

ONE PAGE RULES SPACE HULK

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I wrote this mission to play Space Hulk without having to own the classic board game Space Hulk. OPR Grimdark Future Star Quest is so easy to bolt your own rules to and I've been having a lot of fun doing just that. When you play this mission, it's assuming you have terrain to make claustrophobic winding hallways with lots of little rooms, and maybe a large vehicle hanger to start the mission from.

I recommend if you play this to have a separate player be the Game Master. They can control the hidden enemies, decide what the mission will be, and throw in some extra fun for the game so that all game factors come from a neutral party.

MISSION

Roll to determine what you're doing at this space hulk.

1. Exterminate - You have been hired to rid this place of its current occupants.

Ex; There is an infestation that must be cleared. You must destroy 2 waves worth of enemies to complete this mission. When the second wave has been defeated, the mission ends.

2. Recovery - You are a group sent to this decrepit ship/space station to recover data from the ships records. Place 3 terminals across the map in locations that make sense. Heroes must pass a Qua Skill check to hack the computer and download the data they need. If a Hero fails the roll, remove the terminal. When only 1 terminal remains, spend a Skill action and automatically uncover the data. Return to your exit point to complete the mission.

Ex; You've been assigned to recover specimens / data from the ship. There are multiple terminals that could contain the data you need. Search them until you find it!

3. Escape - You are attempting to escape from the facility that is swarming with enemies. Place your models at one end of the board. Your mission is to make your way to the opposite side. Place 2 terminals on the map that must have a successful Qua Skill check performed to access the escape point.

Ex; You must get from the Cryopods to the Hanger where a ship is docked. There is a computer that must be accessed to turn the emergency power on, and another to unlock the exterior bay doors.

SECONDARY MISSION

These are secondary missions you should complete during your mission.

1. Recovery - There is an NPC on the map that needs to be extracted. Move into contact with them and perform a Skill Action to secure them. The NPC will follow you wherever you go. If you are killed during the game, the NPC becomes too frightened to move and needs to be assisted by a new Hero.

2. Plant the Bomb - This place must be destroyed. Plant the bomb at a specific location to ensure this place will be taken down. Spend a Skill Action to place the bomb at the specified location. In 6 turns the bomb will go off, killing all Heroes and enemies.

3. Support systems and SOS - The support systems on the ship will fail if you don't reboot their system. There are two computer terminals that need to have a Successful QUA Skill performed on them to reboot. Every 5 Rounds. Each player takes 1 damage.

THE ENEMY

The main enemy in mind when I wrote this was tyranids (Like traditional Space Hulk!). But a suitable replacement would be to use Plague Demons with plague zombies.

The enemy models should attempt to sabotage the heroes. Cutting power, flanking and blocking exits, and even evading direct contact with the players until the moment is right to strike.

THE MAP

The map should consist of winding hallways with many rooms, and preferably a large hanger bay. Scattered around the map there should be;

Item Cache - A minimum of 6 item cache's

Computer Terminals - A minimum of 3 computer terminals (computer terminals from the mission count.)

THE ENEMIES

The first wave spawns inside the ship, outside the heroes LOS.

They're in the Walls - Enemies may move through doors without opening them, representing the enemies using ventilation systems and hatchways. If they do, they subtract 2" from any movement past the door.

Hidden Enemies - Whenever you generate a wave of enemies (including the first), use a Hidden token to represent the units. When a model enters a hero models LOS or a player uses their scan ability within 12" of a Hidden token, roll a dice to determine which unit from the wave is revealed.

Targeting - Enemy models will prioritize targeting Heroes with the following; Doing any action besides Advancing promotes the enemies hearing you. Roll a d6, on a 1 all models within 24" target you and will move towards you on their turn.

CONDITIONS

It's Quiet... - Before the Enemies turn starts, roll a d6 for each player. Any player that rolls a 1 has alerted all models within 24" of their exact location. Enemy models will go to that location until another player attracts their attention, or any weapons are fired. Weapons being fired at enemy models are always prioritized over a "It's Quiet..." roll.

