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 Legiones Asartes is the official title of the warrior organisation known as the space marines. Its warriors are aknowledged 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.

Space marines are organised into self-contained chapters, each with its own fleet. A chapter's fleet provides accomodation, 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.

Review by Manuel

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 enviroments 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 proceedure 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.

SPACE CRUSADE: THE GAME

Space Crusade is a science fiction role playing game, in which you control a commander and four marines. Your commander starts off as a Sergeant, and can work his way through the ranks. The computer version allows for three players, each commanding one marine chapter each. The alien is 'played' by the computer.

If you do well you will be promoted until you reach the exalted rank of Captain Senioris, or, if you manage to accomplish each of the primary missions, you will become Captain Supremus. (Some of the terms being used here will seem a little daunting at first. Don't worry- everything is explained in detail over the next few pages.)

You will also be awarded honour badges if you do well in a game. The six marine ranks are shown on the marine Rank Section following.

Le Vieux Manuel

The Rules of Play

The best way to explain how to play Space Crusade is to explain the rules of the board game, and then indicate how they are implemented on your computer. The game is for one to three players. The players control three marine commanders and their space marines. These players are called the marine players. The computer plays the alien. Each game is a mission, and details of all the missions appear at the end of this manual. Put as simply as possible, the game goes as follows:

At the start of a game, the marine players choose the marine chapter they wish to represent, the weapons for their marine team, the mission to be played and the equipment packs and orders for their marine team. The marine players take their turn first, after each marine team that are in play have had their turn then the alien takes its turn. The marine players must attempt to accomplish the mission they have selected from the mission list. During their turn, each marine may move, fire or fight using hand to hand combat. As the marines explore the game map, they will obviously encounter aliens. Marine players score points for eliminating their opponents, and the player who scores the most points wins the game. That's it-move in, kill aliens, achieve mission objectives, move out.

The Missions

The marine players choose one of the missions from the mission list and read the mission brief text which explains the mission objectives.

INCREASING IN RANK AND GAINING AWARDS

The player with the most points, at the end of each mission, wins, provided that the minimum point threshold has been reached by that player. The player who won the game moves up a rank by one level and players who have scored sufficient points will receive awards. If none of the players have reached the highest rank, another mission will need to be played.

A player may trade in four honour badges to move up one rank. The awards are lost, but the player moves up one rank. Awards may not be used to reach the rank of Captain Senioris - you can only reach this rank by winning a game. Awards may not be used to reach the rank of Captain Supremus - you can only reach this rank if you are already Captain Senioris, and then by accomplishing all of the primary missions.

Between games any casualties that were lost are replaced so that you start each new game with a full set of marines. 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 level with six life points.

Levelx Manual

THE CAMPAIGN GAME

The campaign links all twelve games that you have played together. The object of the campaign is to be the first player to reach the rank of Captain Senioris, or even better, to accomplish all of the primary missions to become Captain Supremus, but only if you have previously reached Captain Senioris.

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 may be promoted or receive honour badges depending on how well they played and how many points they scored.

In the campaign game the number of equipment packs and orders a marine player may choose will depend upon their rank and how many honour badges they have been awarded in previous games. A player always has four equipment packs and one order. For each honour badge they have been awarded the player may take an additional equipment pack. For each rank he has been promoted, the player may take an additional order. A player may never have more than 8 equipment packs or 4 orders.

Space Marine Rank Table

Rank	Order/s
Sergeant	One
Lieutenant Primus	Two
Lieutenant Senioris	Three
Captain Primus	Four
Captain Senioris	Four
Captain Supremus	Four

Honour Badge Table

Honour Badges	Equipment Packs
None	Four
One	Five
Two	Six
Three	Seven
Four	Eight

The Marine Players

The marine players must choose which marine chapter they are going to play with. The marine players must then choose their weapons, equipment packs and orders. Each player must choose four of the eight equipment packs and one of the four orders available to that chapter, although they may choose more if their rank or honours allow.

Choosing Weapons

Each marine player has a range of weaponry to choose from at the start of each mission. The weapons chosen may vary from one game to another, depending on the aim of the mission.

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Commander's Weapons

There are three alternative weapon combinations for the marine commander:

1. Power Axe and Bolt Pistol.

This gives him a good hand-to-hand combat weapon with a little firepower.

2. Power Sword and Power Glove.

This gives him no firepower at all, but two fearsome hand-to-hand combat weapons.

3. Heavy Bolter.

This gives him better firepower but his hand-to-hand combat ability is only as good as a normal marine.

Marine's Weapons

The four marines may choose from the available weapons. One of the four marines must carry a heavy weapon and one other must carry a bolter. The remaining two may choose between carrying a bolter or a heavy weapon. The three heavy weapons available are:

1. Assault Cannon

A useful weapon for attacking scattered groups of the weaker aliens or for attacking single, more powerful aliens.

2. Missile Launcher

A good weapon for attacking aliens who are closely packed together or for attacking more powerful aliens.

3. Plasma Gun

The plasma gun is a very powerful weapon that is best used in the corridors where it is effective against all manner of aliens.

Order of Play

The Blood Angels will move first, followed by the Imperial Fists, and then the Ultra Marines.

Marine Players Turn

During a marine player's turn they may move and/or fire (or engage in hand to hand combat) all of their marines. They may move and fire each marine in turn. A marine may move first, then fire, or fire first and then move. A marine does not have to fire or move. However, a marine may not move twice or fire twice unless an order is played that allows the marine player to do so. The marine player may use any of their equipment packs during the course of their turn. However, marine players may only use **one** order per turn. The order is played at the beginning of a marine player's turn before moving or firing, and cannot be played again for the duration of that game.

1. Movement

The game map is divided into squares which are used for movement. Squares are either corridor or room squares. A commander and any marine with a bolter may move up to six squares, and marines with heavy weapons may only move up to four squares, although one of the equipment packs will allow a chapter to move six. A marine may be moved in any direction, horizontally, vertically or diagonally. The player may always choose to move a marine less than the maximum distance allowed, or not to move a marine at all.

