

SPACE CRUSADE



BOLT PIS
The Bolt pistol is a version of the Bolter. It is a useful in quarter.



BLOOD ANGELS
ORDER

FIRE!
The Fire! order should be used when there are many aliens in view. This will then maximise the fire effect of your squad and enable you to eliminate larger alien.

MISSION BOOK



The Imperium

More than 25 millenia ago mankind took the first tentative steps to the stars. With the discovery of the Warp drive came the great Expansion. What was once a journey of several centuries became a journey of several days.

Warp Space

Warp space is the parallel universe through which starships may jump, travelling hundreds of thousands of light years in a few hours. Warp space is also the domain of Chaos.

In Warp space nothing may be taken for granted. It is a universe filled with cross-currents, eddies and whirlpools of power. Ships have disappeared without reason, and emerged from the Warp centuries after they entered it, millions of light years from their destination. These derelict starships, distorted beyond all recognition, are known as Space Hulks.





The Age of Strife

During the great Expansion man reached ever further into the stars. In time the hidden power of the Warp came to be noticed. By entering Warp space man had awoken an ancient evil: the minions of Chaos had escaped the Warp. The first great war, known as the Age of Strife, had begun.

For more than five thousand years, warfare wracked mankind, nation battled with nation, planet fought planet, system destroyed system. Abandoned colonies perished by the scores whilst aliens plundered and grew fat on the wreck of humanity.

Then came a saviour. The age of Strife, arguably the greatest time of peril man has ever faced, brought forth the greatest man history has recorded – the man who would be known as the Emperor of Human Space. A shrewd diplomat, he gathered the fragments of human society and formed them into the Empire. A brilliant soldier, he conquered and reclaimed the worlds lost to Chaos. For this task he created the Space Marines, the greatest warriors of all.



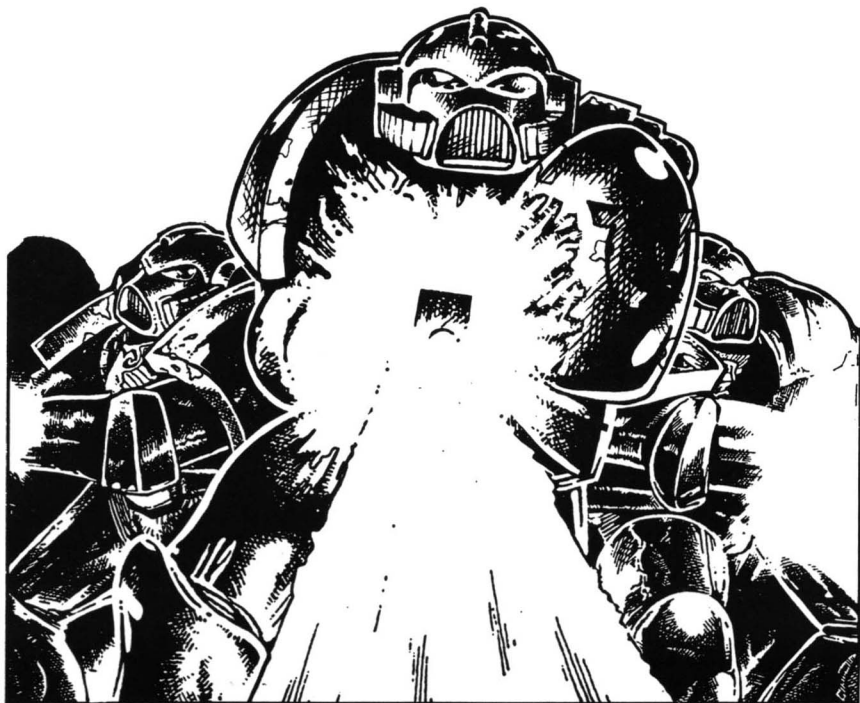


The Space Marines

The Legiones Astartes is the official title of the warrior organisation known as the Space Marines. Its warriors are acknowledged as the most powerful and feared fighting men in the Imperium.

In numerical terms the Space Marines are a small force, but their superhuman ability and fearsome reputation make them worth many times their own number in conventional troops. They are held in awe throughout the Empire.

The Space Marines are organised into self-contained Chapters, each with its own fleet. A Chapter's fleet provides accommodation, training facilities, machine shops, armouries, shuttle silos and every other facility the Chapter requires. The fleet roams through the Galaxy in pursuit of the enemies of mankind. Task forces break away from it for individual missions or campaigns, and rejoin the fleet when their mission is accomplished.



