

WARHAMMER 40,000

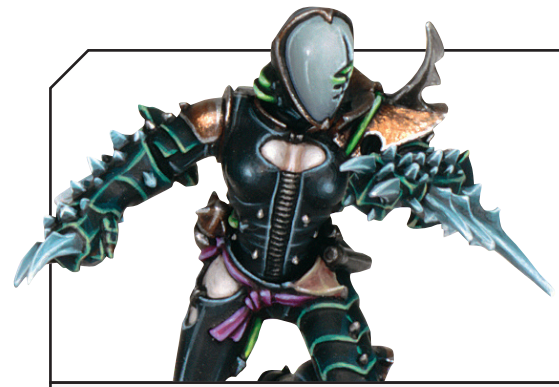
CRUSADE MISSION 3 - REPEL THE PIRATES

Having succeeded in rooting out the Genestealer Cultists that had infiltrated the Forge World, your Space Marines have been summoned to rejoin their battle-brothers back at the fleet in preparation to engage a massive Ork invasion of a nearby star system.

Yet as your Space Marines make preparations to leave, their battleship comes under attack from Drukhari

Wyches looking to pillage supplies, turn the crew of the ship into slaves and ultimately destroy the ship!

Your Space Marines must stop the Wyches from reaching the command access panels. Many of the ship's systems have already been crippled by the attack meaning any ranged attacks could compromise the integrity of the hull - close combat is the only option.



UNIT FOCUS: DRUKHARI WYCHES

Drukhari Wyches are all highly skilled gladiators, trained to kill or incapacitate their foes with supernatural speed. Not only that, but they each have incredible agility enabling them to perform a variety of acrobatic attacks, and lightning-fast reflexes that more than compensate for the lack of armour they wear.



SPACE MARINES INTERCESSOR DATASHEET

MISSION 3



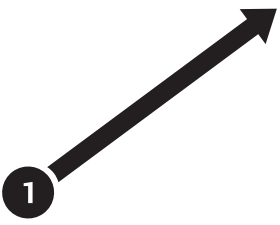
SPACE MARINES INTERCESSOR DATASHEET

MOVE	WEAPON SKILL	BALLISTIC SKILL	WOUNDS	ATTACKS	ARMOUR SAVE
6"	3+	3+	2	2	3+

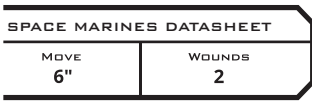
WEAPONS:
CHAINSWORD - WHEN ROLLING TO ATTACK ROLL AN EXTRA DICE



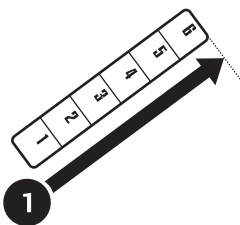
HOW TO MOVE

1


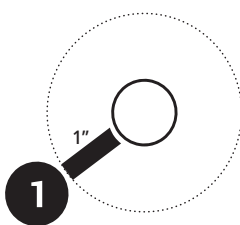
Each model can only move once per turn.

2


Check the Move characteristic on the datasheet for that model.

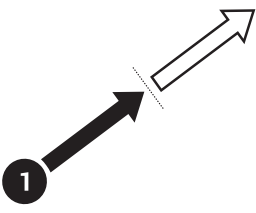
3


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.

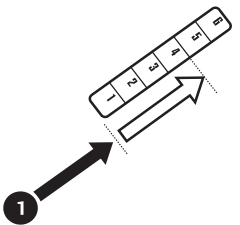
HOW TO ADVANCE

1


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

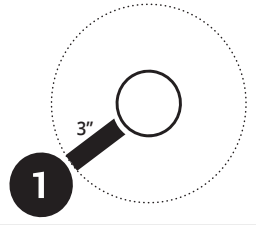
2


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

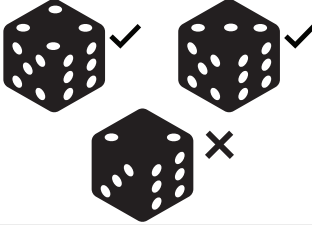
3


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

HOW TO FIGHT

1. PILE IN:


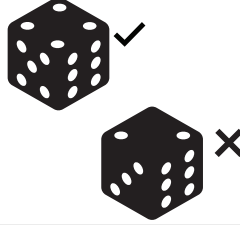
If a model is within 3" of an enemy model it may pile in up to 3" towards the closest enemy model.