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When moving, you will not be allowed to finish your move on an occupied square. You may, however, pass through a square occupied by one of your own marines provided you have enough movement to move beyond the square. You may not move through a square occupied by an alien or a marine from another marine chapter, otherwise you must take another route or stop. Only one marine or alien may occupy a square.

2. Opening Doors

Aliens and marines may only enter and leave rooms through open doors. A door may be opened by moving a marine onto one of the squares in front of it, clicking on the Door Icon in the control panel at the bottom of the screen. Players do not have to open a door if they do not wish to. Opening a door does not count as a move. Players may not close doors or open doors they are not adjacent to, unless an alien event (see Alien Events) has occured and allows them to do so. A door will open automatically if a player moves on, or past it.

3. Scanning

Any of the marines in your team may scan for aliens during their turn, but only one scan is allowed per turn. If there are aliens within scan range then blips, which are unrevealed aliens, will appear . Blips will only appear if they are not within a marine's line of sight. Obviously, any aliens within the sight of a marine will be shown as an alien, regardless of whether you have scanned or not. If a marine moves onto a square from which a line of sight can be traced to one or more blips, then those blips will be revealed and an alien will appear in place of the blip.

Blips

If a marine or commander moves onto a square from which a line of sight can be traced to one or more blips, then those blips will be revealed.

Line of Sight

Line of sight between marines or aliens is calculated by tracing a straight line from the **centre** of one square to the other. If the line of sight passes through a square containing a marine or alien, a closed door or a wall, the line of sight is blocked. Aliens or marines only block the line of sight for firing, they do not block the line of sight for the purpose of seeing if a blip needs to be revealed. Obviously, on the computer this is calculated automatically.

Firing

You may only fire at targets that are visible and cannot fire at blips. Targets are visible if you can trace a line of sight to them. There is no maximum range for any of the weapons used in Space Crusade. The dice rolled will depend upon which weapon you are using.

Light Weapons	
Bolter or Bolt Pistol	2 Light Weapons Dice
Heavy Bolter	2 Heavy Weapons Dice
Heavy weapons	
Assault Cannon	2 Heavy Weapons Dice
Plasma Gun	2 Heavy Weapons Dice
Missile Launcher	2 Heavy Weapons Dice

Obviously, in the computer version the appropriate dice will be chosen for you.

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Rolling to Hit

When firing, the appropriate dice for the weapon being fired are rolled. If the total is greater than the armour value of your target then you will have scored a hit. The target must then lose one life point for each point you rolled over its armour value.

All aliens, except the dreadnought, have only one life point and are therefore eliminated when they are hit. marine's also have one life point. Marine commanders start the game with six life points. Points are scored when a rival marine or alien are eliminated.

Re-rolling Dice

Having rolled the combat dice, some equipment packs allow you to re-roll one dice. You do not have to re-roll a dice, but if you do then the new roll will be used. Click on the dice you wish to re-roll or click on the Cancel button below the dice if you do not wish to re-roll.

Heavy weapons

There are three heavy weapons in the game and each has a special way of firing. All heavy weapons affect an area, and therefore may hit more than one target.

Assault Cannon

When using the assault cannon the total number rolled may be split between any visible targets. Eliminating a marine or alien may make others visible targets. These will then be eliminated provided you have scored enough points.

Assault Cannon Example

If the player's dice roll scores a total of four and there are three gretchins, two orks and an android all of which are visible then the player may split their total of four in four possible ways. One point against each of the gretchin. The last point is then wasted as it cannot overcome the armour value of either an ork or an android. Two points against an ork and then two points, one each, against two of the gretchin. Two points against both orks. Three points against the android and then one point against one of the three gretchin. The number of points remaining will be displayed in the Dynamic Information Window. If there are no more aliens to fire at or the points are lower than an aliens armour value, then click on the Fire Icon to end your weapon fire.

Plasma Gun

The plasma gun fires at all marines or aliens in a straight line of squares, which may be vertical, horizontal or diagonal. The total number rolled is compared to the armour value of each and every marine or alien in the line of fire. The line of fire will be blocked as soon as it hits a wall or a closed door.

Plasma Gun Example

The player with the plasma gun may fire in any one of the three directions. He scored a total of four. Thus all the aliens in his chosen line of fire will be hit with four points. The alien in will also be hit with four points, regardless of whether the alien in square A is eliminated or not. He may only fire one square diagonally before hitting the wall.

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Missile Launcher

The missile launcher must fire at a square, rather than at a specific marine or alien, although the target square may contain an alien or marine. Any alien or marine in the target square will be attacked with the total number rolled on both dice. Furthermore, any marine or alien in an adjacent square will be caught in the blast and is attacked with the higher of the two dice rolled. The blast will not affect marines or aliens on the far side of a wall or closed door.

Missile Launcher Example

The darker shaded area is the target square. The two heavy weapons dice scored a two and a three. Therefore the target square is hit for five and all adjacent squares are hit with a three. The squares beyond the wall are not affected by the blast.

Hand to Hand Combat

Instead of firing, a marine or alien may attack using hand-to-hand combat. A marine or alien may attack using hand-to-hand combat before or after moving. To attack a marine or alien in hand-to-hand combat you must be in one of four squares to the side, front or rear. You cannot attack diagonally unless your marine team carries an equipment pack that allows them to do so.

The hand-to-hand combat dice are rolled and the points of the two opponents are compared. Whoever rolled the most wins. The loser must lose one life point for each point his opponent rolled above their own total. Therefore if one player rolled one and their opponent rolled four, he would lose three life points. If both roll the same score then it is a draw and neither of them loses any life points. In hand to hand combat, the strength of any armour is **not** considered.

THE ALIEN'S TURN

During the alien's turn they may move and/or attack. An alien event takes place immediately before the alien's turn. Once they have moved/attacked then the alien's turn is over.

Aliens Attacking

Each alien, except the dreadnought, may make one attack per turn. The attack may be made before or after the alien moves. Aliens attack either by firing or hand-to-hand combat. Some aliens have heavy weapons. Some of the Chaos marines may have heavy weapons and the dreadnought may be armed with two. These heavy weapons fire in the same way as heavy weapons carried by marines. Aliens may not fire their weapons and attack in hand-to-hand combat in the same turn.