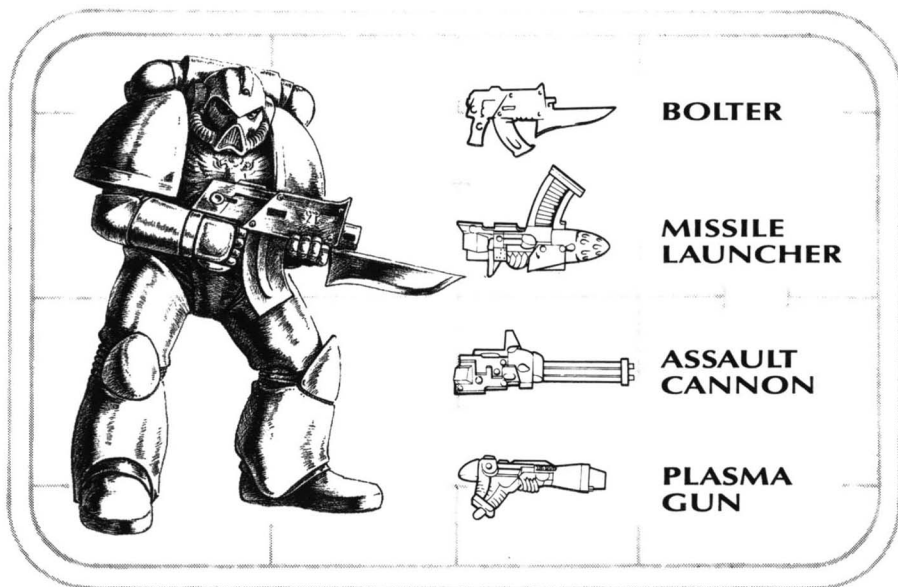


Space Marine Equipment

Space Marines have access to the full range of Imperial weaponry and equipment. The distinctive Space Marine powered armour protects them in all environments and is capable of withstanding direct hits from all but the most powerful weapons.

The standard Space Marine weapon is the Bolt gun or the Bolter. This is a devastating automatic weapon, which fires a hail of small-calibre explosive shells. The main close-assault weapon is the Bolt pistol, a smaller version of the Bolter that because of its size is ideal for hand-to-hand fighting.

The Space Marines also have a number of Heavy Weapons that may be employed when greater firepower is needed for a mission.

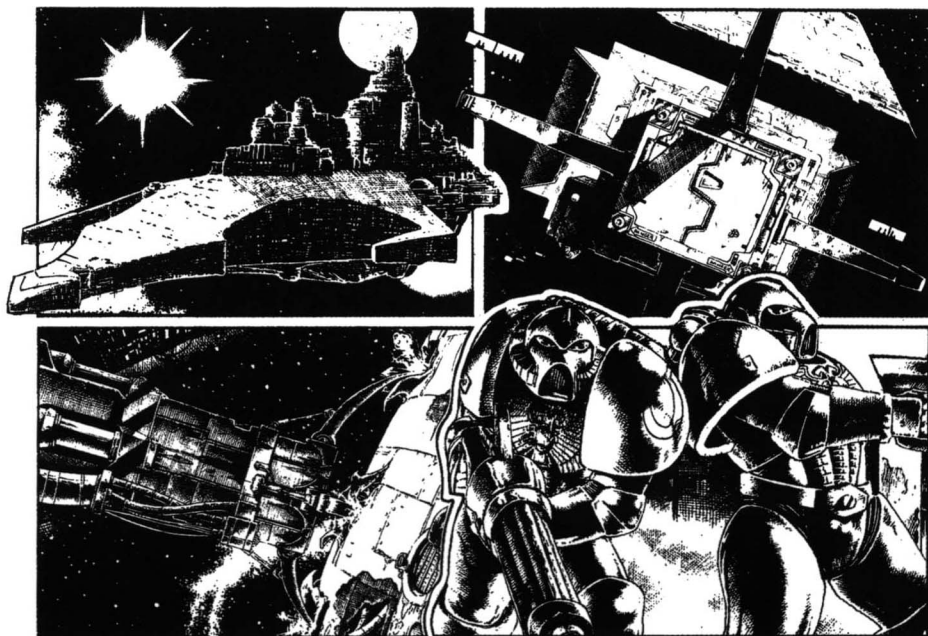




Assaulting Space Hulks

A common assault procedure is as follows:

- 1) The Mothership launches one or more assault vessels towards the alien starship. Once alongside, a number of Docking claws extend from the assault vessels and grab the side of the alien ship. The powerful claws tear into the alien ship and pull the assault vessel into the attack position.
- 2) Probes which pierce the skin of the alien ship are then extended from the claws. Each probe has within it a passageway through which the Space Marines attack. Once this has punctured the alien ship and been made airtight, the Blast doors are opened and the Space Marines assault the alien ship.
- 3) The Space Marine squad is expected to move fast and accomplish the set mission. Once the mission has been accomplished the Space Marines make their way back to the Docking claw. With all the Space Marines back on the assault ship, the Docking claws release the alien ship and the assault vessel returns to the Mothership.





