

SPACE CRUSADE

TERMINATORS. SPACE MARINE SCOUTS. ORK MOBS. TYRANIDS AND GENESTEALER HYBRIDS IN SPACE CRUSADE

BY JERVIS JOHNSON

These new rules for MB Games' Space Crusade allow you to take on the Alien player equipped in the Imperium's dreaded Terminator armour or at the head of a squad of Space Marine Scouts or mob of Ork Boyz! If you're the Alien player, you can now include Genestealer Hybrids or awesome Tyranid Warriors in your army! To use these rules you'll need the appropriate Citadel Miniatures from our vast Warhammer 40,000 range, available from any Games Workshop store or through our Mail Order Service (details of where to find your local Games Workshop store and how to Mail Order are given elsewhere in the magazine).

USING THE NEW COMPONENTS

We've included new reference cards for Space Marine Terminators, Space Marine Scouts and Orks, a set of 12 Ork order and equipment cards and an additional Alien Control Panel. Remove these pages from the magazine and stick them to this card. Then cut out the individual reference, order and equipment cards. If you don't have a second copy of the magazine, you can photocopy the rules pages for personal use before cutting out the new components.

TERMINATORS

Terminator armour is constructed from heavy-gauge plasteel plating and is very strong. The suit is heavily armed and contains its own independent power supply and life-support systems. Almost all Space Marine chapters have suits of Terminator armour and train their best Space Marines to use them. The suits are valuable and often very old. Many bear scars or medallions commemorating past actions and are treated with the reverence due to ancient relics.

Most Space Marine Terminators are armed with a power fist and a storm bolter. Sometimes Terminator suits are fitted with a pair of lightning claws or with a thunder hammer and storm shield. These weapons make the Space Marine Terminator almost unstoppable in close combat.

Space Marine Terminators also use heavy weapons. These weapons are larger and more dangerous than the versions carried by Space Marines in power armour, because the Terminator armour can carry a much heavier load.

USING TERMINATOR ARMOUR

A Space Marine player can choose to equip his squad with Terminator armour instead of taking four equipment cards. A Terminator squad has one Commander, three Terminators and one Terminator with a heavy weapon.

The Commander always has a storm bolter and a power sword. The Terminators may carry a storm bolter and power fist, or lightning claws, or a thunder hammer and storm shield. The Terminator with the heavy weapon has a power fist and may carry a heavy flamer or an assault cannon.

You must choose which weapons each miniature will carry at the start of the game.

TERMINATOR WEAPONS

The following rules apply to weapons used by Terminators.

Storm Bolter

The storm bolter only affects one target, like a normal bolter, but it is a more powerful weapon and rolls a heavy weapon dice and a light weapon dice instead of two light weapon dice.

Power Fist

Most Terminators have a power fist as well as a ranged weapon. The power fist can easily crush enemies or deliver mighty punches. It is only used in hand-to-hand combat.

Assault Cannon

The Terminator assault cannon works in the same way as a Space Marine assault cannon, except that it rolls an extra light weapon dice.

Heavy Flamer

The heavy flamer shoots a burst of super-heated chemical that erupts into a ball of fire. The heavy flamer affects the same area as a missile launcher (the target square and all adjacent squares). All miniatures in this area will be attacked with the total number rolled on both dice.

Lightning Claws

Lightning claws are sheathed in deadly energy so their razor-sharp edges cut easily through bone and armour. Terminators with lightning claws may only attack in hand-to-hand combat. A Terminator with lightning claws can attack diagonally.

Thunder Hammer & Storm Shield

The thunder hammer and storm shield are power weapons that crackle with energy and flicker with a constant blue light. The thunder hammer uses this energy to deliver blows of explosive force. Space Marine Terminators with a thunder hammer may only attack in hand-to-hand combat. A Terminator with a thunder hammer can attack diagonally.

Self-Destruct: Instead of attacking, the Space Marine Terminator may cause the thunder hammer to self-destruct. If you do this, the Terminator is killed, but all miniatures adjacent to the Terminator are attacked with two heavy weapon dice and four light weapon dice. A Space Marine Terminator will only unleash this powerful force when he knows he is doomed but chooses to sell his life dearly.