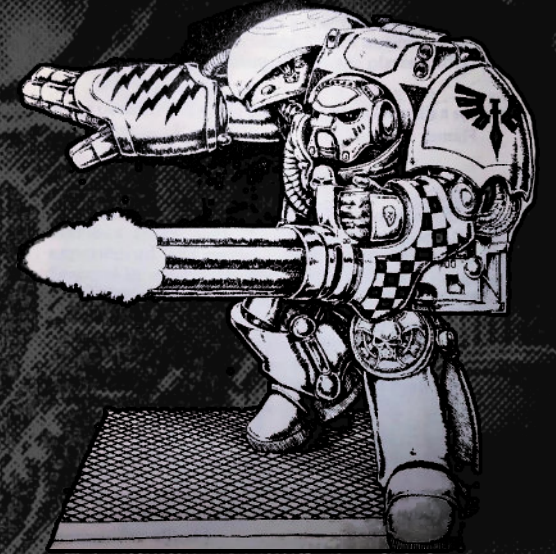
Darkness - It is recommended the Ship starts in Darkness. All ranged attacks outside of 6" have a -1 to hit modifier. Models can not see/target tokens or models outside of 12". If a player performs a successful QUA check at any Computer Terminal, the emergency power is turned on, the ship is no longer in Darkness.

NEW SKILLS

Skills available to be used by all heroes.

Scan: Scan a unit within 12" of your hero to reveal 1 hidden enemy token.

Hide: Enemies will not attack you unless in direct line of sight. You may Advance and Hide. You may not Hide in a turn that you use the Rush Action.



RANDOM EVENTS

At the start of the turn, roll a d6. On a roll of a 1, roll on the following table.

- 1. Making a Racket** - Increase Alert by 1 immediately. Then treat all enemies within 24" as if the player rolled a 1 on the "It's Quiet..." roll. A player firing a weapon over rides this.
- 2. Compromised Hull** - Pick a random exterior wall. All models within 12" are immediately moved 3" towards it.
- 3. Surprise Attack** - Make an attack against a random player. Roll a QUA 4+, A2, AP1
- 4. Darkness/Light** - If the room ship is in Darkness, Darkness is removed. If the ship is not in Darkness, apply Darkness.
- 5. Dead!** - A bloated corpse surprised you. Make a Willpower check or become.
- 6. Unstable Equipment** - A random piece of terrain or a designated area becomes Deadly Terrain. A successful QUA roll removes the Deadly Terrain trait.

ITEM CACHE

Roll a d6 when you search an Item Cache.

1. Trap - d6

- 1. Alarm:** Gain 1d3 Alert
- 2. Explosion:** 3" A1 Q5+, deadly3
- 3. Firebomb:** 3" A2 Q5+, Blast3
- 4. Become Impaired**
- 5. Become Crippled**
- 6. Become Infected:** In 3 turns, you will join the enemy team. Do not tell your team that you have become infected. A med kit will cure you.

2. Grenades - d2

- 1. Krak Grenade:** 6" A1, Deadly(3)
- 2. Smoke:** 6" Special: Place a smoke cloud token that's 3" diameter that obstructs LOS. If enemies cannot draw LOS at the start of their turn, they will not treat you as the closest target.

3. Incendiary Grenade:

3. Utility - d6

- 1. Night Vision:** ignore darkness.
- 2. Medkit:** Heal d3 damage
- 3. Stimpack:** Gain d6 Power, this may exceed your starting Power.
- 4. Armor:** Def +1
- 5. Heavy armor:** Def +2
- 6. Energy Shield:** This model gains Regeneration

4. Small Arms - d6

- 1. Pistol:** 9" A1
- 2. Auto Pistol:** 9" A2
- 3. Shotgun:** 12" A1, Blast3, AP1
- 4. Auto Rifle:** 18" A3
- 5. Heavy Rifle:** 24" A3, AP1
- 6. Plasma Rifle:** 18" A1, Deadly3, AP

5. Melee weapons - d6

- 1. Combat Knife:** A2
- 2. Energy Blade:** A2, AP1, Rending
- 3. Chain Blade:** A1, AP2, Deadly3
- 4. Heavy Hammer:** A1, Blast3
- 5. Power Fist:** A2, AP4
- 6. Quick Blade:** A3, Rending

6. Heavy weapons - d6

- 1. Flame Thrower:** 6" A2, Reliable, Blast3
- 2. Missile Launcher:** 24" A1, AP2, Blast3 Or Deadly3
- 3. Chaingun:** 18" A4, AP1
- 4. Sniper Rifle:** 36" A1, AP3, Deadly3
- 5. Las Cannon:** 48" A1, AP4 Deadly3
- 6. Melta Cannon:** 18" AP3, Unstoppable (ignore regeneration and abilities that disregard AP)