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Game: **SPACE CRUSADE**

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Print on card (**ensure you are printing at 100% scale**) laminate and trim to size.

# SPACE CRUSADE

## Setup

One player is the **Alien player** and each other player controls a set of **Marines**. Choose a **mission**.

### Each Marine player takes:

Marine Commander, 4 Marines and 9 weapons  
12 Chapter cards  
Matching Scanner and Reference sheet  
Docking board

### The Alien player takes:

Alien miniatures  
Alien Event cards  
Alien Reference sheet  
Blip and Reinforcement tokens allowed by mission

The **Alien player** reads out the mission, arranges the gameboards and chooses 2 heavy weapons for the Dreadnought.

The **Marine player** sets Commander's Life Point (LP) marker to 6 and Points Track marker to 0 on their Scanners, and picks 4 of their **Equipment cards** and one of their **Order cards**. Marines are equipped with the weapons allowed by the mission. Place Marine miniatures on their Docking boards.

**Commander:** Power Axe/Bolt Pistol or Heavy Bolter or Power Sword/Power Glove.

**Marines:** One Marine must carry a heavy weapon (Assault Cannon, Missile Launcher or Plasma Gun) and one other must carry a Bolter. The remaining two can choose between a Bolter or a heavy weapon.

## Turn Sequence

The Marine players play in turn, then the Alien player has a turn. During your turn you may, one by one but in any order, move and/or fire all your miniatures/blips.

Marine **Equipment cards** can be played at any time during a turn. Only 1 **Order card** may be played at the beginning of a turn.

The Alien player takes and plays an **Alien Event card** before any of his movement. At the end of his turn he may use a number of his **Reinforcement tokens**.

## Movement

The **Reference sheets** show how many squares, in any direction, a miniature may move.

You may not finish a move on an occupied square but you may pass through an occupied square if the player whose miniature is on the square allows you to pass.

### Opening Doors

A door is removed from the board when a miniature moves onto one of the 2 squares in front of it and declares it open. A door cannot be closed except by the play of a card.

## Blips

### Blips move 5 squares.

When a Marine miniature is moved onto a gameboard for the first time, its movement/firing is finished, then the turn is paused while the Alien player places some, none or all of his remaining Blip tokens on the board. On the last board all remaining Blip tokens *must* be placed.

Only 1 token may be placed on a square and none may be in the LOS of a Marine.

A Blip token is revealed when it comes into the LOS of a Marine.

Move the token faceup off the board and replace it with the appropriate miniature (it may continue its turn if it has remaining movement points as specified on the Reference sheet). No alien is placed if there is no miniature of that type remaining.

## Line of Sight (LOS)

LOS exists if you can trace an unblocked straight line between the centre of the 2 squares.

LOS (for **firing** only, not for converting blips) is **blocked** if the line passes between 2 diagonally adjacent miniatures.

## Combat

Miniatures may **fire** or attack **hand-to-hand** each turn.

Only targets in LOS may be fired upon; there is no maximum range. Roll the **light** (white) or **heavy** (red) dice according to the Reference chart.

If the total is greater than the target's **Armour Value** the target loses 1 Life Point for each point you exceeded the value.

All miniatures except the Marine Commander and the Dreadnought have 1 LP.

### Heavy Weapons

**Assault Cannon:** the total rolled may be split between any visible targets. Destroying a miniature may make others visible.

**Plasma Gun:** the total rolled is compared against every miniature in a straight line of fire.

**Missile Launcher:** a miniature in the target **square** is attacked with the total rolled; miniatures in adjacent squares are attacked with the higher of the 2 dice.

### Hand-to-Hand (H-to-H) Combat

A miniature may only engage in H-to-H combat with a miniature in a square before, behind or to the sides. Both players roll dice as shown on their Reference sheet.

Whoever rolls the most wins; the loser loses 1 LP for each point by which he lost. On a draw neither loses any LP.

## The Dreadnought

The Dreadnought occupies 4 squares. Count movement from the front of its base and change direction by moving on the spot. A **Dreadnought may not finish its turn under a door**.