Eliminating marines

Marine players lose points for each marine eliminated, more points for each marine with a heavy weapon eliminated or if their marine commander is eliminated. marine players continue to play normally, even if their marine commander is eliminated.

The Dreadnought

The dreadnought is a fearsome war machine, developed by the alien followers of Chaos. It is an adversary to be feared and respected.

Review Manuel

Moving the Dreadnought

The dreadnought occupies four squares, instead of one. When moving it may pass through other alien's but may not end its move if any of the four squares it occupies contains an alien or marine. The dreadnought may always change the direction in which it is facing by turning on the spot. The dreadnought may not move diagonally.

The Dreadnought's Weapons

The dreadnought starts the game with bolters mounted onto its body and two heavy weapons. When a dreadnought fires it may fire all three of its weapons. The weapons are fired one at a time. It may fire more than one weapon at the same target or may choose to fire each weapon at a different target. The dreadnought can fire all its weapons as long as it can trace a line of sight to its intended target from at least one of the four squares it occupies. The dreadnought may not fire those weapons that have been lost during combat. When both heavy weapons have been lost then it may only fire with its bolters.

The Dreadnought's Life Points

The dreadnought has three life points. When it loses the first life point then it will lose one of its heavy weapons. The second heavy weapon is lost when it loses another life point. It continues to roll its full number of combat dice for hand-to-hand combat, even when it is damaged. The dreadnought is destroyed when it loses its third life point.

Dreadnought Example

The dreadnought begins on the four darker shaded squares. It moves four squares, first onto the two squares marked 1, then moves onto the two squares marked 2. The dreadnought then turns and moves onto the two squares marked 3 and finally onto the two squares marked 4. The dreadnought therefore ends up occupying the four lighter shaded squares. From this position the dreadnought can trace a line of sight, for all its weapons onto any of the squares, except those marked with an X.

Alien Reinforcements

The alien starts the game with a number of reinforcements. The exact number will depend on the mission being played. The alien may move up his reinforcements at the end of his turn. Alien reinforcements will not be placed on a square that is visible to a marine. Obviously, all the above actions will be carried out by the computer.

Alien Armour Values, Movement Limits and Combat Dice (L = Light weapon dice,H = Heavy weapon dice)

Alien	Armour Value	Move	Fire	Hand-to-hand
Orks	1	6	2L	2L
Gretchin	0	8	2L	1L
Android	2	4	3L	2H
Chaos Marine	2	6 with LW 4 with HW	2L	2L

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Alien	Armour Value	Move	Fire	Hand-to-hand
Chaos Commander	2	6	2H	2L
Soulsucker	3	8	None	2H
Dreadnought	4	4	2x2H+2L	2H+2L

Completing the Mission

If one of the marine players succeeds in fulfilling the mission they will be awarded the primary mission, for which you will be awarded thirty points. A marine player who accomplishes the secondary mission will be awarded the secondary mission, and points. For more information on secondary missions, see 'Alien Events' later in the manual.

Once the mission has been accomplished the marines must return to their own docking claws. Any marine on a docking claw is safe from attack. Aliens may not move onto a marine docking claw. Once a marine has returned to the docking claw it plays no further part in the game. A marine may not fire or move back onto the map. If the marines fail to complete the mission they may still return to their docking claw to escape.

End of the game

Once all the marine's and commanders have returned to their docking claws then the game ends. The game ends automatically after each remaining marine chapter have taken their final turn. The marine players have one last turn each, to try to save as many of their marines as they can. Any marines left still outside their docking claw after this last turn are assumed to be eliminated.

Winning the Game

The computer will total up the score for each of the players, and will tell you who the winner is, providing that at least one player has reached the minimum winning points required. Again, this number is mission dependant, but this number will be given in the Mission Briefing Screen. Once a game is over, the players will be given the opportunity of saving their chapters to use in later games or campaigns.

Those are the rules of play, and you will need to be familiar with them before you play the computer game. The computer will enforce most of the rules for you, of course. The following section explains how the computer game works.

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SPACE CRUSADE: THE COMPUTER VERSION

On Loading

Following the loading sequence of Space Crusade you will be presented with four flags representing the four languages available, press the appropriate function key corresponding to the language you wish to use. After this you will encounter the copy protection, and be asked to type in a word from the manual.

Controls

Use the joystick or the mouse to move the cursor and the fire button on the joystick or left hand mouse button to select options. If using the keyboard see below.

Additional Keyboard controls:

Cursor Up	Moves pointer up.
Cursor Down	Moves pointer down.
Cursor Left	Moves pointer left.
Cursor Right	Moves pointer right.
Space Bar	Imitates fire button on joystick or left mouse button.
Keys F1-F5	Selects the commander and marines currently taking their turn.
Pressing one of the Function keys	twice will centre the screen on that marine.
F10	Toggles between sound effects and music.
S	Toggles the scroll button on/off. When the S key is toggled on you can then use the keyboard or
Joystick/mouse	Scroll around the current mission map.
Escape	Quits the current Mission.

Main Options Screen

When the game has loaded, the first game screen featured will be the Main Options Screen, which has three icons: **Select Mission, Select Chapters** and **Expansion Missions**. The Expansion Mission Icon is provided for future missions that will be released at a later date. When all of the players have made their selections for the forthcoming mission then a new icon will appear, this is the **Start Mission** icon, looking like a 3D isometric view of the board. Click on this and your mission will begin.

Select Mission



Having chosen this option a hand held computer will appear with a list of slots with the names of the available missions. Click on one of the mission slots, we recommend that you play the missions in the order that they are presented. The mission brief for the mission you have just selected will now appear in the text window of the hand held computer.

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Mission Brief

This will be the marines mission and will tell the marine players what they must try to do to achieve the primary mission objective and so score bonus points. Each mission will have a points threshold over which the player(s) must score in order to successfully win the mission. If the word 'MORE>>' appears in the text window then click on the text window and any additional text will appear. Click on the Accept (The Tick) button , at the bottom of the hand held computer, if you wish to play that mission, you will then be taken back to the Main Options Screen ready to select your marine chapter. If you wish to select a different mission then click on the Refuse (The Cross) button and you will be taken back to the mission list.