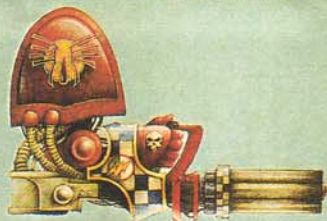
Storm Shield: The storm shield is used to deflect damage. If the Terminator takes any wounds, roll a heavy weapon dice. The number on the dice is the number of wounds deflected by the shield - deflected wounds don't affect the Terminator.

SPACE MARINE TERMINATORS

ARMOUR All Terminators have an armour value of 3.

MOVEMENT All Terminators move 4 squares.

TERMINATOR WEAPONS



Assault Cannon



Firing



Heavy Flamer



Firing



Storm Bolter



Firing



Power Fist



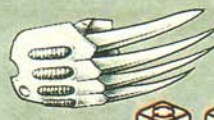
Hand-to-Hand
Combat

Thunder Hammer
and Storm Shield



Hand-to-Hand
Combat

Lightning Claws



Hand-to-Hand
Combat

COMMANDER WEAPONS



Firing



Hand-to-Hand
Combat

Storm Bolter and Power Sword

EQUIPMENT



BATTLE FRENZY

Overwhelmed by the joy of battle, your Boyz leap into close combat with frenzied strength.

Any of your Orks may roll two extra heavy weapon dice in hand-to-hand combat. Discard this card after use.

EQUIPMENT



FRAG STIKKBOMBZ

Frag stikkbombz blast the enemy to bits – and they make plenty of noise!

Any one Ork may throw a frag stikkbomb instead of firing. The stikkbomb attacks in the same way as a missile launcher.

EQUIPMENT



FREEBOOTER

Your Nob has paid some teef to a Freebooter Ork who joins the mob for this mission.

Play this at the start of the mission – you get an extra Ork with the same stats as your Nob (except he only has one life) and your choice of Nob's weapons. Discard this card after use.

SPACE MARINE SCOUTS

At the end of his basic training, a Space Marine joins the Scout Company of his chapter. Space Marine Scouts are fast and mobile, and specialise in dangerous reconnaissance missions behind enemy lines. Their Commander is a veteran Space Marine Sergeant whose battlefield experience and bravery serve as an example for the Scouts.

Only when a Space Marine Scout has proved himself in battle is he allowed to wear the precious powered armour that shows he is one of the Emperor's elite troops.

Space Marine Scouts are armed with a bolt pistol and a large combat knife. The Space Marine Scout Commander is also armed with a bolt pistol but carries a chainsword instead of a combat knife. One Space Marine Scout is equipped with a heavy bolter which has been specially adapted so that it can fire hellfire shells.

USING A SPACE MARINE SCOUT SQUAD

A Space Marine player can choose to use a Space Marine Scout squad instead of a normal Space Marine squad. A Scout squad has one Veteran Space Marine Commander, three Space Marine Scouts and one Space Marine Scout with a heavy bolter.

The Veteran Space Marine Commander always carries a bolt pistol and a chainsword. The Space Marine Scouts have bolt pistols and combat knives, except for one that carries the heavy bolter.

DIVING PRONE

Space Marine Scouts are very agile and can try to dive out of the way of a ranged attack. The only exception is the Scout carrying the heavy bolter, who is too weighed down by the weapon to be able to dodge.

You can choose to dive prone after the Alien player has said that he will make a ranged attack but before the dice are rolled. Only the Space Marine Scouts that are being attacked are allowed to dive prone.

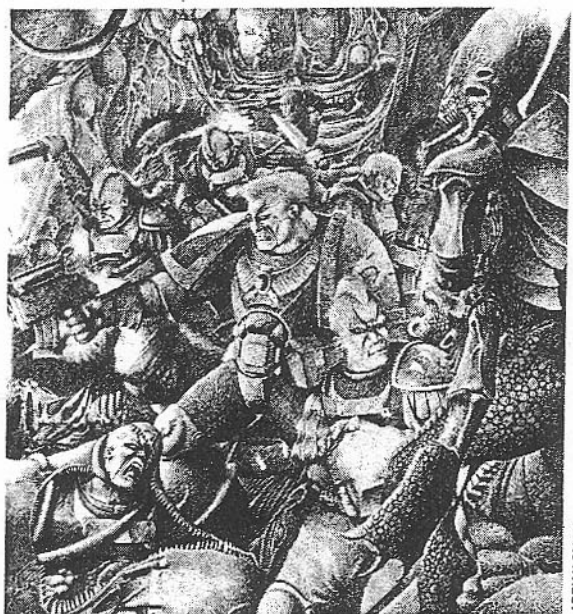
Move the Space Marine Scout up to one square and place him on his side in the square to show that he is flat on the floor. This may mean the opponent can't attack, as he can't see the Space Marine Scout in his new square. If this is so, the attack is wasted and cannot be used to attack another target.

