

WARHAMMER 40,000

CRUSADE MISSION 2 - PURGE THE ALIEN

The Space Marines have defeated the Death Guard forces and successfully fought their way through a horde of shambling Poxwalkers to reach their transport vehicle with enough antidote to take to the nearby Forge World. Without delay, they travel by starship to the Forge World to deliver their vital cargo, only to find that their mission is far from over...

Upon arriving at the Forge World, the Space Marines find a new danger awaiting them. After speaking to one of the Forge World's Tech-Priests, they discover that the real cause of the infection affecting the nearby world is actually a secretive Genestealer Cult. These half-alien hybrids hide in the shadows until the time is right to overthrow the rulers of a planet and claim it for themselves. A pack of these horrifying creatures

has been located within one of the Forge World's promethium factories, attempting to sabotage the vital fuel that serves as the lifeblood of the Imperium. Without hesitation, the Space Marines vow to hunt them down and destroy them.

In this mission, your Space Marines must eliminate all of the Genestealer Cultists known as Hybrid Metamorphs. Unlike the Poxwalkers, Hybrid Metamorphs are exceptionally dangerous, able to overwhelm even a Space Marine if given the opportunity to do so. Your Space Marines must use their powerful ranged weapons, called bolt rifles, to destroy the alien beasts from a safe distance. But be careful not to accidentally ignite the promethium barrels with any stray shots or the entire facility could explode!



UNIT FOCUS: HYBRID METAMORPHS.

Hybrid Metamorphs scuttle forward with supernatural speed to attack the foes of the Genestealer Cult with a storm of iron-hard claws, sinewy tentacles and slashing talons. Each Metamorph is biologically equipped to be a deadly hunter, making them deadly adversaries at close range.



SPACE MARINES INTERCESSOR DATASHEET

MISSION 2



SPACE MARINES INTERCESSOR DATASHEET

MOVE 6"	BALLISTIC SKILL 3+	WOUNDS 2
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HOW TO MOVE

1

Each model can only move once per turn.

2

SPACE MARINES DATASHEET	
MOVE 6"	WOUNDS 2

Check the Move characteristic on the datasheet for that model.

3

Use a range ruler to move that model up to the number of inches shown in the Move characteristic.

4

You must not finish your move within 1" of an enemy model, or move through or over other models.

HOW TO ADVANCE

1

After it has moved normally, a model can make a special move called an Advance - roll a dice.

2

The score on your dice roll shows how far your model will Advance - a high roll is better!

3

Next, use your range ruler to move your model the distance that you rolled on your dice.

HOW TO SHOOT

1. CHECK LINE OF SIGHT:

Models cannot see or move over scenery with a white outline.

A model has Line of Sight to another model if it can draw an imaginary line between the two models without it passing over scenery with a white outline.

Pick a model that can be seen as a target.

2. HIT ROLLS:

A Space Marine can shoot once per turn.

Roll 1 dice when a Space Marines Intercessor fires his bolt rifle. If the result on the dice is the same or higher than the Space Marines Ballistic Skill the shot has hit. If the result is lower that shot misses and your shooting attack ends.

3. WOUND ROLLS:

If the shot has hit roll the dice again to see if it wounds.

Space Marines wound Hybrid Metamorphs on a 3 or more.

If the result on the dice is lower, the shot fails to wound and your shooting attack ends.

4. SAVING THROW:

If the shot wounds ask one of the other players to roll a dice, on a 6 the Metamorph's armour deflects the shot.

If the saving throw is failed the Hybrid Metamorph is slain, remove the token from play.

HOW TO SET UP MISSION 2

Any number of players can join in playing this Crusade Mission.

Each player will need:

Each player sets up a battle mat as shown below and places it touching another battlemat in any formation.

As a group, players should then discuss the starting point for the mission. Once the starting point has been decided the players place their Space Marines within 2" of the starting point.

No more Hybrid Metamorph tokens can be used in the game than there are tokens available.



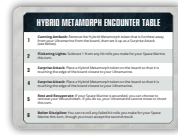
1x Space Marine



1x Dice



3x Hybrid Metamorph Tokens



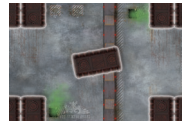
1x Encounter Table Card



1x First Player Token



1x Range Ruler



1x Plagued Streets Battle Mat



2x Promethium Barrels Token



1x Wound Token

HYBRID METAMORPH

PROMETHIUM BARRELS



HOW TO PLAY

MISSION 2

This game is played in rounds.

To start the game, pick one participant to be the first player and give them the First Player token. After each round of play, pass the token to the player on the right, who will then take the first turn.

Turn Sequence

To complete a round, each player will resolve their turn. After every player has resolved their turn, each Hybrid Metamorph must complete their turn. The next round will then start.

SPACE MARINES TURN ORDER

1	If your Space Marine was slain last round a reinforcement is called in to replace him. Place your model touching any edge of the map.
2	Roll a dice - Look at the Hybrid Metamorph Encounter table and resolve the result.
3	Move your model following the instructions on the Space Marine Intercessor Datasheet .
4	Unless your model has advanced, you may try and shoot following the instructions on the Space Marine Intercessor Datasheet.