The Campaign Game

The most exciting way to play Space Crusade is as a series of games: a Campaign. A Campaign links all the games that you play together. The object of a Campaign is to be the first player to reach the highest rank of Captain Senioris for the Marine players, and Lord of Chaos for the Alien player.

In the first game you play in a Campaign you will choose your roles as normal. You must then play the same role for the rest of the games until one player has won the Campaign game. Therefore, a player who chooses to be the Ultra Marines will continue to play the Ultra Marines until the Campaign has been finished.

The games need not be played all at the same time. You may choose to play the games over a number of days or even weeks. At the end of each game that is played, the players must refer to the Combat Effectiveness Table. This is known as the CET for short. The CET will tell you if you have been promoted or receive any awards. The CET tables are shown at the back of the Mission Manual.





The Marine Player

You are a Sergeant in a Marine Chapter. If you do well you will be promoted until you reach the exalted rank of Captain Senioris and win the Campaign. You will also be awarded Honour Badges if you do well in a game. The five Marine ranks are shown on the Marine Rank Table below.

In the Campaign game the number of Equipment and Order cards a Marine player may choose will depend upon his rank and how many Honour badges he has been awarded. A player always has four Equipment cards and one Order card. For each Honour badge he has been awarded the player may take an additional Equipment card. For each rank he has been promoted, the player may take an additional Order card. A player may never have more than 8 Equipment cards and 4 Order cards.

Space Marine Rank Table

Rank		Order Cards
Sergeant		One
Lieutenant Primus		Two
Lieutenant Senioris		Three
Captain Primus		Four
Captain Senioris		Win Campaign

Honour Badge Table

Honour Badges	Equipment Cards
None	Four
One	Five
Two	Six
Three	Seven
Four or more	Eight





The Alien Player

You are a follower of Chaos. You command a Chaos Warband aboard a Space Hulk. As you increase in rank, the size of your Warband will also increase, and you will be able to control the course of the game more. If you reach the rank of Lord of Chaos you will win the Campaign.

As the Alien player increases in rank he gains the ability to hold one or more cards from the Alien event deck, which he can choose to use on any turn instead of drawing a card from the deck as usual at the beginning of his turn. At the start of each Mission the Alien player should shuffle the Alien event deck, then deal himself the number of cards shown on the Alien Rank Table below. In addition, for each Mark of Chaos he has been awarded, the Alien player may add one to the number of Reinforcement tokens he is allowed to use for a mission. This extra token should be chosen randomly from those Reinforcement tokens not listed for the mission to be played. If the mission lists all the Reinforcement tokens, the Alien player will not receive any extra tokens.

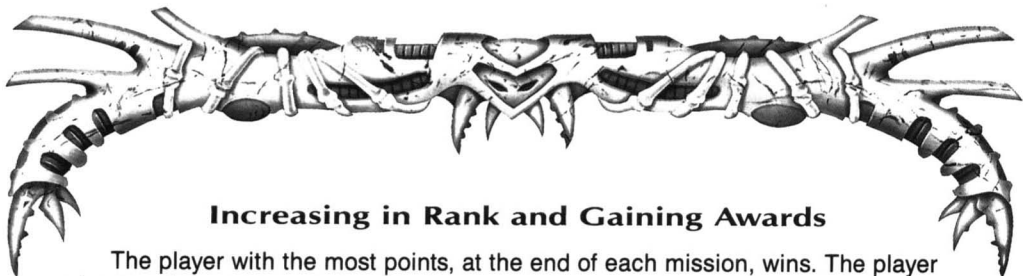
Alien Rank Table

Rank		Event Cards
Chaos Renegade		None
Chaos Warrior		One
Champion of Chaos		Two
Chaos Commander		Three
Lord of Chaos		Win Campaign

Marks of Chaos Table

Marks of Chaos	Extra Reinforcement Tokens
None	None
One	One
Two	Two
Three	Three
Four or more	Four