While on his side the Space Marine Scout can't move and is not allowed to dive prone again. He rolls one less dice in hand-to-hand combat. However, his armour value goes up to 2 as he is much more difficult to hit.

You may choose to stand a Space Marine Scout up when you next move him. A Space Marine Scout that has to stand up may only move 6 squares instead of his normal move of 8 squares.

SPACE MARINE SCOUT WEAPONS

The following special rules apply to the weapons carried by Space Marine Scouts.



Bolt Pistol

Space Marine Scouts are armed with bolt pistols. Although a bolt pistol has a shorter range than a bolt gun, this doesn't usually matter in the confined corridors of a space hulk. The bolt pistol only affects one target, like a normal bolter, and the same number of dice are rolled. However, it cannot be used to attack targets that are more than 12 squares away from the Space Marine Scout that is making the attack.

Combat Knife

Space Marine Scouts carry a combat knife as well as their bolt pistol. The knife has a mono-molecular edge which is so sharp that it can cut through steel and bone! The combat knife may only be used in hand-to-hand combat.

Heavy Bolter

The heavy bolter may either fire as a heavy bolter or it may fire a hellfire shell. Hellfire shells are horrific weapons. They are made from a hollow crystal filled with a mixture of caustic acid and deadly poison. When the shell explodes, the slivers of crystal cut through flesh, while its contents burn and poison its victims. Only one hellfire shell may be loaded in the weapon at a time, and a new one must be loaded after the first is fired.

Firing as Heavy Bolter: When fired as a heavy bolter the gun only affects one target, but rolls two heavy weapon dice.

Firing Hellfire Shell: The hellfire shell attacks in the same way as a missile launcher and rolls the same number of dice. After the shell has been fired the gun must be reloaded before it can fire a hellfire shell again. Reloading takes the Space Marine Scout a whole turn and he may not move or shoot while he is reloading. The gun can still be used as a heavy bolter until it is reloaded. When the hellfire has fired, put a hellfire out of ammo counter next to the model to show it can't fire another hellfire shell until it reloads – take the counter away when it reloads.

Chain Sword

The Space Marine Scout Commander carries a chainsword as well as a bolt pistol. The chainsword has a powered edge studded with mono-molecular teeth which can chew their way through almost any armour. The chainsword may only be used in hand-to-hand combat.

SPACE MARINE SCOUTS

ARMOUR

The Commander has an armour value of 2. All other Scouts have an armour value of 1.

MOVEMENT

The Scout with the heavy bolter may move 6 squares. All other Scouts may move 8 squares.

COMMANDER WEAPONS



Bolt Pistol and Chainsword



Firing



Hand-to-Hand
Combat

SCOUT WEAPONS



Bolt Pistol and Combat Knife



Firing



Hand-to-Hand
Combat

SCOUT WEAPONS



Heavy Bolter

Hellfire Shell



Hand-to-Hand
Combat



Firing



Firing

ORKS

ARMOUR

The Ork Nob has an armour value of 2. All the Ork Boyz have an armour value of 1.

MOVEMENT

The Orks carrying a heavy plasma gun move 4 squares. All other Orks move 6 squares.

BOYZ WEAPONS



Heavy Plasma Gun

Hand-to-Hand
Combat



Firing



NOB'S WEAPONS



Plasma Pistol

Hand-to-Hand
Combat



Firing



Bolt Pistol and Power Sword

Hand-to-Hand
Combat



Firing

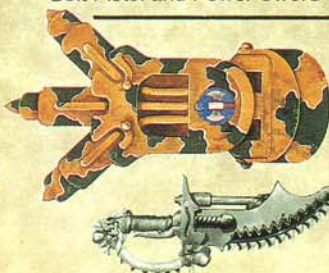


Bolt Gun

Hand-to-Hand
Combat



Firing



Power Claw and Chain Sword

Hand-to-Hand
Combat





ORK MOB

Orks are large, green-skinned humanoid creatures with powerful limbs and heavy-jawed heads. They are a brutal race who love war.

