate Marines one at a time

GENESTEALER TURN

- Reinforcements Phase - Pick and place blip counter
- Genestealer Action Phase - Active Blips and Tyranids one at a time

MISSION STATUS PHASE

Command Points - CPs may be used to give Space Marine models extra actions and can be used on any Marine at any time during the phase, even if that Marine has finished his move.

Move & Turn Actions - A model cannot move into an occupied square, models can move diagonally as long as the front square is open

Doors - To open or close a door, a model must be in an adjacent square and with the door in one of its 3 forward squares.

Shooting Actions - To shoot, roll a number of dice depending on the weapon; if the roll is high enough the target is destroyed.

LOS - unlimited distance in their forward 180 degree arc if nothing is blocking their view. Models, walls, doors and blips block LOS.

Firing Arc - is the Marine's front 90 degree arc (3 squares, to 5, then 7, etc)

Overkill - If a kill result is rolled for both dice on a multiple dice weapon, then an adjacent Tyranid model in LOS is also killed. The sustained fire bonus is not applied to determine the second kill result.

Sustained Fire - if a marine uses his next action to shoot again at the same target he gains a +1 to all dice.

Overwatch - A Marine can go on overwatch for 2 APs. Place an overwatch counter next to the model. A Marine on overwatch must take a shooting action at a Tyranid that performs an action within his LOS and a range of 12 squares. This costs no APs. Any action other than clearing a jam take the Marine out of overwatch.

Jamming - If a Marine firing on overwatch rolls doubles, his bolter jams (the target is still destroyed if the roll was high enough). He cannot shoot unless he spends 1 CP to clear the jam. Clearing the jam puts the Marine back into overwatch. A jam automatically clears at the end of the Tyranid turn.

Flamers - Shooting a flamer cannot be combined with any other action. Range is 12 squares, and the target may be an empty square. It costs 2 AP to fire a heavy flamer. When fired the burst can flame multiple squares at the cost of one ammo per square. If the target square contains a Tyranid, roll a die to determine if it is killed. If the Tyranid survives the Marine player can flamer the square one additional time for the cost of one ammunition. All squares with a flamer marker are blocked for LOS and movement. Flame markers remains until removed at the end of the Tyranid turn. Flamers cannot destroy or shoot through closed doors.

Close Assault Actions - The target must be in the square directly in front. Both players roll CA dice add any modifiers and compare the highest roll for each side; whoever rolls highest wins the close assault. On a tie neither side wins.

ACTION POINT TABLE

Terminators have 4 AP

Tyranids & Blips have 6 AP

Action	Terminator	Tyranid	Blip
Move forward 1 square	1*	1**	1
Move backward 1 square	2*	2**	1
Turn 90 degrees	1*	1	-
Turn 180 degrees	2*	1	-
Fire storm bolter or assault cannon	1	1	-
Fire missile launcher	1	1	-
Fire heavy flamer	2	2	-
Set overwatch/guard ¹	2	2	-
Clear jammed storm bolter	1	1	-
Close assault	1	1	-
Open/close door	1	1	1

* May fire a bolter, storm bolter or assault cannon as part of the same action, at no AP cost.

** Tyranid may turn 90° as part of the same action, at no AP cost

¹ Guard allows Marine to reroll close assault dice

TYRANID BLIPS LEGEND

1,2,3 = # of Genestealers

A,B,C = 2 Hormagaunts

D,E,F = 3 Hormagaunts

G,H,J = 4 Hormagaunts

CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
Sgt w/Power Sword	1D6+1	Parry
Marine w/Storm Shield	1D6	Block
Marine w/Power Fist	1D6	-
Chaplain w/Crozius Arcanum	1d6+2	-

Parry - May have opponent reroll one of their close assault dice

Block - opponent rolls 1 less die

Tyranid Forces

Model	Assault Dice	Notes
Genestealer	3D6	-
Hormagaunt	2D6-2	Leap
Lictor	3D6	Mighty Blow
Tyranid Warrior	1D6+2	Mighty Blow, Parry x2, Unwieldy
Ravener	3D6	Mighty Blow

Parry - may have opponent reroll one of their close assault dice

Mighty Blow - add the high and low dice to determine close assault value

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

Unwieldy - move as a marine in terminator armor

SHOOTING TABLE

WEAPON	RANGE	EFFECT	DICE	OVERWATCH	SUSTAINED FIRE	MOVE AND FIRE	AP TO FIRE	GENESTEALER	HORMAGAUNT	WARRIOR	LICTOR	RAVENER	DOOR
Storm Bolter	UL/12	T	2	Y/j	Y	Y	1	6	4	7	7	7	6
Heavy Flamer	12	T	1	N	N	N	2	2	2	4	4	4	---
Assault Cannon													
Burst	UL/12	T	3	Y	Y	Y	1	5	3	6	6	6	5
Full Auto	UL	LOS	3	N	N	N	2	4	2	5	5	5	4
Cyclone Missile Launcher													
Krak	UL	T	2	N	N	N	1	3	2	4	4	4	3
Frag	UL	A	2	N	N	N	1	5	3	6	6	6	-

UL=Unlimited T=Target A=Area (3x3) j=Jam *=Hard to Kill †=Tough