Select chapter



When you click on this icon you will be presented with a screen showing a picture of each of the marine chapters in action. Each player wishing to play Space Crusade must choose a chapter of marines to play with. The first player should click on the chapter picture representing the marine chapter they wish to play with, a blast door will close over their selected marine chapter to indicate that the marine chapter has been chosen, and will be taking part in the forthcoming mission. The marine chapter emblem above the blast door can now be clicked on, this will take the player to the **Chapter Option Screen** (see below), from where the player will equip his chapter for the mission.

If the chapter emblem is flashing then this indicates that the player has not fully prepared their chapter for the forthcoming mission and can not start a mission. If this happens then click on the flashing emblem and select a full complement of weapons, equipment and order/s via the Chapter Option Screen. When all of the players have chosen a marine chapter and made their selections for their marine chapter they should click on the double arrow in the bottom right hand corner of the Select Chapter Screen which will return them to the Main Options Screen ready to click on the Start Mission Icon.

Note: Once a mission has been completed the players must choose their new mission and return to this screen. All of the blast doors will be open, players must again choose which marine chapters are to take part in the next mission by following the above procedure. If a player does not wish to access any of the options from the Chapter Option Screen, for example changing weapons, then they should not click on the chapter emblem above the blast door, unless it is flashing, but click on the double arrow in the bottom right corner to return them to the Main Options Screen ready to click on the Start Mission Icon.

Chapter Option Screen

This screen has three icons, Select Weapons, Load/Save Commander and Commander Status.

Select Weapons

To select the weapons for your marine chapter click on this icon. You will first be presented with the commander and marine weapon selection, and then the equipment and order selection screen. There is a default set of weapons, equipment and an order for each marine chapter already present and you may wish to alter these (see below).

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Commander and Marines Weapons Selection



Each marine chapter must select their weapons carefully and with the mission they are about to undertake in mind. The hand held computer displays the available weapons, click on a marines face at the top of the device, the face will now hilight with a yellow box surround.

For your convenience we have included a set of default weapons, so you can start a mission without having to set up your own marines weapons. If you do wish to change the weapons we have set up for you then follow the procedure on discarding weapons below.

Use the single arrows either side of the currently displayed weapon to move through the choice of weapons. When you have decided on the weapon for the currently selected marine click on the picture of the weapon, the LED underneath the marine will now turn from red to green and 'Currently selected' will appear underneath the weapon to indicate that the marine that is currently selected has now got that weapon.

Continue to do this for the rest of the marines. You will notice that any weapon already selected and assigned to another marine will have the phrase 'Previously selected' underneath it. If you wish to change and discard a marine's weapon then select him again, click on the currently selected weapon, the LED underneath the marine will now turn from green to red, then select another weapon in the same way as before. When all of the marines have chosen their weapons click on the double arrow button at the bottom right hand corner of the hand held computer, this will take you to the Equipment and Order Selection Screen. If you wish to return to the Chapter Options Screen then click on the double arrow button at the bottom left of the device.

Equipment and Order Selection

Note: If you wish to recap or re-examine the information on the equipment and orders you have selected whilst you are playing, details are given at the back of this manual.

For your convenience we have included a set of default equipment and an order, so you can start a mission without having to set up your marines equipment and order. If you do wish to change the equipment and order we have set up for you then follow the procedure about discarding equipment or orders below.

A hand held computer will display the equipment and orders available to your marine chapter. The following procedure can be used for selection of both equipment and orders. When you first enter this screen the order button is already active and hilighted and a picture of one of the available orders will be present in the window in the top left corner of the hand held computer. Click on either the equipment button or the order button. The one selected will hilight with a yellow box surround to indicate that it is active. A picture of a piece of equipment or an order will be displayed in the window at the top left hand corner of the hand held computer.

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You will notice that one or more LED's have appeared underneath the equipment/order picture at the top of the hand held computer. The number of LED's present when the equipment button is selected will depend on how many equipment packs you are allowed to possess, the number will range from four to eight, the exact number is determined by the number of honour badges your commander currently possesses. The number of LED's present when the order button is selected will depend on how many orders you are allowed to possess, the number will range from one to four, the exact number is determined by your commanders current rank. Click on one of the two single arrows below the equipment and order buttons to move through the available choices. A description of the equipment or order you are currently viewing will appear in the text window below the LED's. If there is more text to follow then 'More>>' will appear at the end of the text, click on the text window and any additional text will then appear.

When you wish to select a piece of equipment or an order simply click on the picture of it in the top left hand corner of the hand held computer. You will notice that one of the LED's has turned from red to green, this indicates that an order or equipment pack has been selected and will be present when you start your mission. Continue to do this until all of the LED's for both equipment and orders have turned green.

If you change your mind and wish to discard an equipment pack or an order then click on the single arrows until the picture of the equipment or order appears in the top left hand window of the hand held computer. Then click on the picture to discard the equipment or order and the previously green L.E.D will now turn to red. Follow the above procedure to select another one. When you are happy with your selections click on the double arrow at the bottom right of the hand held computer to take you back to the Chapter Options Screen. The double arrow button on the left hand side will take you back to the Weapon Select Screen.

If the marine player chooses a targeter as part of their equipment then a weapon with green arrows either side will appear in the text window. Click on the arrows to move through the available weapons. When you wish to attach a targeter to a weapon simply click on the picture of the weapon and the targeter will be assigned to that weapon and 'Now Selected' will appear underneath the weapon. If MORE>> is clicked on then a targeter symbol will appear next to the weapon to indicate that it is assigned to that particular weapon. If you wish to change your mind and assign the targeter to another weapon ensure that the targeter picture is in the top left hand window, a weapon should now appear in the text window. Click on the weapon and the targeter will no longer be assigned to that weapon. Using the green arrows next to the weapon move through the available weapons until you find the one you want and follow the above procedure for re-selection.

