

Space Crusade

1993 Gremlin Interactive

These tables are the work of varios authors

Knocked together by Falcoix



Use the joystick or the mouse to move the cursor and the 'Fire' button on the joystick or 'Left mouse' button to select options. If you're using the keyboard refer to the following section.

Additional Keyboard Controls

| Key | What it Does |
|---------------------|---|
| 'Up Cursor' | Moves the pointer up. |
| 'Down Cursor' | Moves the pointer down. |
| 'Left Cursor' | Moves the pointer left. |
| 'Right Cursor' | Moves the pointer right. |
| 'Space' Bar | Imitates the 'Fire' button on the joystick or the 'Left' mouse button. |
| Keys 'F1' - 'F5' | Selects the commander and marines currently taking their turn. Pressing one of the function keys twice will center 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 to scroll around the current mission map. |
| 'Esc' | Quits the current mission. |

The Campaign Game

The campaign links all twelve games that you've 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 the rank of Captain Senioris).

In the first game you play in a campaign, you'll choose your roles normally. You must then play the same role for the rest of the games until one player has won the campaign game (e.g. 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 honor 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 the player's rank and how many honor badges have been awarded in previous games. A player always has four equipment packs and one order. The player may take an additional equipment pack for each awarded honor badge, and an additional order for each rank attained. A player may never have more than eight equipment packs or four orders.

| Space Marine Rank Table | | Honor Badge Table | |
|-------------------------|--------|-------------------|-----------------|
| Rank | Orders | Honor Badges | Equipment Packs |
| Sergeant | 1 | 0 | 4 |
| Lieutenant Primus | 2 | 1 | 5 |
| Lieutenant Senioris | 3 | 2 | 6 |
| Captain Primus | 4 | 3 | 7 |
| Captain Senioris | 4 | 3 | 7 |
| Captain Supremus | 4 | | |

Firing

You may only fire at targets that are visible and you can't fire at blips. Targets are visible if you can trace a line of sight to them. There's 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 | | Heavy Weapons | |
|-----------------------|----------------------|------------------|----------------------|
| Bolter or Bolt Pistol | 2 Light Weapons Dice | Assault Cannon | 2 Heavy Weapons Dice |
| Heavy Bolter | 2 Heavy Weapons Dice | Plasma Gun | 2 Heavy Weapons Dice |
| | | Missile Launcher | 2 Heavy Weapons Dice |

Alien Armor Values, Movement Limits and Combat Dice

| Alien | Armor Value | Move | Fire | Hand to Hand |
|-----------------|-------------|--|---|---|
| Orks | 1 | 6 | 2 Light Weapon Dice | 2 Light Weapon Dice |
| Gretchin | 0 | 8 | 2 Light Weapon Dice | 1 Light Weapon Dice |
| Android | 2 | 4 | 3 Light Weapon Dice | 2 Heavy Weapon Dice |
| Chaos Marine | 2 | 6 with Light Weapon 4 with Heavy Weapon | 2 Light Weapon Dice | 2 Light Weapon Dice |
| Chaos Commander | 2 | 6 | 2 Heavy Weapon Dice | 2 Light Weapon Dice |
| Soulsucker | 3 | 8 | None | 2 Heavy Weapon Dice |
| Dreadnought | 4 | 4 | 2 x 2 Heavy Weapon Dice + 2 Light Weapon Dice | 2 Heavy Weapon Dice + 2 Light Weapon Dice |

ALIEN EVENTS (applies after all squads have ended their turn)

- Communications Malfunction: This is played on one player who may not use an order on the player's next turn.
- Suicide Android: Any one android may self destruct after moving. Two heavy weapons dice are rolled. Any marines or aliens adjacent to the android are attacked with the total of the two dice.
- Android Fault: No androids or dreadnought may move or fire on this turn.
- Lure of Chaos: A marine is randomly chosen (not a commander) and one heavy weapons die is rolled. If a three is rolled, the marine is replaced with a Chaos Marine.
- Master Controls: Marines may not open or close as many doors as they'd 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 the window you wish to open or close.
- Booby Trap: A marine is randomly chosen (not a commander) and a missile launcher attack is made on that square.
- 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, the marine will have no weapon and can only fight using hand to hand combat.
- Report In: This is played on a player. That player's commander may not move or attack on his next turn.
- Auto Defense: This shoots at any marine. One heavy weapons die is rolled.
- Mech Assault: All androids and dreadnoughts may move up to twice their normal move this turn as well as attack.
- Weapons Jammed: This is played on one of the players, who may not fire any heavy weapons or heavy bolter on the player's next turn.
- Psychic Attack: No Gretchin or Orks may move this turn.
- Mothership Communication: The secondary mission is transmitted to the marine teams attempting a mission and is displayed in the main view window.
- 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.
- Mothership Scan: Allows each marine chapter to scan twice for one turn only.
- Soulsucker: A soulsucker is placed next to a marine or commander. The soulsucker may move and attack normally during this turn.
- Equipment Malfunction: One equipment pack from a marine chapter is lost due to malfunction.
- Alien Elite: Any one alien can use twice its normal actions this turn.
 - Frenzy: Any one Gretchin or Ork may attack twice in hand to hand combat this turn.

For more informations follow this link:

<http://home.flash.net/~rayearle/Sfiles/SpacCrzd.html>