We found something...

While attempting to track down a Genestealer patriarch hidden deep in the bowels of the space hulk, Squad Cruentus found the blasted remains of an Imperial Navy cruiser, designation unknown. Nothing was immediately recognized as out of the ordinary, and the squad continued its recon work. However, when Cruentus came upon the cargo hold of the cruiser, a problem became apparent. Standing in the hold was the remains of an ancient Titan. The letters on the side named it Fulcio. A deep scan of the venerable God showed that signs of Genestealer infestation had already progressed beyond the squads' ability to save it. Cruentus made the difficult decision to enter the God and destroy it, possibly retrieving data that could illuminate how it came to be there.

Squad Cruentus found a still functioning lift and made its way into the God. The reactor core was near to the lift, but data storage control had been reduced to a single console on the next floor up. The loud chittering of the Genestealer infestation could be heard nearby; they knew that they had to move quickly or not at all.

The Titan had been sitting in place for a long time. A thick layer of dust sat comfortably over the glass cover to the self destruct initiation button. Brother Levixicus had been instructed to press the button while his Brothers secured the other corridors. He wiped the dust off and starred down at the ever glowing red button beneath the cover. He flipped the cover off and swallowed deeply. He had been asked to perform a lot of tasks in his life, kill a lot of the enemies of the Emperor. But he had

00.01.32

++MYGOD++

++SQUAD CRUENTUS REASSIGNING FROM RECON TO DEFAECO. MAY THE EMPEROR GUARD AND PROTECT OUR SOULS++

never been asked to kill a God before. "Emperor protects." He whispered under his breath, as he cleared his mind and forced his finger to press the button.

The lights went out. A distant explosion could be heard, and Levixicus thought "We die doing His work." The chittering became more pronounced in the suddenly silence, as one by one the ancient systems turned off and prepared to die. A voice beside him. "Get that door open." Shots fired. The sound of boltgun shells hitting a metal surface. A hand on his shoulder. "We do not die today, Brother." Levixicus turned as Sergeant Galvanus strode through the shattered doorway. "Follow me, we have work to do."

Forces and Deployment:

Space Marines: The Space Marine player has one squad. It consists of a Sergeant armed with storm bolter and power sword, one Space Marine armed with an assault cannon and power fist, and three Space Marines armed with storm bolters and power fists. The Space Marine player deploys the squad on the starting squares shown on the map.

Genestealers: The Genestealer player begins the mission with two blips, and receives two reinforcement blips per turn. Blips may enter play at any entry area.

Special Rules:

They won't be using that anytime soon: The Space Marine player must spend 1 AP in the south-east corner of the first room they enter to enable the Titan self-destruct sequence.

- Use the Flamer Template to denote burning tiles. Follow the rules for Flame Templates for these rooms (can't move in them, can fire around, removed at end of turn, etc).
- After turning on the self-destruct sequence, at the end of every Mission Status phase roll a D6 this is the number of tiles that are on fire this turn.
- Use the following rules to determine which tiles are on fire:
 - o Each player, starting with the Space Marine will place a tile.
 - That player rolls a D6: 1-3 the tile is on the first floor, 4-6 second floor.
 - o That player rolls another D6. That is the number of tiles from *any starting* or ladder tile that the player will count from to place the template.
 - Example: The Genestealer player rolled a 4, followed by a 1. He or she would have 3 choices on the second floor two ladders and the Genestealer entry area. After having made a decision, count from that tile 1 more tile away to place the template. In this way, it is impossible to hit a starting/ladder tile unless you rolled high to start from another position.
- After the self-destruct sequence has been activated, neither player can spend AP to open/close doors, as the power has shut off. You must shoot/assault your way through the doors.
- An explosion on the upper decks has opened a new Genestealer spawn point. Place a new spawn point at the south most tile of the second floor. This spawn point may be used during the Genestealer players next turn.