Ork-controlled parts of the galaxy are not very organised or co-ordinated. There are countless different tribes of Orks and they all fight amongst themselves as well as against other races. If you decide to use an Ork Mob then you're using Orks from a different tribe to those used by the Alien player and the two tribes are deadly enemies.

Orks are split into Nobz and Boyz. Nobz are Ork nobles. Being a Nob is not an inherited title – you get to be a Nob by being so big and tough that you can order other Orks about. Nobz have the best weapons and armour because they get first pick of any captured booty. Most Nobz prefer to use short ranged weapons so that they can get into hand-to-hand combat with the enemy.

Da Boyz are the rank and file of Ork warriors. Boyz don't have much armour and are usually armed with the Orks' favourite weapon, the bolt gun – Orks like weapons that make a lot of noise and cause big explosions! A few Boyz carry heavier weapons but not very many as the best gear is usually nicked by the tribe's Nobz.

USING AN ORK MOB

A Space Marine player can choose to use an Ork Mob instead of a Space Marine squad. An Ork Mob is led by one Nob, and has ten Boyz.

The Nob is the equivalent of the Space Marine Commander and has 6 lives. You can choose which set of weapons he carries from those listed on the Ork Reference Sheet. The rest of the Boyz carry bolters just like those used by the Space Marines, except for two Boyz who carry heavy plasma guns.

Orks have their own set of equipment and order cards. We've included a set in this issue of White Dwarf. If more than one player wants to be an Ork, you'll need to make extra sets of cards – you can photocopy the cards we've provided (or buy another copy of the magazine!).

ORK WEAPONS

The following new weapons can be used by the Orks. All of the other weapons used by the Orks have either been described already in this article or in the Space Crusade rulebook. Ork weapons have the same effect as the other weapons – and whenever possible, they're a lot noisier!

Heavy Plasma Gun

The heavy plasma gun is an enormous and very dangerous weapon, similar to an enlarged version of the plasma gun used by Space Marines. The Orks love to use it because the eruption of the super-heated gas plasma makes so much noise and causes so much damage.

An Ork armed with a heavy plasma gun may either fire or move. He may not do both in the same turn. The heavy plasma gun attacks everything in straight line, just like a normal plasma gun, but gets to roll an extra two light weapon dice because it's so large.

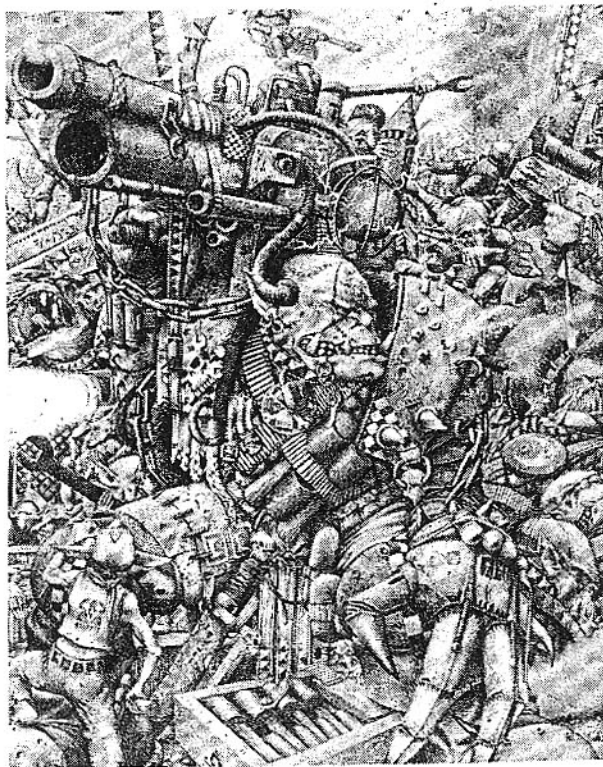
Power Claw

The power claw is a huge ripping and crushing mechanical device that can be used by the Ork Nob. It is the Ork version of the Space Marine power glove and may only be used in hand-to-hand combat.

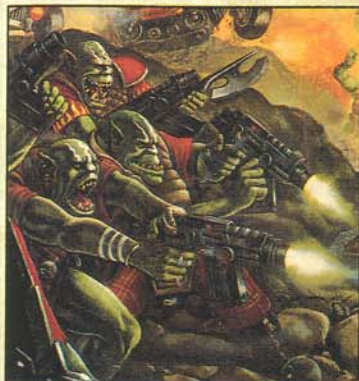
Plasma Pistol

The plasma pistol is a version of the plasma gun designed for use at short range. It may not be fired at a target that is more than 12 squares away from the Ork Nob but affects all targets in a straight line up to this range.