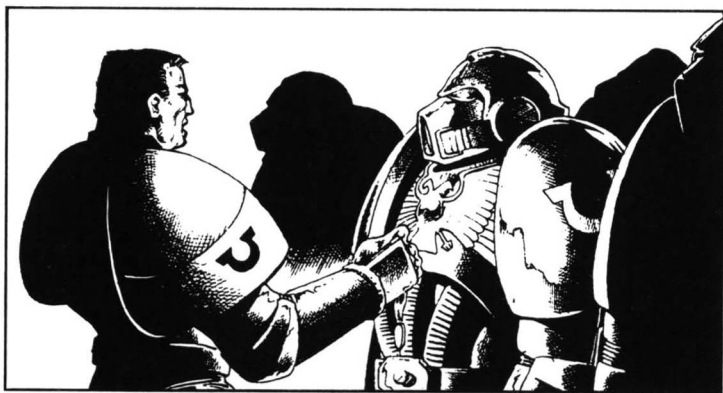
Increasing in Rank and Gaining Awards

The player with the most points, at the end of each mission, wins. The player who won the game moves up in rank by one level. All of the players must then look up their points scored for that Mission on the Combat Effectiveness Table to see if they receive an award.

If one of the players reaches the highest rank he will have won the Campaign game. If none of the players has reached the highest rank, another mission will need to be played.

A player may trade in four Honour Badges or Marks of Chaos to move up one Rank. The awards are lost, but the player moves up one rank. Players may not hold more than four Honour Badges or Marks of Chaos. Awards may not be used to reach the rank of Captain Senioris or Lord of Chaos – you can only reach these ranks by winning a game.

Between games any casualties that were lost are replaced so that you start each new game with a full set of miniatures. The only exception to this is the Marine Commander. If a Marine Commander is eliminated then that player must start off with a Sergeant in the next game, and any Honour badges that the player had are lost. Marine Commanders of any rank start each mission with six life points.



Between Missions

Between Missions you must keep track of the rank you have attained as well as how many Honour badges or Marks of Chaos you have. The Marine players may do this on their Scanners. Each Scanner has three spaces that may be used to insert the card Rank badge tokens and Honour badge tokens.

Note: Some of the Honour badge tokens represent two, or more, Honour Badges.

The Alien player should keep track of his rank and his Marks of Chaos on the plastic tray inside the box. A space is provided for the Alien player to place his Rank badge token and his Mark of Chaos tokens.



Mission One

Primary Mission

Mission 547/2-Sector 57 — Seek and Destroy

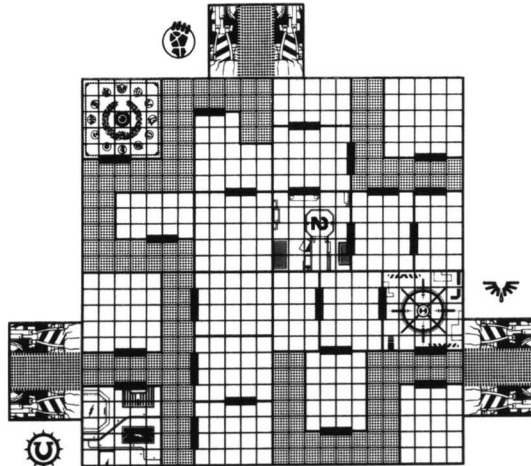
Beta Squad, Alpha Company, has been wiped out by a Dreadnought aboard Alien Vessel 547, code-name Abomination, whilst trying to clear the Sector. You must seek out the Dreadnought and destroy it.

The Primary Mission token will be won by the Marine player who destroys the Dreadnought.

Secondary Mission

Enemy have deployed a Reconnaissance Android. Locate and eliminate.

The Secondary Mission token will be won by the Marine player who destroys the Android.



Blips
Reinforcements

All Blip tokens, except three Androids
None



Mission Two

Primary Mission

Mission 547/3-Sector 58 — Clearing Action

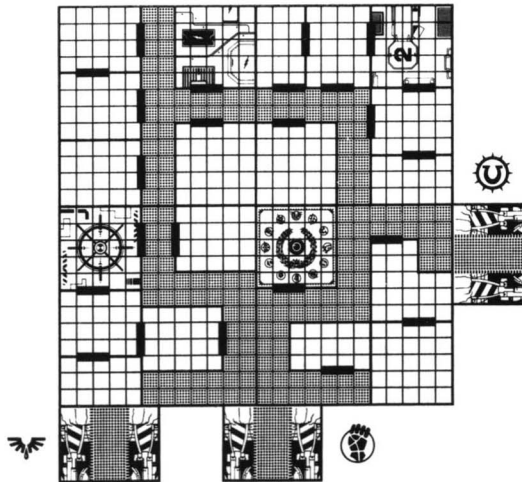
Sector 57 has been cleared, proceed to sector 58. Alien forces here are known to be under the command of a Chaos Commander. Locate the Chaos Commander and eliminate him. All other aliens must be engaged and destroyed.