2. HIT ROLL:


Roll a number of dice equal to the attacks characteristic.

For each result on the dice that is equal to or higher than the model's **Weapon Skill**, that attack hits.

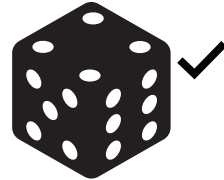
Any dice that are lower miss and are discarded.

3. WOUND ROLL:


Roll any dice that successfully hit again to see if they wound.

Discard any dice that fail to wound.

In this mission:
Space Marines wound Wyches on a result of 3 or higher.
Wyches wound Spaces Marines on a result of 5 or higher.

4. SAVING THROW:


If an attack wounds, the model being attacked needs to take an **Armour Save**.

If the result is equal to or higher than the model's **Armour Save** characteristic the blow is deflected.

HOW TO SET UP

MISSION 3

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

Each player will need:



1x Space Marine



3x Dice



3x Drukharri Wyches Tokens



1x First Player Token



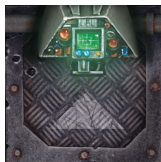
1x Range Ruler



1x Wound Token



1 x Access Panel Attacked Token



1 x Access Panel



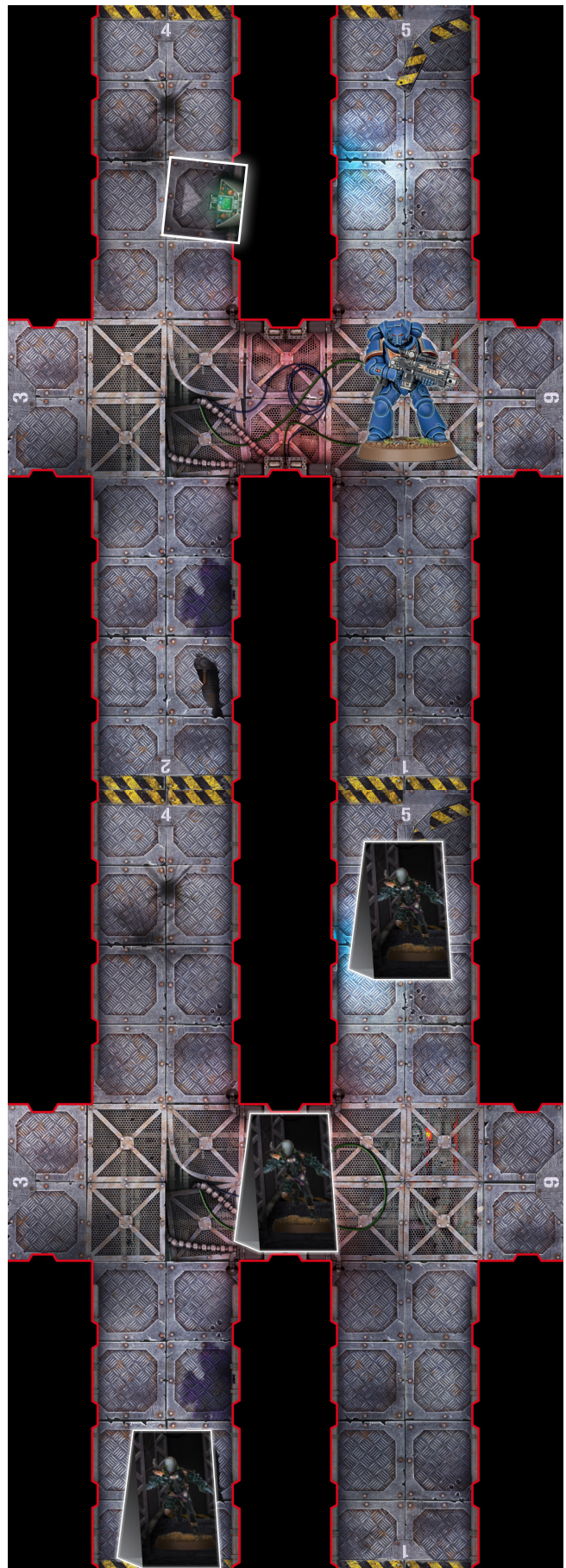
1 x Steam



4 x Doors

Each player sets up a battle mat as shown below and places them touching another battlemat along the long edge. All of the **battlemats** combined form a Map.