As the pistol is smaller and easier to handle than a plasma gun, it doesn't slow the user down like a normal plasma gun would.



ORDER

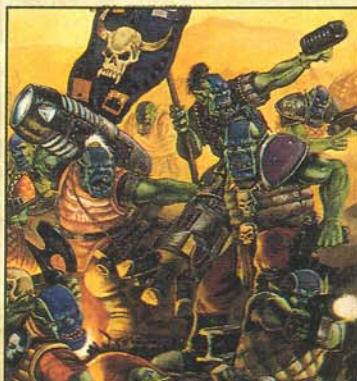


DAKKA! DAKKA!

This is for when there's loads of enemy skum to kill. It'll make your Boyz dead shooty.

Any of your Orks may fire twice. They may fire, move and then fire again OR fire twice before or after moving. Discard this card after use.

ORDER



GET A ZOGGIN' MOVE ON

This will make your Boyz move faster so they can get into battle dead quick.

Any of your Orks may move twice. They may move, fire and then move again OR move twice before or after firing. Discard this card after use.

ORDER



GET DA GITZI

Your Boyz are gonna charge forward shootin', then smash the enemy gitzi - it's good for clearing the way.

Any of your Orks armed with bolters may fire them AND attack in hand-to-hand combat this turn. Discard this card after use.

ORDER



WAAARGH!

Your Boyz leap forward in a berserk attack and batter their way through the enemy skum.

Any of your Orks may roll an extra heavy weapon dice in hand-to-hand combat but can't shoot any ranged weapons. Discard this card after use.

EQUIPMENT



BIONIK BITZ

A Painboy has fitted a bionik arm to your Nob so he can crush the enemy skum in his mighty grip.

Your Nob may reroll one dice whenever he attacks in hand-to-hand combat to try to improve his score. Remains in use for the entire mission.

EQUIPMENT



POWER ARMOUR

Your Nob has a suit of well 'ard power armour to protect him from enemy attacks.

Your Nob's power armour may deflect enemy shots or hand-to-hand combat attacks - increase his armour value to 3. Remains in use for the entire mission.

EQUIPMENT



KUSTOM WEAPON

One of your Boyz is a Mekaniak armed with a kustom multi-barrelled kombi-weapon.

Choose one of your Boyz as the Mek. He can either fire his kustom weapon as a normal bolter OR he can put it into multi-barrelled death-shredda mode and unleash a hail of bolter fire with the same effect as a heavy plasma gun (in which case, he can't move in the same turn).

EQUIPMENT



PAINBOY

One of your Boyz is a Painboy and he can use his mending' skills to patch up the Nob.

This card restores your Nob to six life points if he's been wounded. You can't use it if your Nob has just been reduced to zero life points. Discard this card after use.

EQUIPMENT



BOLT PISTOLS

Your Boyz are armed with bolt pistols as well as bolters giving them extra shootiness at close quarters.

All your Boyz may roll one extra light weapon dice in hand-to-hand combat. Remains in use for the entire mission.

TYRANID WARRIORS AND GENESTEALER HYBRIDS

Tyrannid Warriors and Genestealer Hybrids are two new creatures for the Alien player to use. As long as you have the correct Citadel Miniatures you may include these creatures in your alien horde.

Each of these creatures can be used to replace one of the other alien creatures if you choose. The descriptions below tell you which creatures can replace which – for example, Tyrannid Warriors can be placed instead of Androids. You don't have to use the new creatures – you can choose when you come to place it. So, for example, you could place an Android one time and then choose a Tyrannid the next.

Where the creature you're replacing is included in the Space Marine victory conditions, a Space Marine player still gets to take the relevant token when the replacement creature is killed. For example, if you've replaced an Android with a Tyrannid and a Space Marine kills the Tyrannid, the Space Marine player takes an Android token if one is available.

TYRANIDS

Tyrannids have six limbs and stand twice the height of a man. Their bodies are covered in thick bony plates which protect them like armour. A colourless slime oozes over their bodies and drips from their talons. These terrifying creatures are invading the galaxy, killing everything in their path. There's no peace to be made with the Tyrannids – only desperate war against the millions of invading Tyrannid spaceships.