The Primary Mission token will be won by the Marine player who eliminates the Chaos Marine Commander.

Secondary Mission

Intelligence has shown that there are Chaos Space Marine Heavy weapons being deployed. Locate and destroy.

The Secondary Mission token will be won by the Marine player who eliminates the Chaos Space Marine with the Heavy weapon.



Blips
Reinforcements

All Blip tokens
None



Mission Three

Primary Mission

Mission 547/4-Sector 105 — Interception

Aliens have been detected in force moving through Sector 105. Intercept and destroy, before they can reinforce the alien perimeter.

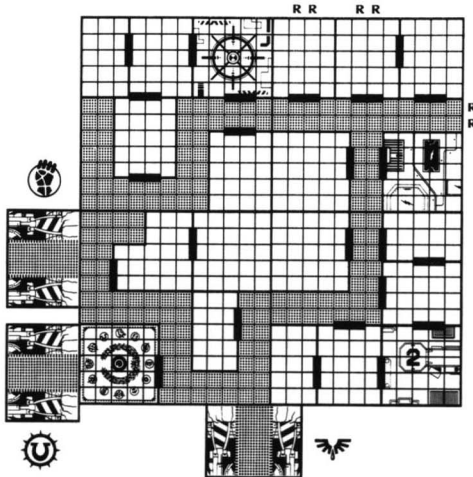
Once all Blip and Reinforcement tokens have been claimed, the Primary Mission token will be awarded to the Marine player with the greatest points' worth of aliens at the end of the game.

Secondary Mission

The enemy have deployed a Dreadnought. It must be eliminated.

You may take the Dreadnought Reinforcement token and add it to your Reinforcement token pool.

The Secondary Mission token will be won by the Marine player who destroys the Dreadnought.



Blips
Reinforcements

All Blip tokens except Dreadnought
All Green Reinforcement tokens.



Mission Four

Primary Mission

Mission 547/5-Sector 112 – Diversionary Action

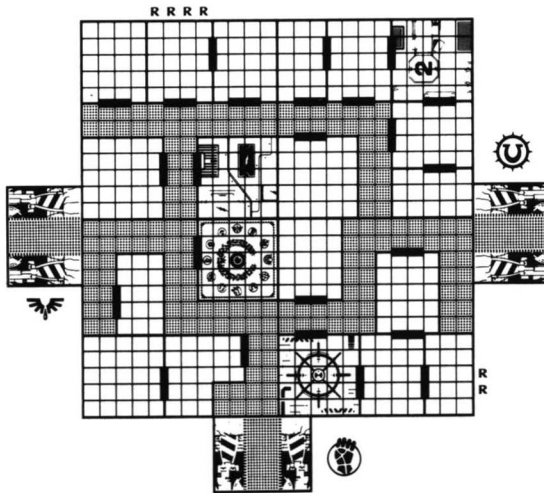
Sector 734 must be cleared of aliens. A main assault is to be placed into this sector. A diversionary attack is to be made into sector 112. Casualties must be kept low, your squads will be required to reinforce the main assault after the diversion.

Once all Blip and Reinforcement tokens have been claimed, the Primary Mission token will be awarded to the Marine player who suffers the least number of casualties. If two players have lost the same number, it will be awarded to the player who has scored the most points.

Secondary Mission

Diversion accomplished. All Marines to re-board the docking arms.

The Secondary Mission token will be won by the first Marine player to get all his men back on to his Docking claw. Award the Primary Mission token to the Marine player who suffers the least number of casualties.



Blips
Reinforcements

All Blip tokens
All Green Reinforcement tokens



Mission Five

Primary Mission

Mission 547/6-Sector 734 – Clearing Up

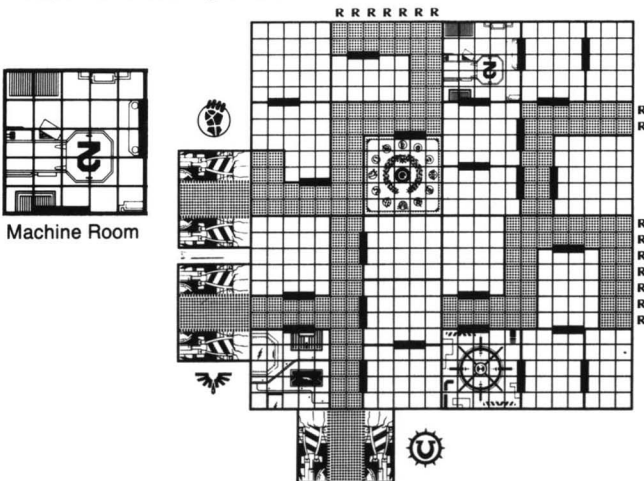
Sector 734 has been taken. However, a small band of Orks and Gretchin are left. Locate and destroy. They may have Chaos Space Marines with them.