HYBRID METAMORPH TURN ORDER

1	Pick a Hybrid Metamorph on the same battlemat as a Space Marine.			
2	<p>Check to see if the Hybrid Metamorph has Line of Sight to a Space Marine model.</p> <p style="text-align: center;">Can the Hybrid Metamorph see a Space Marine?</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none; text-align: center;"> <p>YES</p> <p>Move the Hybrid Metamorph 6" towards the closest Space Marine.</p> </td> <td style="width: 10%; border: none; text-align: center;"> <p>NO</p> </td> <td style="width: 40%; border: none; text-align: center;"> <p>NO</p> <p>Move the Hybrid Metamorph up to 6" towards the closest Space Marine ending its move out of the Line of Sight of any Space Marines.</p> </td> </tr> </table>	<p>YES</p> <p>Move the Hybrid Metamorph 6" towards the closest Space Marine.</p>	<p>NO</p>	<p>NO</p> <p>Move the Hybrid Metamorph up to 6" towards the closest Space Marine ending its move out of the Line of Sight of any Space Marines.</p>
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3	<p>If a Hybrid Metamorph ends its move touching a Space Marine that Space Marine is wounded. The player controlling that Space Marine places a wound token next to their model.</p> <p>If a wounded Space Marine suffers a wound, the Space Marine is slain and removed from the map.</p>			

How to Win

To win this game, all of the Hybrid Metamorphs on the map must be slain.

If there are no Space Marines on the map at the end of the round then Hybrid Metamorphs win - try again!

Ready for more?

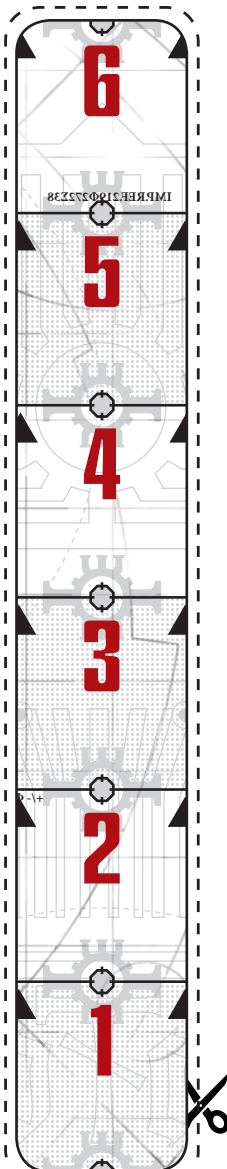
Now you have mastered Movement and Shooting it's time to learn Combat! Continue your Space Marines' story in the next Crusade Mission; Repel the Pirates.

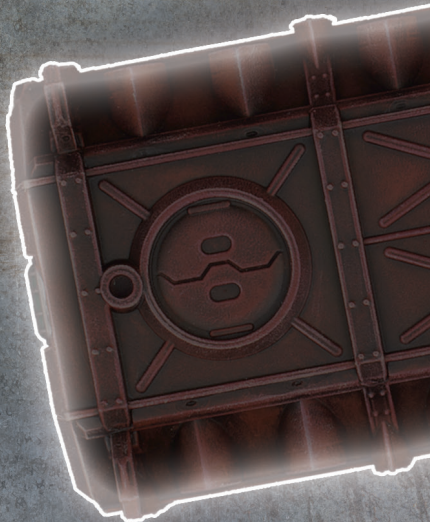
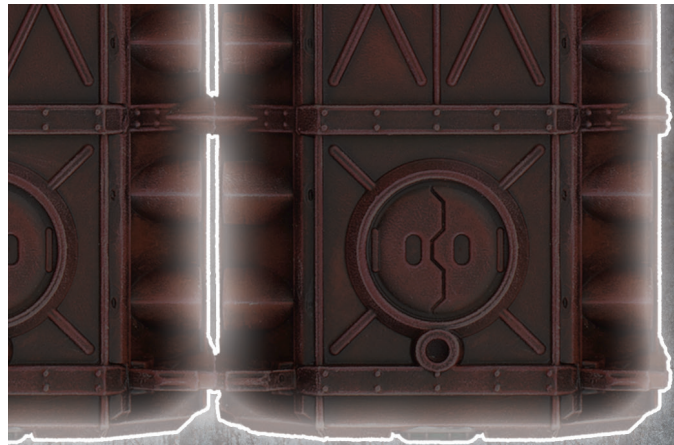
HYBRID METAMORPH ENCOUNTER TABLE

ROLL	RESULT
1	Cunning Ambush: Remove the Hybrid Metamorph token that is furthest away from your Space Marine, then place it as described at the bottom of this table.
2	Flickering Lights: Remove the Hybrid Metamorph token that is closest to your Space Marine, then place it as described at the bottom of this table.
3	Surprise Attack: Place a new Hybrid Metamorph token as described at the bottom of this table.
4	Emperor's Blessing: You can re-roll 1 dice for your Space Marine this turn.
5	Medi-Pack: If your Space Marine has a wound token, remove it.
6	Rapid Fire: Your Space Marine can shoot twice this turn.

Placing Hybrid Metamorphs - When placing a token place it on the map so that it is:

- Touching the container closest to your Space Marine.
- Is as close as possible but at least 1" away from any Space Marine models.





CARGO DECK // 008