After a mission has been played, and as long as the computer has not been turned off, then the equipment, orders and weapons from the previous mission will already be set up for the next mission. Remember you must always reselect a marine chapter by closing a blast door on the Select Chapter Screen. If you are happy with your order, equipment and weapons, and do not want to load or save then you need not click on the chapter emblem. If you wish to re-select any equipment, orders or weapons then you must click on the chapter emblem which will take you to the Chapter Options Screen. See Appendix One for details of Equipment and Orders.

Load/Save Commander

Click on this icon and three new icons will appear. Load Commander, Save Commander and Format Disk.

Load Commander



To load a previously saved commander, click on the Load Icon and follow any on screen instructions. A screen with list of load slots will appear, click on the slot you wish to load and follow any on screen instructions. If you do not wish to load, then click on the EXIT button at the bottom of the screen. When you have finished and have returned to the Load/Save/Format Screen click on the double arrow button at the bottom right of the screen to return you to the Chapter Options Screen.

Save Commander



To save a commander, click on the Save Icon and follow any on screen instructions. If you have not saved previously then a screen with a list of empty UNUSED save slots will appear, click on a slot, the name of your marine chapter and a number will appear, then follow any on screen instructions. On future saves ensure that you click on the slot you wish to update. If you do not wish to save, then click on the EXIT button, this will return you to the Load/Save/Format Screen. From here click on the double arrow button at the bottom right of the screen to return you to the Chapter Options Screen.

Format Disk



This will allow you to create a disk onto which you can save your marine commander. If you choose this option, simply follow the on screen instructions, taking care not to format your game disk.

Commander Status



This screen shows the current status of a marine commander. This screen will show the commanders current rank, any honour badges he holds, the total number of kills for the last mission and the number of points for the last mission. If your commander has four honour badges then they will be flashing to indicate that they can be traded. A TRADE button will appear at the bottom of the screen, in place of one of the normal EXIT buttons, to allow you to trade the honour badges in for a promotion by one rank, unless your commander is already at the highest rank or the rank below (there will be no rank ceremony when increasing in rank from the status screen). If you click on the TRADE button, you will lose the four badges, and be promoted by one rank. The trade button will then disappear. If MORE>> appears at the bottom of the text window then click on it and the mission record will be shown. The mission record displays any previous missions and whether they have been successfully completed or not. This will be indicated by a tick or a cross next to the mission and its number. When you have finished on this screen then click on the EXIT button.

Once the player has made all of the selections for their marine chapter then click on the double arrow in the bottom right hand corner of the Chapter Option Screen, this will return them to the Select Chapter Screen ready for the next player to choose a marine chapter.

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Order of Play

The Blood Angels will move first, followed by the Imperial Fists and then the Ultra Marines.

Playing the Mission

After all the selections for each of the marine chapters taking part in the forthcoming mission have been made and they have returned to the Main Options Screen then the **Start Mission** icon should be selected, the mission will then begin. Each marine chapter starts a mission from their own docking claw. The docking claw is also the place that the team should return to at the end of a mission in order to be safe. When marines return to the docking claw then they cannot perform any actions.

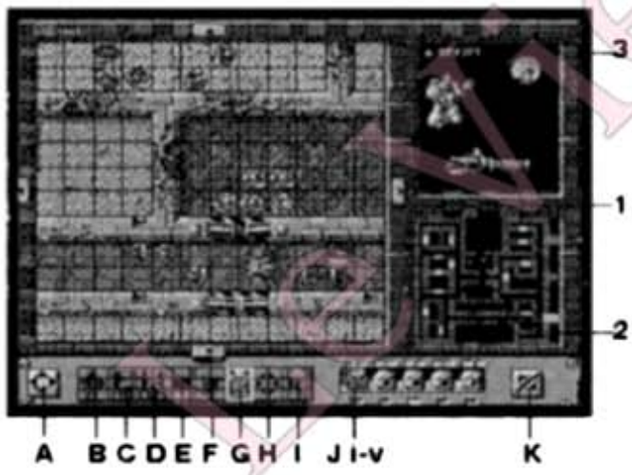
During a marine player's turn they may move and/or fire/or hand-to-hand combat all of their marines. A player may move and fire each marine in turn. A marine may move first, then fire, or fire first and then move. A marine does not have to fire or move. However a marine may not move twice or fire twice unless the player possesses an order that allows them to do so. During a mission the pointer will appear as a commanders glove in the colour of the current chapter.

The Main Screen

The main screen is made up of the Main View Window, the Small Map Window and the Dynamic Information Window. Underneath these is the Control Panel.

1. Main View Window

This is where all of the action takes place. You may click on any of your marines in this window whilst in plan view in order to select them. Also clicking on a revealed alien and holding the fire button down will activate the Alien I.D mode and will show the alien in 3D isometric along with its name in the Small Map Window. The Main View Window has arrows around the edges, clicking on any of these, or along the edges of the Main View Window will scroll the Main View Window in the chosen direction. Clicking and holding down the fire button on these arrows or the edges of the Main View Window will continue to scroll the Main View Window until either the fire button is released or until the end of the missionmap is reached. When the 3D button is active, clicking on the four arrows surrounding the Main View Window will display the four angles of the isometric view.



2. Small Map Window

This window displays the mission map. Aliens and your marines are shown as dots and they can be seen moving around the map when ordered to do so, aliens and blips are shown as green dots, objects such as rubble are shown as blue dots and marines are shown as red.

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To aid in identification a graphic and name of an alien or an object can also be seen displayed in this window in 3D isometric by clicking and holding down the fire button, left mouse button or space bar on the square they occupy whilst in plan view mode. Clicking anywhere on this map will take the Main View Window to that position.

When the 3D button is selected a 3D isometric view of part of the map will be displayed in the Main View Window. Whilst the 3D button is active, clicking anywhere on the small map will cause that part of the map to be displayed in 3D. Clicking on the 3D button again will cancel it.

When the dice are being rolled this window will display the dice roll as digital read-outs, dice that are not active will be de-hilighted. Heavy weapon dice are coloured red and are at the top, light weapon dice are coloured white and are at the bottom. A player may sometimes be given the option to re-roll some of the dice, you will be informed of this option in the Dynamic Information Window, click on the particular die you wish to re-roll or click on CANCEL if you are happy with the dice roll and do not wish to re-roll.