Dreadnoughts may fire, one at a time, all 3 of their weapons (Bolters plus 2 heavy weapons) per turn, and at separate targets if desired. LOS must be traced from at least one of the 4 squares it occupies.

Remove one of the Dreadnought's heavy weapons when it loses a LP. It is destroyed when it loses its third LP.

## Alien Reinforcement

The Alien player begins with a number of **Reinforcement tokens**, depending on the mission.

He may choose and play up to 6 tokens at the end of his turn. If there are no Blips or Alien miniatures on the board he *must* play 6 tokens, or as many as are available.

The token is placed faceup off the board and the corresponding miniature is placed on any of the squares marked with an **R** on the mission map. They may not be placed within LOS of a Marine.

## Scoring

### Collecting Blips

When a Marine eliminates an Alien take the corresponding faceup Blip or Reinforcement token for that alien and score the points shown. If there is no token available no points are scored.

### Eliminating Marines

When an Alien eliminates a Marine take the miniature and score points as follows:

Each marine eliminated: 5 points  
Each heavy weapon Marine or Commander: 10 points

**The marine player loses the same amount of points.**

## Mission Completion

A Marine player who completes the **Primary Mission** receives the Primary Mission token and 30 points.

A Marine player who completes the **Secondary Mission** receives the Secondary Mission token and 15 points.

Once the mission has been accomplished, Marines must return to their own Docking board. Once on a Docking board a miniature is safe from attack and may not fire or return to the board.

If the Marines fail to complete the mission they may still escape to their Docking boards. The Alien player takes the Primary Mission token and points, and the Secondary Mission and points if this was read out but not accomplished.



## Game End

The game ends once the Marines have returned to their Docking boards or as soon as the Alien player draws his last Event card. In the latter case the Marines have one last turn each. Any Marines left on the board at the end of this turn are eliminated.

**Count up points; the player with the highest total wins.**

## Campaign Games

Players may play a linked series of games to form a **campaign**. At the end of each game compare points totals to the **Combat Effectiveness Table**.

**Marine Players** For each **Honour Badge** the player may take an additional Equipment card.

Each game won promotes the player 1 **Rank**. For each Rank promoted he may take an additional Order card.

A player may never have more than 8 Equipment cards and 4 Order cards.

**Alien Players** For each **Mark of Chaos** the player may add 1 to the number of Reinforcement tokens he is allowed to use for a mission (choose randomly from those not listed for the mission).

Each game won promotes the player 1 **Rank**. For each Rank promoted he may take an Alien Event card at the start of the game that can be used on any turn instead of drawing a card.

### Winning the Campaign

Between games casualties are replaced, but if a Marine Commander was eliminated the player begins with a **Sergeant**. Any Honour badges the player had are lost.

A player reaching the highest Rank wins the campaign.

A player may trade in 4 Honour Badges or Marks of Chaos (a maximum of 4 may be held) to move up 1 Rank. You cannot reach the highest Rank this way.

## Mission: Dreadnought

### Extra-Heavy Weapons

Order and Equipment cards for heavy weapons may not be used for extra-heavy weapons. Each extra-heavy weapon is worth 10 points to the Alien player.

### Las-cannon

The Las-Cannon may fire 3 shots in a turn, (all 3 either before or after the Marine moves). Each shot affects an area of 4 squares. Only squares that the Marine can trace LOS to are affected.

Each time you fire, roll 1 heavy weapons die; each miniature in the affected squares is attacked with the score rolled.

You may choose to concentrate one or more shots into the same area; roll 2 or 3 dice as appropriate and use the total.

### Fusion Gun

The Fusion Gun fires at all miniatures in a straight line of squares: horizontal, vertical or diagonal. The line of fire is blocked by a wall or door. Every miniature in this line is attacked separately by the a total rolled on 3 dice.

### Conversion Beam

The Conversion Beam fires at all miniatures in a straight line of squares: horizontal, vertical or diagonal. The line of fire (and the explosion) is blocked by a wall or door.

The last square in the line of fire is attacked by the total rolled on all dice, and the impact causes an explosion which attacks all adjacent squares with the total rolled minus 1.