Once all the Ork and Gretchin Blip and Reinforcement tokens have been claimed, the Primary Mission token will be awarded to the Marine player who destroyed the most Orks and Gretchin. If two players have destroyed the same number, the token will be awarded to the player with the most points.

Secondary Mission

The aliens are building a teleporter to bring more forces into this part of the perimeter. It is located in the old Machine rooms. Locate and destroy.

The Secondary Mission token will be won by the first Marine player to get one of his Marines into the Machine room and destroy the teleporter by firing his weapon and scoring one or more.



Blips
Reinforcements

All Blip tokens
One Marine player – All Green Reinforcement tokens
Two or three Marine players – All Green and Blue Reinforcement tokens.



Mission Six

Primary Mission

Mission 547/7-Sector 734 – Chaos Marines

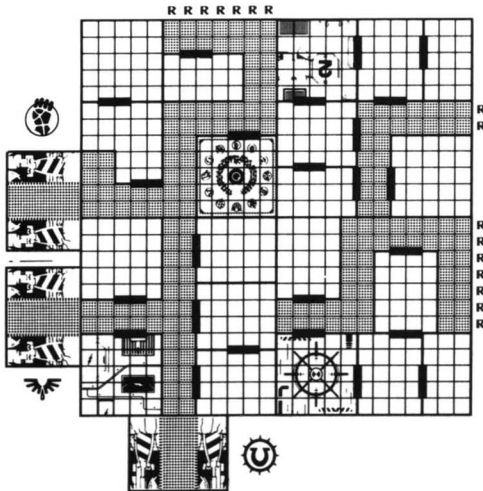
Two Chaos Space Marine squads have attacked this sector. They must be eliminated.'

Once all Chaos Space Marines have been destroyed, the Primary Mission token will be awarded to the Marine player who destroys the most Chaos Space Marines. If two players have destroyed the same number then the player who scored the most points wins the token.

Secondary Mission

One of the Chaos Marine Commanders is attempting to call in Reinforcements. Eliminate him before he can do so.

The Secondary Mission token will be won by the first Marine player to destroy a Chaos Marine Commander.



Blips
Reinforcements

All Blip tokens
One Marine player – All Blue reinforcement tokens
Two or three Marine players – All Blue and Grey
Reinforcement tokens, except Dreadnought



Mission Seven

Primary Mission

Mission 547/8-Sector 879 – Secure Loading Bay

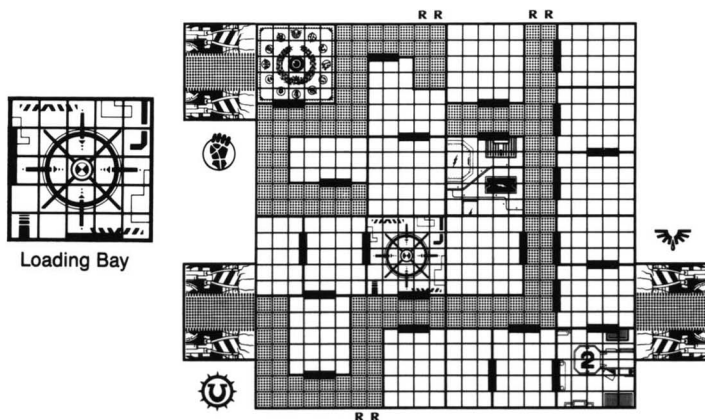
Heavy equipment needs to be brought up to the perimeter to break up an enemy strongpoint. We must locate a loading bay that is intact in order to bring the equipment in.

The Primary Mission token will be won by the first Marine player to get one of his miniatures into the Loading Bay room. Having checked the bay, he may return to his Docking claw.

Secondary Mission

Once secured, the presence of a Dreadnought could jeopardize the mission. Locate and destroy the Dreadnought.

The Secondary Mission token will be won by the Marine player who destroys the Dreadnought.



Blips
Reinforcements

All Blip tokens
One Marine player – All Green Reinforcement tokens
Two or three Marine players – All Green and Blue Reinforcement tokens



Mission Eight

Primary Mission

Mission 547/9-Sector 880 – Withdrawal

The enemy are mounting a major attack. Withdraw your marines to the Docking claw. Delay the aliens as much as you can during the withdrawal.

