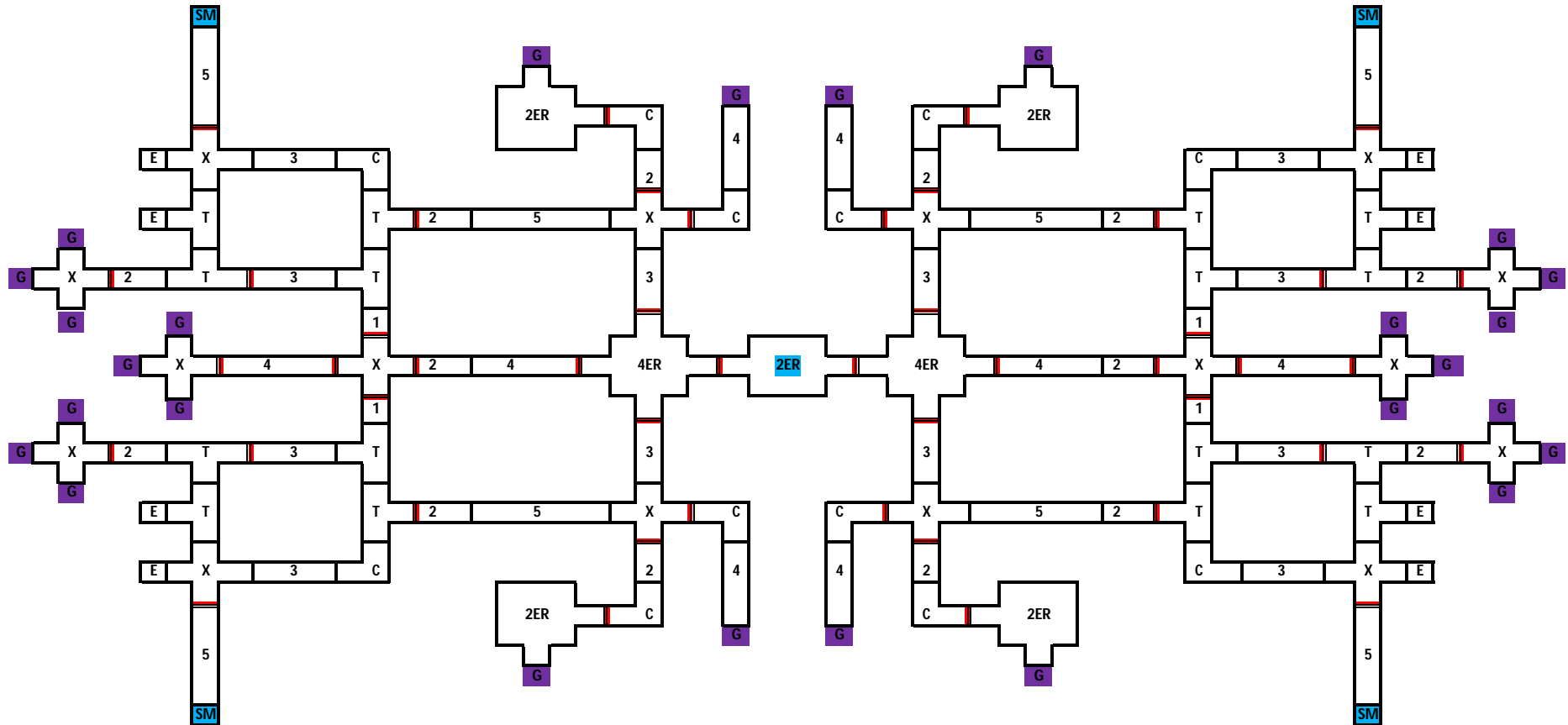


Key:

- SM = Space Marine Entry Point
- 2ER = Space Marine Objective (2 Entry Room)
- G = Genestealer Entry Point
- = Door
- E = End piece
- X = X-piece
- T = T-junction piece
- C = Corner piece
- 2ER = 2 Entry Room
- 4ER = 4 Entry Room
- 1-5 = Corridor Piece - Number of Squares



PRIMARY MISSION OBJECTIVE

DESTROY THE SPACE MARINE RELIQUARY AT THE CENTRE OF THE HULK.
- FLAME THE CENTRAL ROOM TO ACHIEVE THE OBJECTIVE.

SECONDARY MISSION OBJECTIVE

REMOVE THE ALIEN THREAT.
- KILL AS MANY GENESTEALERS AS POSSIBLE WHILST ATTAINING THE PRIMARY MISSION OBJECTIVE.