No more Wyches, door or steam tokens may be used in the game than there are tokens available.



HOW TO PLAY

MISSION 3

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 Drukhari Wych must complete their turns. The next round will then start.

CORRIDOR BATTLEMAP SPECIAL RULES

Models cannot see or move through walls, doors, steam or other models on this battlemat. When a new door or steam token is placed it covers the numbered strip.

Any model standing on a numbered strip when a door or steam token is placed suffers an automatic wound. Move the model in any direction until it is no longer obstructing the numbered strip.

SPACE MARINES TURN ORDER

1	Roll a dice - Look at the Drukhari Wyches Encounter Table and resolve the results.
2	Move your model following the instructions on the Space Marine Intercessors Datasheet .
3	Unless your model has advanced, they can pile in and fight following the instructions on the Space Marine Intercessors Datasheet .
4	<p>If your Space Marine has been slain he is replaced with a reinforcement - roll a dice and place your Space Marine model on the number around the edge of the map that matches the dice roll.</p> <p>If there is a choice where the Space Marine could be placed you can choose. If it's impossible to place the Space Marine (because of a Door or Steam or another model) he does not come on this turn and you must roll again next round.</p>

DRUKHARI WYCH TURN ORDER

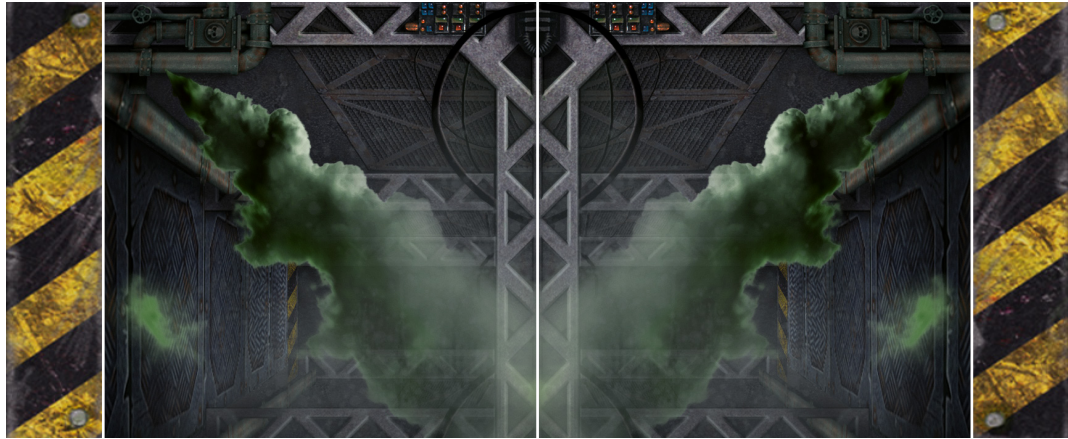
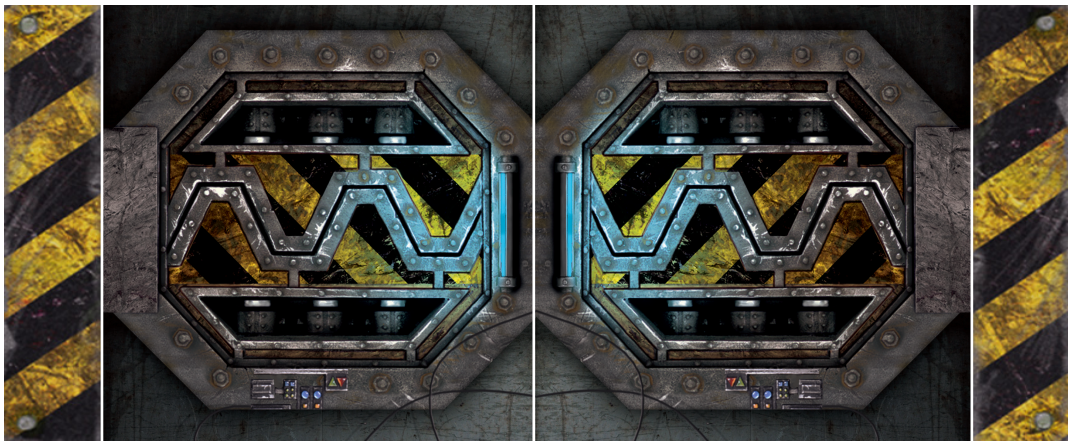
1	Starting with the Wych closest to an access panel, move each Wych 6" towards the closest access panel via the shortest route. If a Wych has a choice when moving they must take a route that will avoid Space Marines.				
2	If a Wych ends its move within 3" of a Space Marine, they will pile in and fight. To fight, follow the instructions on the Space Marine Intercessors Datasheet . The characteristics of a Wych can be found on the back of the token.				
	Move 6"	Weapon Skill 3+	Wounds 1	Attacks 3	Armour Save 4+
3	If Wych attacks a Space Marine, it performs an acrobatic flip - move the Wych 3" towards an access panel, moving over the Space Marine if necessary.				
4	If a Wych ends its move in contact with an access panel, the panel the player belongs to is given an "Access Panel Attacked" Token. If that player still has the token at the end of the Wyches next turn their panel on the map is removed.				
5	Remove any Steam Tokens that are on the map.				