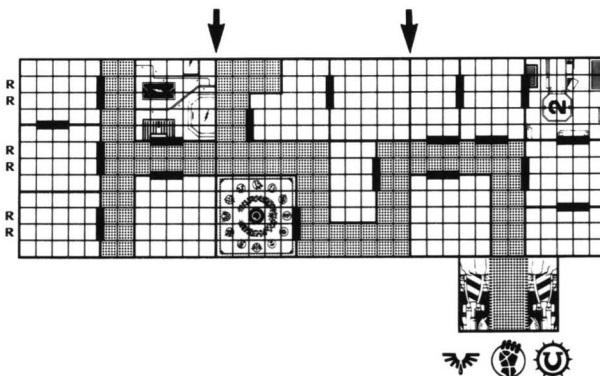
The Primary Mission token will be won by the Marine player who gets the most of his Marines to the Docking claw. If two players get the same number of Marines to the Docking claw, then the token will be won by the player who scored the most points.

Secondary Mission

Missile launcher ammunition has been found to be unstable. Missile launchers may not fire. Replace with Bolters.

NOTE: All the Marines are withdrawing to the same Docking claw. At the start of this Mission, the Marines players should place one miniature each, in turn, anywhere on the board furthest from the Docking claw, until they have placed their full squads. No Blip tokens may be placed onto this first board.

Only two wall sections are used, as well as the four board clips. The walls should be placed with the tall end towards the arrows.



Blips

Reinforcements

All Blip tokens, except the Androids and the Dreadnought
All Reinforcement tokens



Mission Nine

Primary Mission

Mission 547/10-Sector 881 – Destroy Command Centre
The Command Centre must be destroyed to disrupt alien attempts to organise their defence.

The Primary Mission token will be won by the first Marine player to get one of his miniatures into the Command Centre room and destroy it by firing his weapon and scoring 3 or more.

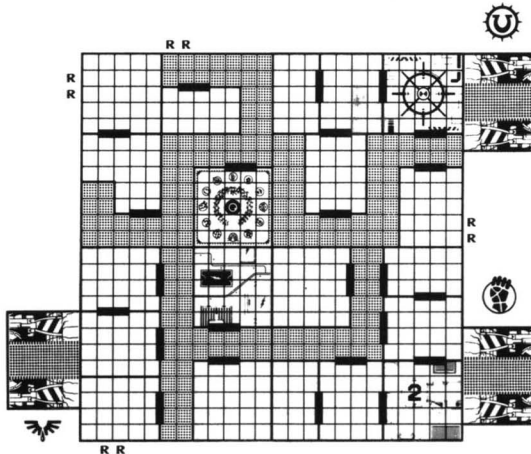
Secondary Mission

Alien forces defending the Command centre have been drawn from an elite unit. Two crack Android units are also present. Give Androids high target priority.

The Secondary Mission token will be won by the Marine player who destroys the most number of Androids. If two or more players have destroyed the same number of Androids, the token will be won by the player with the most points.



Command Centre



Blips
 Reinforcements

All Blip tokens
 One Marine player – All Blue Reinforcement tokens
 Two or three Marine players – All Blue and Grey
 Reinforcement tokens, except Dreadnought



Mission Ten

Primary Mission

Mission 547/11-Sector 897 – Disable Defence Shield

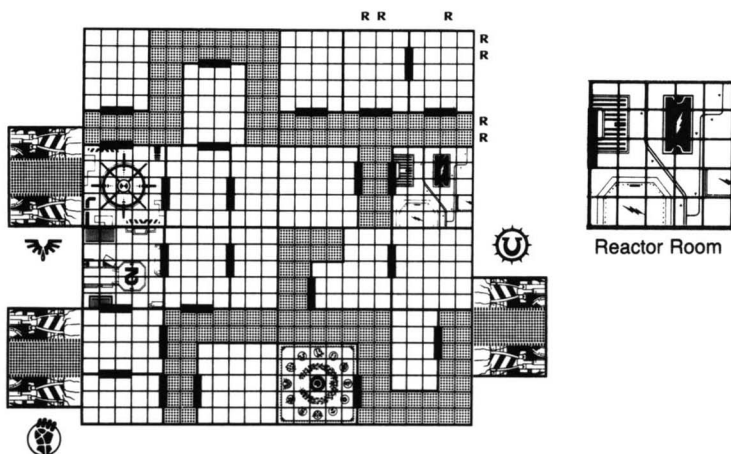
The aliens are diverting power from the reactor to maintain a defence shield. The shield cannot be penetrated so the power source must be destroyed. Knock out the Reactor room.

The Primary Mission token will be won by the first Marine player to get one of his miniatures into the Reactor room and destroy it by firing his weapon and scoring 3 or more.