3. Dynamic Information Window

This window at the top right hand corner of the screen shows information about the currently selected marine in the marine team currently taking its turn, or the aliens when it is their turn. When a marine team are taking their turn the marine's chapter emblem will be displayed at the top of this window along with the name of the currently selected marine, the number of life points the marine holds, the weapon carried by that marine and also any targeter that may have been chosen as one of your equipment choices. If a marine has collected an object as part of the mission objective then this will also be displayed in this window to indicate which marine possesses it.

When all of the marine teams have had their turn and have clicked on the next player icon, this window will then display the number of turns remaining and will prompt you to press the fire button. The number of turns will count down. Once the turn counter reaches one then your marine team will have one last turn to get all of their marines back into the docking claw, otherwise they will all die. After the number of turns remaining have been displayed then it is the alien's turn. Before the alien takes its turn an alien event will be played (see Alien Events) which may be beneficial or detrimental to the marines. The alien will then take its turn. You will see the alien emblem in this window and the Control Panel Action Icons will light up with a green surround when the aliens are taking their turn, this helps you see what actions the aliens are performing. If the alien attacks using hand-to-hand combat then the marine involved will automatically make a defensive dice roll. You will be prompted in this window to re-roll under certain circumstances, a chapter emblem will also appear in this window to indicate which chapter must choose re-roll or CANCEL.

Control Panel

The panel at the bottom of the screen is where you control your marines actions. Each icon has a particular function. Only the currently available actions will be hilighted. A marine must be selected before any of these icons become hilighted, with the exception of the Order Icon.

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Control Panel Action Icons

This is the main section of the panel, and appears under the Main View Window. Clicking on these icons will cause them to be surrounded by the colour of your marine team to indicate that it has been selected. The coloured surround will stay active whilst the action is taking place. Once selected, an icon can be cancelled by clicking on it again, with the exception of the Scanner, Door and Next Player icons.
The icons are from left to right:

A. Scroll Icon

Click on this icon and move the joystick, mouse or keys to scroll around the mission map. Click on this icon again to exit this mode. Pressing the S key will also activate this option, use the joystick, mouse or keyboard to move around the map. Pressing the S key again will de-activate this option.

B. Move

Click on this icon and the Main View Window will dehilight all squares that can not be walked on. Squares that the marine can move to will stay as normal. Marines with bolt pistols and commanders are able to move up to six squares. Marines with heavy weapons can only move up to four squares, unless they possess a piece of equipment that allows them to do so. When the Main View Window has dehilighted the unavailable squares, click on a square and the marine will move to that square. If you have failed to Scan then there may be an un-revealed alien blocking your marines path, your marine would then stop, and the alien would be revealed.

C. Fire

When the Fire Icon in the Control Panel is clicked on, the Main View Window will display the squares that can be fired upon in yellow and 'Select Target' will appear in the Dynamic Information Window. Click on an alien to be fired at or, if the missile launcher or plasma gun are being used, click on any square either containing an alien or an empty square with aliens on adjacent squares. The digital dice roll will now appear in the Small Map Window. If CANCEL appears underneath the dice then the player has the opportunity to get a re-roll. This is done by clicking on the actual dice. If the player does not wish to re-roll a die then they should click on CANCEL. If the player's dice roll has scored more than the alien's armour value then the alien will be eliminated, with the exception of the dreadnought, who has three life points beyond his armour value. If you get a high dice roll score when using the assault cannon, and have beaten the alien's armour value, the alien will be eliminated, your dice score will then decrease by the alien's armour value, and you will be requested to select another alien to attack. This will continue until there are no more aliens to fire at in the vicinity, your dice roll has reached zero or your dice score is not sufficiently high enough to eliminate an alien, click on the Fire Icon to cancel when this is the case.

D. Hand-to-hand

When this icon is selected, any aliens on adjacent squares to the currently selected marine can be attacked in hand-to-hand combat. Marines can not use hand-to-hand combat diagonally unless they have equipment that allows them to do so. The aliens that are able to be attacked will be standing on a yellow square, all other squares will stay as normal. Click on the square containing the alien you wish to attack. The dice will now roll for the marine's attack score, followed by the defensive dice roll for the alien. Whoever gets the highest dice roll will win, the loser will lose one life point for each point his opponent

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rolled above his own total. If is a draw, then neither loses any life points. The icon will not be available for selection if a marine is not adjacent to an opponent or if they have already fired a weapon this turn.

E. Orders

This icon will only be active and hilighted at the start of the marine player's turn before a marine has been selected. Once a marine has been selected the order will not be available for the rest of the turn. If the player has more than one order, only one can be used per turn. Selecting this icon displays the currently available orders as pictures in the Small Map Window. If you possess more than one order, then click on the arrows either side of the order picture to view the others. To select and use an order, click on the order picture displayed in the Small Map Window. Click on the Order Icon in the Control Panel again to cancel if you no longer wish to select an order (For a description of the orders and rules involved see Appendix One: Space Crusade Equipment and Orders section).

F. Equipment

Clicking on this icon will display all the equipment you have previously chosen in the Small Map Window as pictures. Equipment which is used throughout a mission, for example the bionic eye, will not be shown here because it is always in use, and does not need to be selected at any particular point in the game. Use the arrows either side of the equipment picture to view any other equipment you may possess. To select and use a particular equipment pack, click on the equipment picture in the Small Map Window. Click on the equipment icon in the Control Panel again to cancel if you no longer wish to select any equipment (For a description of the Equipment and the rules involved see Space Crusade Equipment and Orders section).

G. Doors

When a marine is standing next to a door he can open it by clicking on this icon. A door will open automatically when a marine or alien's move allows them to travel past the door. A door can not be closed once it has been opened unless the master controls have been discovered (see Alien Events).

H. Scanner

The scanner can be used by any selected marine to reveal blips, but only once per turn (unless an Alien Event allows them to do so). A commanders scanner has a larger scan range than a normal marines scanner.