How to Win

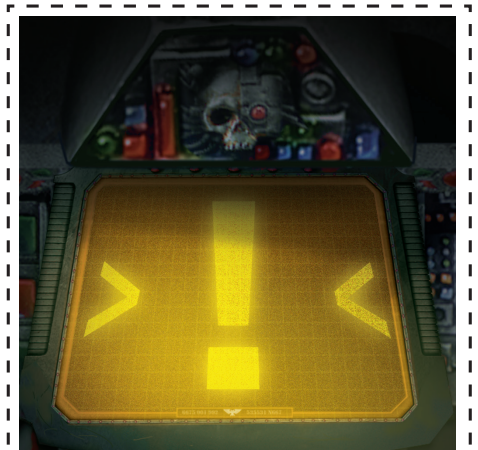
For the Space Marines to win this game, all of the Drukhari Wyches on the map must be slain. If all the Access Panels have been removed the ship has been destroyed and the Wyches win.

Ready for more?

Now you've mastered all the phases, continue your Space Marines' journey in the final Crusade Mission...

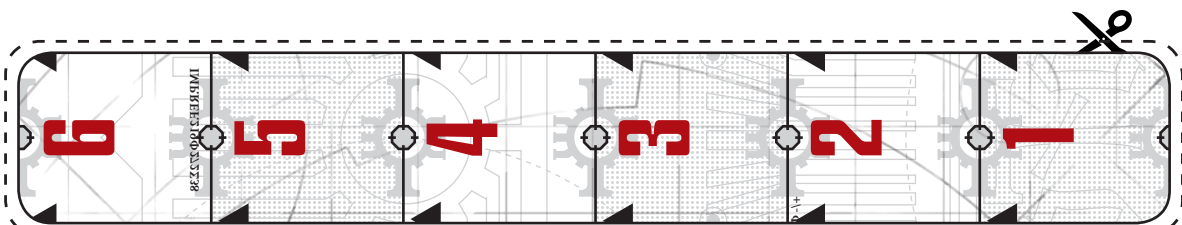
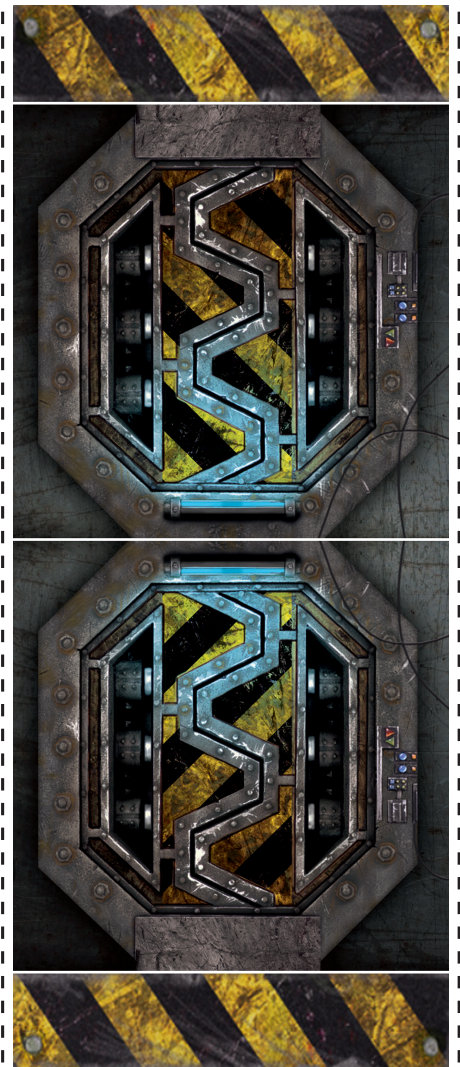
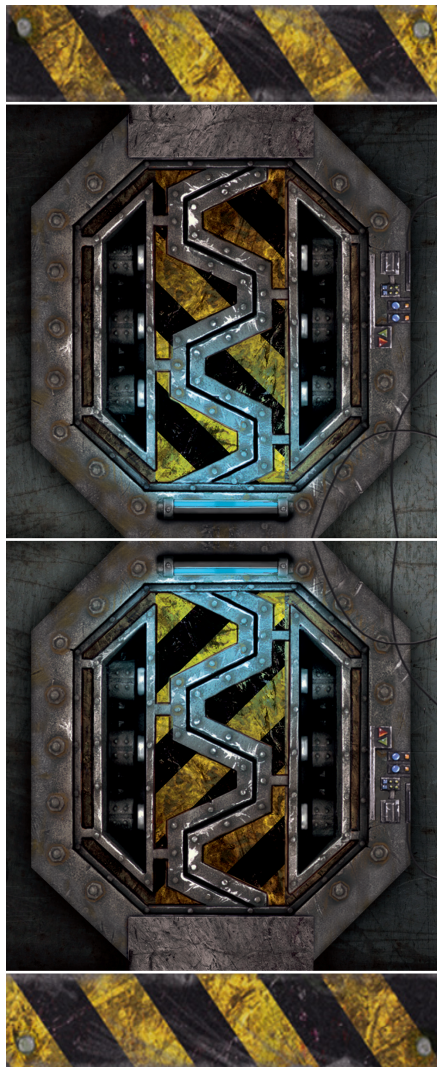
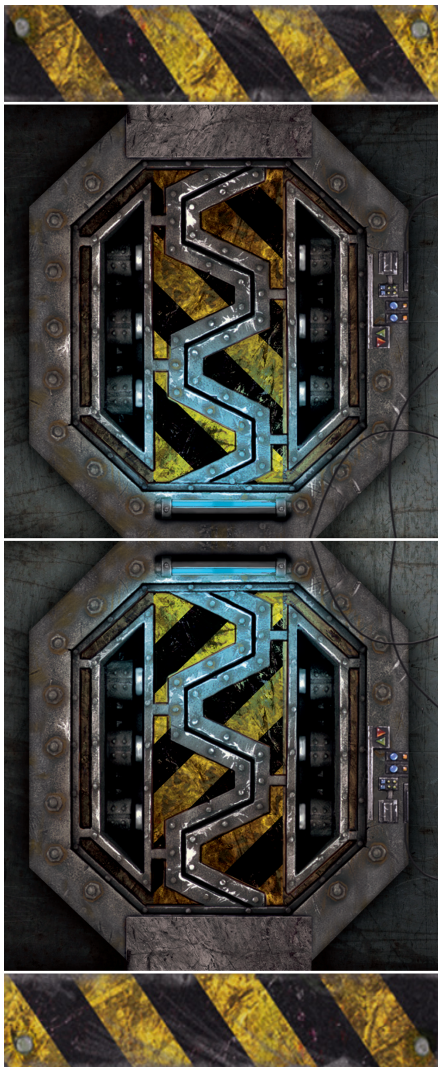