Secondary Mission

The Command Centre is being used to direct the power. It must be destroyed to ensure that the aliens cannot repair the shield.

The Secondary Mission token will be won by the first Marine player to get one of his Marines into the Command Centre and destroy it by firing his weapon and scoring 2 or more.



Blips
Reinforcements

All Blip tokens
One Marine player – All Blue Reinforcement tokens
Two or three Marine players – All Blue and Grey Reinforcement tokens



Mission Eleven

Primary Mission

Mission 547/12-Sector 953 – Eliminate Alien Command

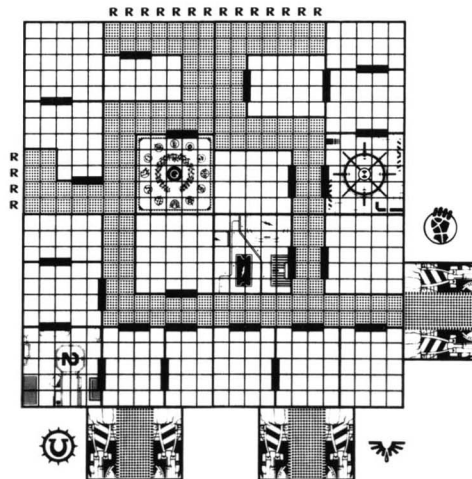
The defence shield is down. There are only two Chaos Marine Commanders left. They must be eliminated to disrupt the alien command.

The Primary Mission token will be won by the first Marine player to destroy a Chaos Marine Commander.

Secondary Mission

It is imperative that both Chaos Commanders are eliminated.

The Secondary Mission token will be won by the second Marine player to destroy a Chaos Marine Commander.



Blips
Reinforcements

All Blip tokens
One Marine player – All Green Reinforcement tokens
Two Marine players – All Green and Grey Reinforcement tokens
Three Marine players – All Reinforcement tokens, except Dreadnought



Mission Twelve

Primary Mission

Mission 547/13-Sector 978 – Assault

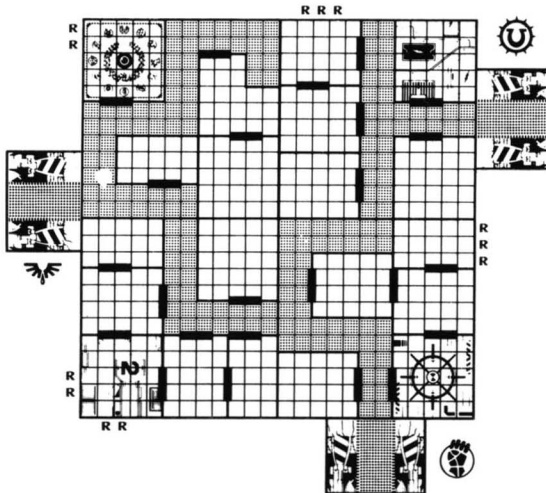
The aliens have placed their last forces in this sector. All alien forces must be eliminated.

Once all Blip and Reinforcement tokens have been claimed, the Primary Mission token will be won by the Marine player who claims the most Blip and Reinforcement tokens.

Secondary Mission

The aliens have deployed two Dreadnoughts. They must be eliminated: give them high target priority.

The Secondary Mission token will be won by the first Marine player to destroy a Dreadnought.



Blips
Reinforcements

All Blips tokens, except Chaos Marine Commander
One Marine player – All Green Reinforcement tokens plus Dreadnought
Two Marine player – All Green and Blue Reinforcement tokens plus Dreadnought
Three Marine players – All Reinforcement tokens



Space Marine Combat Effectiveness Table

Points Scored	Award
10 or less	You have done very badly. In an attempt to redeem yourself you re-enter the Alien spacecraft on your own. You are killed but die gloriously. In your next game you must start off with a new Sergeant and no Honour badges.
11-30	An acceptable performance. You are awarded one Honour badge.
31-50	A commendable performance. You are awarded two Honour badges.
51 or more	A heroic performance. You are awarded three Honour badges.

If you win the game you are automatically promoted one rank.

Alien Combat Effectiveness Table

Points Scored	Awards
29 or less	You have done very badly. The powers of Chaos are displeased with you and transform you into a Chaos Spawn. In the next game you must start off with a Chaos Renegade.
30-60	An acceptable performance. You are awarded one Mark of Chaos.
61-80	A commendable performance. You are awarded two Marks of Chaos.
81 or more	A heroic performance. You are awarded three Marks of Chaos.

If you win the game you are automatically promoted one rank.

MB
GAMES

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Caswell Way, Newport,
Gwent NP9 0YH.
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Developed in conjunction with

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