The Scanner Icon will dehilight when not available.

I. Next Player

Clicking on this icon will finish your marine team's turn and transfer to the next player's marine team, or the alien, for them to take their turn.

J i-v. Marine Team Icons

This panel shows the faces of the marines in your team. A marine must be selected before Move, Fire, Hand-to Hand Combat, Door, Equipment or Scan can be selected from the Control Panel. To select a marine, click on one of the marine face icons at the bottom of the screen, on a marine displayed in the Main View Window or press keys F1-F5 which correspond to the commander and the four marines. The Control Panel will now hilight the actions available to the selected marine. Double clicking on a marine icon, or a marine displayed in the Main View Window or pressing one of the F1-F5 keys twice, will centre

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the screen on the selected marine. When a marine is selected a red LED will light up underneath his face. There are two smaller LED's above his face, the left one will turn from green to red when that marine has moved, the right one will turn from green to red when that marine has fired or used hand-to-hand combat. If any of your marines do not leave the docking claw during the first turn or have returned to the docking claw after the first turn, their faces will be dehilighted to indicate that they cannot be selected. When a marine is eliminated a skull will appear in place of his face. Any orders should be played prior to selecting a marine. Refer to Appendix One (Space Crusade Equipment and Orders) for further information.

3D Button
Clicking on this button will make it active and cause it to have a surround in the colour of the currently selected marine chapter. If using the mouse, then clicking on the 3D button with the left hand mouse button will display the view with wire frame see-through walls (standard with joystick or keys), if the 3D button is clicked on with the right hand mouse button then the walls will not be transparent. No actions can be selected whilst this button is active. When this button is hilighted the current position of the map will be displayed in 3D isometric, clicking on any of the four arrows surrounding the Main View Window using the left mouse button or the fire button will display the 3D view from the four angles.

When the 3D button is not selected only the outcome of firing and hand-to-hand combat will be displayed in 3D isometric view. If the player clicks on the Small Map Window when the 3D button is active then an isometric view of that part of the map will be displayed in the Main View Window. To exit the 3D isometric view click anywhere with the right hand mouse button or click again on the 3D button again to cancel it and you will be returned to the Main View Window with the top down view.

Quit Mission
There may be times when you may wish to quit the current mission and start again or your marines may be trapped somewhere because they are surrounded by a vacuum. Press the ESCAPE key to quit the mission. Your commander and marines will now all die.

Mission De-brief
When all marine chapters have either returned to the docking claw, or have died, the mission is finished and your marine commander will get a mission de-brief from the Imperium. You will be told whether you have won the mission. Each mission will have a minimum score that is required to win the mission. If playing a game with more than one marine team then the team with the most points wins the mission, but only if they have scored above the minimum number of points required to win that mission. The commander of the winning team will be promoted by one rank and will take part in an award ceremony. Completion or non-completion of the primary mission will also determine the type of de-briefing message you will be given. If 'More>>' appears at the bottom of the text then this indicates that there is more text to follow, click on the text window and any additional text will appear. When you wish to leave this screen click on the EXIT button at the bottom of the screen. Once all the marine players taking part have had their

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mission de-brief they will then be taken to their Chapter Option Screen where they can save or view the status of their commander. When a marine player has finished on the Chapter Option Screen they should click on the double arrows in the bottom right hand corner of the screen.

If more than one marine player was taking part then the next players Chapter Option Screen will appear. When the last player has finished on their Chapter Option Screen they should click on the double arrow in the bottom right hand corner, this will take the players to the Main Options Screen ready to select a new mission.

Appendix A: Equipment and Order Cards

Blood Angels Equipment Packs

1. Bionic Arm: This gives the marine commander enormous strength which is best brought into use in hand-to-hand combat. Your commander may re-roll one die whenever attacking in hand-to-hand combat, to try to improve his score. Remains in use for the entire mission.

2. Blind Grenades: These release a broad spectrum electro-magnetic interference that prevents the marines being seen or detected. This equipment can only be used at the end of your turn. The alien player may not attack any of your marines on his next turn. This equipment can only be used once.

Click on the equipment icon, and then on the blind grenade icon in the Small Map Window. On the alien's turn they will not attack your marine team.

3. Close Assault Blades: These are heavier than the normal bolter blade, and are only issued to marines who have recieved advanced close-quarter training. All of your marines with bolters may attack diagonally in hand-to-hand combat. When they do this the opponent rolls one less die than normal. Remains in use for the entire mission.

4. Melta Bomb: This device once attached, explodes, the blast of super-heat atomising the target. It is especially useful against androids and dreadnoughts. Any one of your marines may roll two extra heavy weapons dice in hand-to-hand combat attack. This equipment can only be used once.

First select a marine, then select the equipment icon and then the melta bomb icon in the Small Map Window. If the selected marine fights using hand-to-hand he may roll two extra heavy weapon dice.

5. Bolt Pistols: This is a smaller version of the bolter. It is especially useful in close quarter-combat battle. All of your marines armed with bolters are also carrying bolt pistols and may roll one extra light weapons die in hand-to-hand combat. Remains in use for the entire mission.

6. Targeter: This is an advanced weapon sight. It combines an image intensifier with a full spectrum scope. It must be assigned to a specific weapon during equipment selection prior to a mission. Any of your

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marines that use this weapon may re-roll one die after firing, to try to improve the score. Remains in use for the entire Mission.

7. Force Field: This is a belt-worn generator for your commander. The force field is not impervious to attack but the energy emitted is enough to reduce the velocity of all incoming missiles or blows. Your commander has an armour value of three. Remains in use for the entire mission.

Blood Angel Orders

1. Fire!: This 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 a larger alien force. Each of your marines may fire twice. They may fire, move and then fire again, OR fire twice before or after moving. This order can only be used once.

2. Photon Grenades!: These release a burst of light energy that stuns. They are commonly used by the marines before they engage in hand-to-hand combat. Any aliens that you attack in hand-to-hand combat this turn must roll one die less than normal. This order can only be used once. This order is active for the whole team.