Squares back along the line of fire are also affected; each successive square is attacked with a total equal to 1 less than the score on the square before it. Therefore if it is fired at close range it may affect the firer.

### The Tarantula

The Tarantula moves 6 squares, counted from the front edge, and may not move diagonally. It changes direction by pivoting around its middle square (this does not count as a square of movement)

The Tarantula occupies 3 squares in a straight line, vertically or horizontally. When moving, the Tarantula may pass through Marines but may not end its move if any of the 3 squares are occupied.

Some Order cards allow the Tarantula to move and/or fire several times in a single turn (*By Sections!, Move It! and Fire!*).

### Gunners

The Tarantula may only move or fire when manned by a Marine, who must be equipped with the Control Console and standing in the square immediately behind it.

Marine Gunners have their Armour Value increased to 4 if they are fired upon by a miniature within the Tarantula's Arc of Fire (AOF).

If the Gunner is eliminated, the Marine player may substitute another Marine to act as Gunner on his turn, who exchanges his current weapon for the Control Console. He may not move or fire the Tarantula that turn unless an Order card has been played.

If the Tarantula is destroyed, the Gunner may be armed with a Bolter and continue as an ordinary Marine.

Each Gunner is worth 5 points to the Alien player. A Tarantula is worth 10 points.

### Firing and H-to-H Combat

The Tarantula may only fire at targets within its AOF, and to which its Gunner can trace a direct LOS. Targets fully outside the AOF cannot be fired at.

The Tarantula may fire 3 shots in a turn with its 2 Las-cannons. For each of the shots roll 2 heavy weapons dice instead of 1.

In H-to-H, the Alien player must decide whether to attack the Tarantula or the Gunner. If the Tarantula is attacked, it does not roll any dice, and is destroyed and removed from the board if the attacker rolls higher than its Armour Value of 6.

### New Dreadnoughts

Any Dreadnought fitted with the longer leg pieces may move 6 squares instead of 4.

Any Dreadnought fitted with the larger top piece may be armed with 4 weapons instead of 2 (and it will take 5 hits to eliminate it).

### Bulkheads

Bulkheads operate like normal doors except they cannot be opened by Marines; to get through them they must be destroyed by rolling higher than their Armour Value of 4. Marine Commanders may also smash bulkheads in H-to-H combat. A destroyed bulkhead is removed from the board.

The Alien player may open bulkhead doors and close them at the end of his turn.

## Eldar Attack

### Eldar Weapons

#### Shuriken Cannon

The Shuriken Cannon may fire 3 times using 1 heavy weapons die and 1 light weapons die against up to 3 targets (resolve each shot separately). These attacks may be divided up before and after the Eldar's movement.

#### Las-cannon

The Las-Cannon may fire 2 shots in a turn, (all 2 either before or after the Marine moves). Each shot affects an area of 4 squares. Only squares that the Eldar can trace LOS to are affected.

Each time you fire, roll 1 heavy weapons die; each miniature in the affected squares is attacked with the score rolled.

You may choose to concentrate one or more shots into the same area; roll up to 2 dice as appropriate and use the total.

#### H-to-H Combat

Use 3 light weapons dice for normal warriors, but 2 dice for those carrying heavy weapons (*house rule*).

### Exarchs

An Exarch chooses 5 Exarch cards before beginning a mission. He may replenish his cards between missions.

For each point of damage an Exarch suffers, he must permanently discard 1 Exarch card of his choice. Once he has lost all his cards he is counted as having 1 LP.

An Exarch may divide his shots before and after his move, and may shoot at different targets (resolve each separately).

### Boarding a Space Hulk

At the start of a mission, the Eldar player places his Psychic Screen entrance piece on the entrance board. On his turn, the Eldar move out of the screen and begin their move on the square in front of it. From the moment the first Eldar has moved out, the Alien player may place any Blip he wishes onto that board.

When an Eldar squad completes its mission, they must all move back through the Screen to end the mission.

### Eldar Campaign Games

See p.10 of the rulebook for Eldar honours.

Each Eldar Warrior is worth 5 points (10 points with a heavy weapon, or an Exarch) to the Eldar and the Alien's Combat Effectiveness Rating Score.