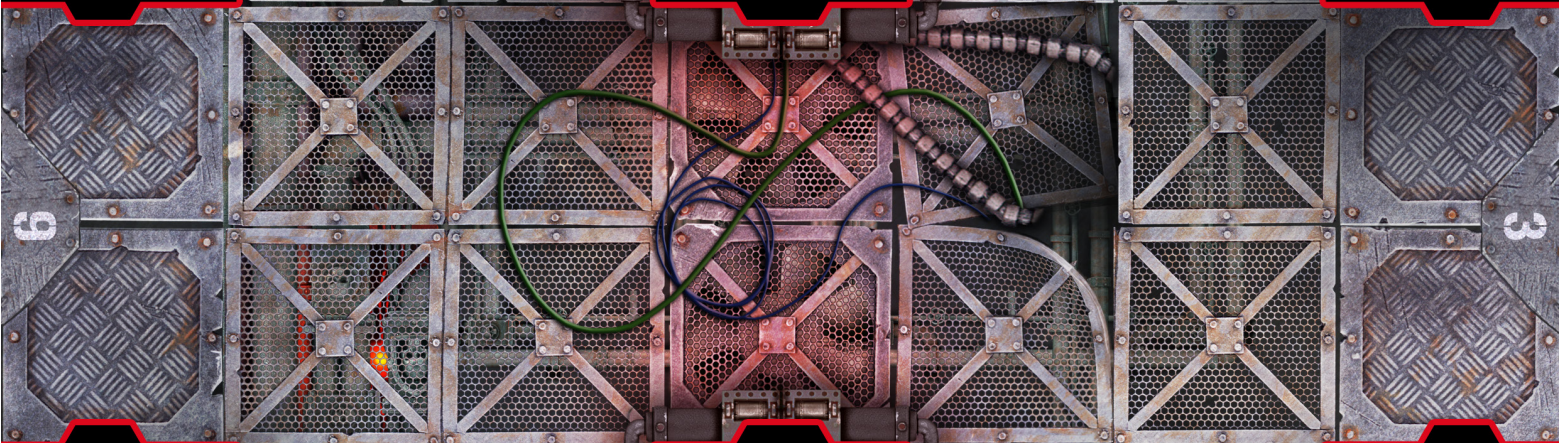
3079	3079	3079
		
Move 6"	Move 6"	Move 6"
Weapon Skill 3+	Weapon Skill 3+	Weapon Skill 3+
Wounds 1	Wounds 1	Wounds 1
Attacks 3	Attacks 3	Attacks 3
Armour Save 4+	Armour Save 4+	Armour Save 4+



DRUKHARI WYCHES ENCOUNTER TABLE

ROLL	RESULT
1	Door Malfunction: Roll a dice - place a Door Token on the battlemat your Space Marine is on matching the number on the dice. If a door is already there remove it instead.
2	Reinforcements: Add a Wych to the map in the corner furthest away from both your Space Marine and any access panels.
3	Damaged Pipes: Roll a dice - place a Steam Token on the battlemat your Space Marine is on matching the number on the dice.
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	Door Override: Open or close a door of your choice.



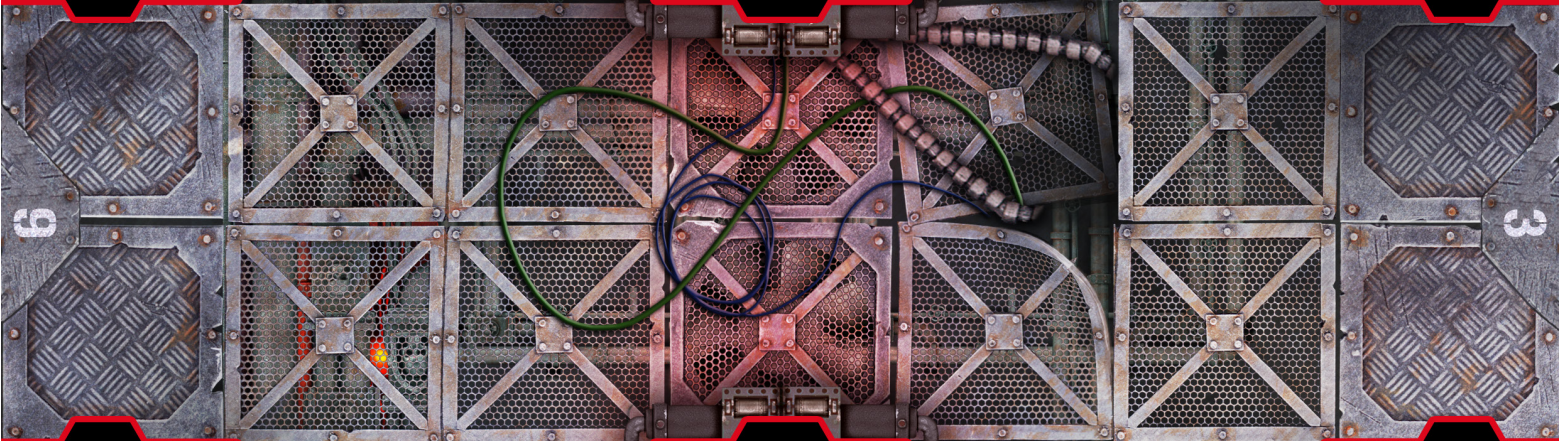




1



2



6

3



5



4