3. Close Assault!: This is best used to force a passage through a blocking force of aliens. The marines are trained to fire as they rush in combat. Any of your marines armed with bolters may fire them AND attack in hand-to-hand combat, or perform a hand to hand combat twice. This order can only be used once.

4. Move It!: This should be used either to move your squad out of a danger zone or to secure advanced fire positions quickly. Each of your marines may move twice. They may move, fire and then move again, OR move twice before or after firing. This order can only be used once.

Imperial Fists Equipment Packs

1. Suspensors: These are small anti-gravity devices that are often used to negate the weight of heavy weapons and equipment. All of your marines with heavy weapons may move as though they have bolters. Remains in use for the entire mission.

2. Combi-Weapon: These are rare and prized possessions. They combine several weapons into one and are deadly in the hands of an experienced commander. To use this equipment your commander must have the heavy bolter. He may fire the heavy bolter normally OR as if it were a plasma gun. Remains in use for the entire mission.

Each time the commander selects the FIRE icon he will be given the choice between his heavy bolter or a plasma gun. To select the desired weapon, click on one of the two weapons displayed in the Small Map Window.

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3. Bionic Eye: This is used by some commanders. It combines target aquisition with an image intensifier and full spectrum scope. Your commander may re-roll one die whenever he fires, to try to improve his score. Remains in use for the entire mission.

4. Melta Bomb: See Blood Angels equipment.

5. Targetter: See Blood Angels equipment.

6. Bolt Pistols: See Blood Angel equipment.

7. Blind Grenades: See Blood Angels equipment.

Imperial Fists Orders

1. Heavy Weapon!: This enables the concentration of fire of a heavy weapon. This movement allows you to position the weapon or to pull the marine back after firing. One of your heavy weapon marines may move twice and fire twice. This may be done in any order. This order can only be used once.

The first marine carrying a heavy weapon to be selected will be the one that the order is played on.

2. By Sections!: This order is useful, it allows you to move up those marines who are out of position whilst using the others to give effective fire support. Each of your marines may EITHER move twice OR fire twice. They may not move AND fire. This order can only be used once.

Select a marine and then either the MOVE, FIRE or HAND-TO-HAND icons. Whichever action was chosen for that marine will be the action that he can perform twice. The actions allowed are; two MOVE, two FIRE, two HAND-TO-HAND or one HAND-TO-HAND and one FIRE.

3. Fire!: See Blood Angels orders.

4. Move It!: See Blood Angels orders.

Ultramarines Equipment Packs

1. Bio-Scanner: This advanced scanner can identify the traces it has picked up. However, it has limited capacity, and should be used to identify the traces that pose the greatest threat. May be used at the beginning of a turn to identify any three blips anywhere on a ship to see what they are. Remains in use for the entire Mission.

At the start of your team's turn the bio-scanner is displayed in the Dynamic Information Window, click on three blips in the Main View Window you wish to reveal. Whilst the bio-scanner is visible in the Dynamic

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Information Window no marine can be selected via the Main View Window, but a marine can be selected via the control panel but doing this will cancel the bio-scanner until your team's next turn.

2. Digital Weapons: These are miniature weapons that fit either onto a finger or a knuckle. Activated by the fingers, they give a commander a greater all-round combat ability. Your commander may re-roll one die when he attacks, either when firing or in hand-to-hand combat, to try and improve his score. Remains in use for the entire mission.
3. Medi-Kit: This is a belt-carried field dressing. It contains a sophisticated assessor that will administer treatment until the commander can return to the mothership. Once selected it will restore all your commanders life points. It may not be used if they have just been reduced to zero. This equipment can only be used once.
4. Bolt Pistols: See Blood Angels equipment.
5. Targetter: See Blood Angels equipment.
6. Melta Bomb: See Blood Angels equipment.
7. Blind Grenades: See Blood Angels equipment.

Ultramarines Orders
1. Fire!: See Blood Angels orders.
2. Move It!: See Blood Angels orders.
3. Close Assault!: See Blood Angels orders.
4. By Sections!: See Imperial Fists orders.

Appendix Two: Alien Events
1. Communications Malfunction
This is played on one player. That player may not use an order on their next turn.
2. Suicide Android
Any one android may self destruct after moving. Two heavy weapons dice are rolled. Each marine/alien adjacent to the android is attacked with the total of 2 dice.
3. Android Fault
No androids or dreadnought may move or fire this turn.
4. Lure of Chaos
A marine is randomly chosen (not a commander) and 1 heavy weapons die is rolled. If a 3 is rolled, the marine is replaced with a Chaos marine.
5. Master controls
Marines may open or close as many doors as they like. This stays active for the rest of the mission. The door icon will now be highlighted for the rest of the mission. Click on the door icon and then on any door in the Main View Window you wish to open or close.
6. Booby Trap
A marine is randomly chosen (not commander) and a missile laucher attack is made on that square.

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7. Out of Ammo
A marine with a heavy weapon is randomly chosen and has his heavy weapon replaced with a bolter. If no bolter is available then the marine will have no weapon and can only fight using hand-to-hand.
8. Report In
This is played on a player, that players' commander may not move or attack on his next turn.
9. Auto-defence
This shoots at any marine. One heavy weapons die is rolled.
10. Mech. Assault
All androids and dreadnoughts may move up to twice their normal move this turn as well as attack.
11. Weapons Jammed
This is played on one of the players. That player may not fire any heavy weapons or heavy bolter on their next turn.
12. Psychic Attack
No gretchin or orks may move this turn.
13. Mothership Communication
The secondary mission is transmitted to the marine teams attempting a mission and is displayed in the Main View Window.
14. Gretchin Bomber
Any one gretchin may throw a frag grenade instead of firing. The frag grenade attacks in the same way as a missile launcher.
15. Mothership Scan
Allows each marine chapter to scan twice for one turn only.
16. Soulsucker
A soulsucker is placed next to a marine or commander. The soulsucker may move and attack as normal this turn.
17. Equipment Malfunction
One equipment pack from a marine chapter is lost due to malfunction.
18. Alien Elite
Any one alien can use twice their normal actions this turn.
19. Frenzy
Any one gretchin or ork may attack twice in hand-to-hand combat this turn.

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