Tyrannids are very strong. One kick from the bony hoofs on their legs can crush a man's skull, while the razor sharp claws on the middle pair of limbs could rip you to pieces in a second.

But that's not all. The Tyrannids are the ultimate genetic engineers. Everything they use is created from living tissue! Two examples of Tyrannid genetic devices are the weapons carried by Tyrannid Warriors in their remaining two hands: the deadly Deathspitter or ferocious Boneswords.

TYRANID WEAPONS

The Deathspitter is a living gun which fires a tiny living creature. When it hits, the corrosive flesh of the creature is splattered over the target. Anyone who survives the force of the hit may be poisoned by the creature, while armour is corroded away by the creature's powerful metabolic acids.

The Bonesword is also a living creature. The blade is a massively-enlarged horn with a sharp serrated edge. In the hilt is the creature's small brain which is able to generate a powerful surge of energy when stimulated by the wielder. This flows along the nerve tendrils in the blade, causing the sword to glow with crackling destructive energy which is released as soon as the weapon hits its target.

USING TYRANID WARRIORS

The Alien player can choose to place a Tyrannid Warrior instead of an Android. You can pick what weapon the Tyrannid is armed with (a Deathspitter or a pair of Boneswords) when you place the model on the board.

GENESTEALER HYBRIDS

Genestealers infect other living creatures with a deadly genetic virus instead of killing them. The virus is passed to the children of the infected creature who are born as monstrous Genestealer Hybrids. The Hybrids can in turn pass on the virus to new victims.

Hybrids vary greatly in appearance, depending on the number of generations that have passed since the initial infection by a Purestrain Genestealer. The more generations that have passed, the more like a human the Hybrid looks.

Hybrids are not nearly as strong or tough as Purestrain Genestealers. However, they still have one or two hands rather than only claws and talons like a Purestrain Genestealer. This means that Hybrids are able to use weapons like bolt guns or bolt pistols, as well as heavy weapons like missile launchers, autocannon and conversion beamers.

USING GENESTEALER HYBRIDS

The Alien player can choose whether to use a Hybrid armed with a normal weapon like a bolt gun or with one of the heavy weapons.

If you pick one of the heavy weapon armed Hybrids, you can choose to place the Hybrid instead of a Genestealer. You can decide what weapon the Hybrid is armed with (missile launcher, autocannon or conversion beamer) when you place the model on the board.

If you pick any other weapon, you can choose to place the Hybrid instead of an Ork.

GENESTEALER HYBRID WEAPONS

The following new weapons can be used by Hybrids. All of the other weapons used by Hybrids are the same as Imperial weapons. For convenience, we've only given a single set of combat dice for Hybrids armed with normal ranged weapons – the various combinations of different weapons and number of claws mean that the Hybrids are more or less equally effective whatever they're armed with.

Missile Launcher

This is a very similar weapon to that used by the Space Marines and attacks in the same way.

Autocannon

The autocannon is an automatic self-loading cannon which fires a caseless shot of great penetrative power. The autocannon fires in a similar manner to an assault cannon allowing you to split your hits between targets.

Conversion Beamer

The conversion beam projector, or beamer, projects an energy field which converts matter to energy. The more dense and massive the target, the greater the effect. As soon as a target is caught in the energy beam, its molecular structure begins to energise and break apart. After a few seconds the field reaches a critical level and the target explodes.

Because the energy of the weapon takes a short time to reach critical levels, a Hybrid with a beamer can either move or fire – he can't do both in the same turn.

Because the weapon is more effective against massive targets and lightly-armoured targets can often avoid the beam, when you roll to attack with a beamer you score a hit for each dice you roll under the target's armour value.

TYRANIDS AND HYBRIDS



TYRANID WITH DEATHSPITTER

Move: 4

Armour: 3



Hand-to-Hand



Firing



TYRANID WITH BONE SWORDS

Move: 4

Armour: 3



Hand-to-Hand



HYBRID

Move: 6

Armour: 0



Hand-to-Hand



Firing



HYBRID WITH AUTOCANNON

Move: 6

Armour: 0



Hand-to-Hand



Firing



HYBRID WITH MISSILE LAUNCHER

Move: 6

Armour: 0



Hand-to-Hand



Firing



HYBRID WITH CONVERSION BEAMER

Move: 6

Armour: 0



Hand-to-Hand



Firing

To score a hit
you roll under
the targets
armour value



**HELLFIRE OUT OF
AMMO COUNTERS**