

SPACE CRUSADE

RENEGADE

A FIVE-PART CAMPAIGN FOR SPACE CRUSADE
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Hermiatus, a Magos Biologus of the Adeptus Mechanicus has disappeared while working on an anti-gene that has the potential to immunise humans against infection by Genestealers. It's suspected that in the course of his research he accidentally became infected with the Genestealer plasm and fled in terror. *Renegade* is a five-part campaign for Space Crusade which involves the Space Marine players in a desperate search to locate and capture Hermiatus.

CAMPAIGN BACKGROUND

The Alien player reads the following information out loud to all of the Space Marine players at the start of the campaign.

"Hermiatus was a Magos Biologus of the Adeptus Mechanicus. A brilliant exo-biologist and superb geneticist, he was sanctioned by the Inquisition to conduct classified research into the structure of Genestealers with the express aim of developing an anti-gene that would prevent infection by the terrible Genestealer plague.

In the course of his research on the hive world of Necromunda, he accidentally became infected by one of the genetic materials he was attempting to neutralise. The Genestealer plasm began to work on his mind and body, and soon after his infection he became aware of changes within himself. By the time he realised what was happening, it was too late.

Desperately he attempted to administer his own untested anti-gene before the Genestealer virus gripped him completely, but it was hopeless. The infection altered the balance of his mind and within a few days he left Necromunda after destroying his laboratory along with all his notes and experimental work.

The Inquisition quickly noticed Hermiatus' unscheduled departure from Necromunda and discovered what had

happened. They realised that not only was Hermiatus now a dangerous heretic who carried crucial information on the development of the anti-gene, but also the secrets of the Adeptus Mechanicus itself. Desperate to locate him, they launched an all-out search for the missing geneticist.

They picked up his trail and after several weeks tracked him down to the Beta Magellan Sector of the galaxy, a troublesome area frequently cut off by warp storms and a haven for pirates and other fugitives from Imperial justice.

Rumours and other information picked up on the way convinced his pursuers of the extreme danger Hermiatus could cause the Imperium.

Finally they made a breakthrough. A message was intercepted that appeared to originate from a Genestealer Magus sent to a hidden receiving station. The message spoke of the transfer of an important passenger at a way station called Terifus on the edge of Beta Magellan.

Immediately a small force of Space Marines was dispatched to Terifus in an attempt to locate and intercept Hermiatus.

This is where the campaign starts.

MISSION SEQUENCE

- Mission 1:** Find the information revealing Hermiatus' destination.
- Mission 2:** Capture the Supply Station before the Alien cargo ship arrives.
- Mission 3:** The road to Gorinum - assaulting the supply ship.
- Mission 4:** Assault on Gorinum - attacking Gorinum from the supply ship.
- Mission 5:** Penetrating the heart of Gorinum and capturing Hermiatus.

CAMPAIGN NOTES

Between missions, the normal rules for winning and promotion apply. Occasionally there will be some additions to these, depending on how each side

performed in the previous mission. When this happens, the options are clearly stated in the special rules.

To get the most out of this campaign it is advisable to have some extra Purestrain Genestealer models, plenty of Genestealer Hybrid models, some Space Marine Terminators and one Librarian for each Space Marine Squad. For missions 4 and 5, extra Purestrain Genestealers and Genestealer Hybrids are essential. If you turn to the back of this issue, there are details of just some of the available miniatures and how to order them.

Before starting the campaign, be sure to read the Campaign Background to the Space Marine players otherwise they won't understand the link between each mission properly, and will not enjoy the campaign as much. We've included tables for Terminators and Genestealer Hybrids. More detailed rules appeared in White Dwarf 134, and copies of this issue are still available from Games Workshop Mail Order.

Movement	6
Armour Value	0
Life Points	1
Hand-to-Hand	2 Light Weapons dice
Firing	1 Heavy and 1 Light Weapons dice

SPECIAL RULES

To help simulate the cramped confines of a space station or base, in each mission there are a number of obstacles strewn around the board. These are single square markers representing pillars, control panels or just general furniture. The rules for these markers are as follows.

- 1) All 8 markers are placed by the Alien player before each mission starts.
- 2) No markers may be placed in a corridor or in the two squares in front of or behind a door.
- 3) Not more than one obstacle marker may be placed in a room.
- 4) Not more than two markers may be placed in a single board section.
- 5) Each marker completely blocks the line of sight through that square.
- 6) A miniature or a blip may not pass through a square containing a marker.
- 7) A marker may not be fired at unless specified as a mission objective.
- 8) Unless otherwise stated, a score of three or more is needed to destroy a marker.

USING TERMINATORS AND LIBRARIANS

Terminators are veteran Space Marines equipped with Tactical Dreadnought Armour. This is constructed from heavy-gauge plasteel plating and can withstand colossal impacts and protect a Space Marine in the most hostile of environments. Each suit bears the scars and medallions of ancient actions and is treated with great reverence.

In this campaign players can use Terminator squads if they wish. Players are free to use normal Space Marines if they want to but they'll find some of the missions tough going! Players must choose at the start of the campaign whether they want to use normal Space Marines or Terminators, once they've decided, they can't change their minds later on in the campaign. If players want to use Terminators they must give up **four** of their equipment cards to do so.

Librarians are highly accomplished Space Marine psykers, trained to use their powers in combat to devastating effect. Librarians wear a special kind of Terminator armour called an Aegis suit. One Librarian is available for each squad. If the Mission: Dreadnought supplement is being used, the Librarian is automatically available.

However, if the campaign is being played without Mission: Dreadnought, the Space Marine player must give up two Honour Badges to be able to use a Librarian in the campaign. Detailed rules of how to use Librarians are included further on in this article.

Space Marine Squads

The exact composition of the Space Marine squads will vary according to whether you have the Mission: Dreadnought supplement or not.

When using Mission: Dreadnought, Terminator squads consist of 5 Space Marines but also have an additional Librarian and an extra Terminator armed with a Heavy Weapon for a total of 7 models in the squad. However, they don't get to use the Tarantula.

If you are playing without Mission: Dreadnought then you may still use a Librarian in the game but the Space Marine player must give up any one of his Terminators and 2 honour badges to do so. This gives the Space Marine player a total of 5 models.

A Librarian may only be used if the Space Marine player is using Terminators. Only one Librarian may be used in each Terminator squad.

Terminators can be armed with either Lightning claws, a Thunder Hammer and Storm Shield or a Storm Bolter and Power fist. Terminators armed with Heavy Weapons can have either a Heavy Flamer or an Assault Cannon.

TERMINATORS

Movement	4 squares
Armour Value	3
Life Points	1

Hand-to-Hand

Power Fist	1 Heavy and 1 Light Weapons dice
Thunder Hammer and Storm Shield	2 Heavy Weapons dice
Lightning Claws	2 Heavy and 2 Light Weapons dice
Power Sword	2 Heavy Weapons dice

Firing

Assault Cannon	2 Heavy and 1 Light Weapons dice
Heavy Flamer	2 Heavy Weapons dice
Storm Bolter	1 Heavy and 1 Light Weapons dice

VICTORY CONDITIONS

For the purpose of determining who wins the campaign, victory points are assigned to each side at the end of every mission. These victory points are counted as being totally separate from any other points gained during games. They are dependent on whoever wins the Primary and Secondary Missions. The victory points awarded to the Space Marine players are always added together, since they are all on the same side.

- For every Primary Mission won, a player receives 10 victory points.
- For every Secondary Mission won, a player receives 3 victory points.
- To win the campaign, the Space Marines must gain a total of 35 victory points.
- For the Alien player to win, he must have at least 35 victory points.

Any other result is a draw.