Here's your report, Captain: The Space Marine player must spend 1 AP in the northwest most dead-end on the second floor in order to retrieve the required data.

Space Marine Victory:

Basic Conditions:

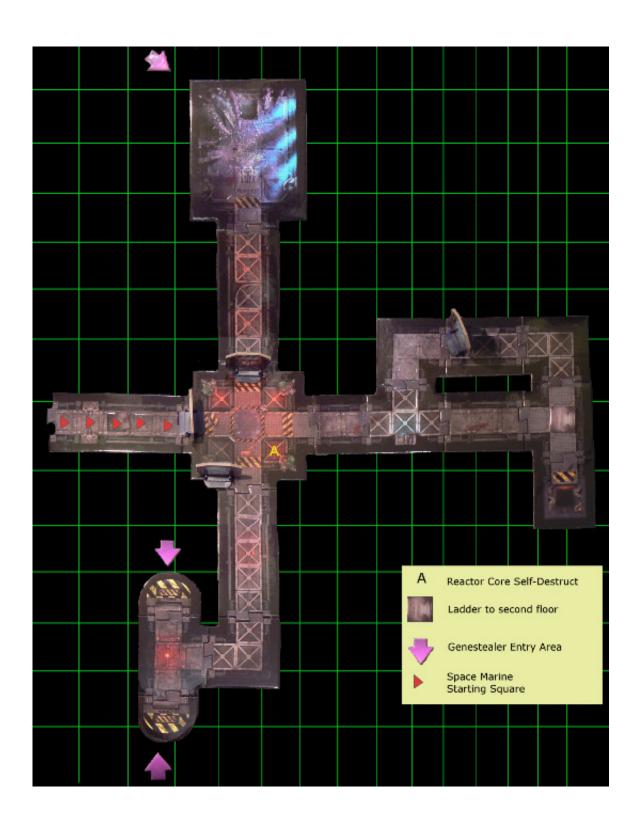
- (1) We barely made it! [All 5 Marines standing on roof top.]
- (2) Here's your report, Captain. [Got data from computer.]
- (3) They won't be using that anytime soon. [Self-destruct on Titan.]

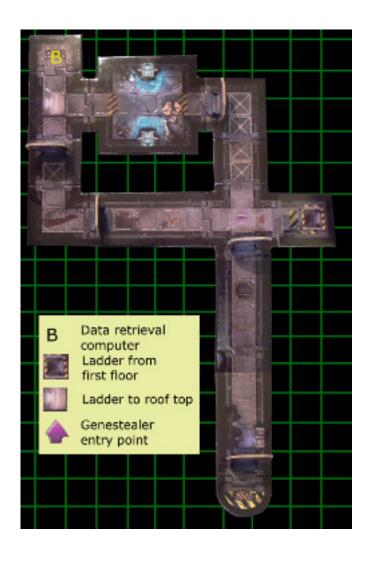
Major: All 3 victory conditions successful.

Minor: 2/3 victory conditions successful, and at least one Marine makes it to the roof top.

Partial: 1/3 victory conditions successful, and at least one Marine makes it to the roof top.

None: No victory conditions successful or all Marines killed.





00.32.75

- ++DATA RECOVERED. SQUAD
 CRUENTUS PROCEEDING TO TOP DECK
 FOR RECOVERY++
- ++THE ENEMY WILL NOT HAVE USE OF GOD++
- ++Our Righteousness burns a Path through the shadows++

Levixicus heard the squealing, popping sound of hot air expanding inside a living being. Another Genestealer killed by the fury of the dying God.

Just a few more steps and they would be at the data control center. The Titan was so old that it must contain very valuable archives and information.

All he knew is that even after finishing this, his bloody work would not be done.

00.14.24

- ++ ENEMY DETECTED TO THE NORTH AND SOUTH OF REACTOR CORE ++
- ++DESTRUCTION SEQUENCE INITIATED ++
- ++THE HAND OF THE ANGEL IS
 BLOODY ++

