Space Crusade - Expanded Rules

Version 1.0

Milton Bradley and Games Workshop teamed up and released Steve Baker's Space Crusade and its sister game HeroQuest around 1990. In Finland, Ireland, France, Denmark, Australia and New Zealand it was released as Space Crusade. In Germany, Italy, Belgium and the Netherlands it was released as StarQuest. There is some variation of the various released rules sets, mostly to the background story, but in general, these games use a simplified rule set for gameplay in the Space Hulk and Warhammer 40,000 universe.

Much can be said about the game itself, the rules, miniatures, the cult following, etc. But the main feature focused on in this document is the simplified rule set which allows for very easy game play. It is so simple, it can be used with gamers as young as 5 or 6 years' of age. This of course depends on which 5 or 6 year old child you plan on playing with.

Game play is centered on a simple single roll attacks which uses special red and special white 6 sided dice. Movement and firing are combined in a single turn, allowing for really fast game play.

Special Space Crusade Dice
White dice sides include:
Red dice sides include:

Red dice are obviously more likely to roll a higher number than a white die. In fact, the average roll for a red die, is "1.0", while the average roll for a white die is "0.5".

To allow for a reasonable diversity in combat unit strengths, each unit has the following:
- **Armor Score**. This is how much is subtracted from each enemy firing attack. It considers the unit's body armor, agility and general ability to avoid incurring damage from ranged attacks.
- **Movement Score**. This is how many spaces a unit can move per turn. This can be translated to inches if game boards with squares aren't used
- **Firing Attack**. This is the number or Red and/or White dice are thrown for each ranged attack. This takes into account the likelihood that the weapon will hit the target and cause damage. Weapon upgrades and user skill increase effectiveness of a firing attack.
- **Hand to Hand Combat**. This is the number or Red and/or White dice are thrown for each close quarters attack. It factors in the unit's skill at fighting, armor and weapon used.
- **Heavy Weapons Traits**. Each Heavy Weapon has a special rule which allows more flavor in the game.
- **Life Points**. Your champion (commander) may have multiple Life Points which allows it to survive multiple attacks. Most other units have a single Life Point so that any remaining point(s) of a dice roll beyond what their armor is able to stop disables that unit. Some units, such as Eldar Exarchs and Dreadnoughts loose abilities as they incur damage.

Basic Rules

Turn

During a turn, a player is able to move and perform one action with each of his units. Actions include Firing a weapon, Hand-to-Hand Combat, loading special munitions, etc. You can more, then attack or attack and then move. You cannot more or attack more than once per turn with any unit (example: move, attack and move again) unless you have a special card or weapons rule which allows this.

Movement

Each unit has a Movement Score.
- Each unit may move from zero to as many squares equal to their Movement Score.
- Movement is allowed vertically, horizontally and diagonally.
- Large units such as Dreadnought are not allowed to move diagonally.
- Units may move through spaced occupied by another unit as long as the player controlling the unit occupying that space allows for this.
- You may pass through spaces occupied by your own units.
- A unit's movement must stop on an unoccupied space.
- Changing direction in movement or the direction you are facing does not count against your Movement Score.

Opening Doors
- To open a door, your unit must be in one of the four spaces in front or behind the door.
- To open a door, simply announce you are opening the door when your unit is next to it.
- Once opened, the door is removed.
- A door can only be closed with a special card or rule.
- Opening a door does not count as movement and a unit can continue to move through an open door if they still have remaining Movement Points.
- Tall units, such as Dreadnoughts must stoop when passing through doorways and cannot end a turn under a door.

Blips

Blips are used to simulate "Fog of War". Depending on the game's Play Scenario, Mission or House Rules, one or more players may use blip tokens to represent potential units on the board.
- When a player first enters a new board and finishes moving and attacking with the unit first entering the board, the game is paused.
- A pause simulates the commander using his scanner to scan for lifeforms and movement.
- During the pause, the opposing player(s) is able to set down as many blip tokens as they have remaining.
- If the final board is being scanned, all remaining blip tokens must be used (unless you have special reinforcement blip tokens).
- Only one blip token can occupy any one square.
- Blip tokens must be placed out of line of sight of any opponent units.
- Once an opposing unit is within line of sight of a blip token, that token must be revealed.
- If the blip token represents an oversized unit, such as a Dreadnaught, part of that unit must occupy the space the blip token was on. Move out adjacent tokens as needed.
- If you don't have enough miniatures to replace your blip token, leave your token there face up and play as if it were an actual miniature.
- Each turn a blip can move as many as 5 squares, regardless of what the blip represents.
- After a blip is revealed, it can move its respective number of squares per its Movement Score.

Reinforcement Blips
- Depending on your mission or agreed arrangement, you may get a preset amount of reinforcement blip tokens.
- Up to 6 Reinforcement Blips can be placed at the end of a player's turn.
- If a player with Reinforcement Blips no longer has any units or blips left on the board, that player must place 6 Reinforcement Blips on the board or as many Reinforcement Blips as are remaining if less than 6 remain.
- Reinforcement Blips are placed face up and then replaced with a miniature.
- Reinforcement Blips must be placed out of the Line of Sight of your opponent's units.

Line of Sight

Line of sight is an important factor in this game, particularly when fighting in a spacecraft with many walls, rooms and doors.

- Line of Sight is found by tracing a straight line from the center of one square to the other.
- Walls and closed doors block the Line of Sight for attacks and viewing blips.
- Figures block Line of Sight for purposes of attacks. You should be able to identify a blip behind a figure which is in the open.
- You cannot track a line between two figures which are next to each other, diagonally or otherwise.
- If you have a reasonable disagreement regarding Line of Sight, both players should roll a Red Die. Highest wins argument for that round. Draws go to player whose turn it is.

"X" represents unit position while colored squares represent squares which are not in the Line of Sight from "X"

Ranged Combat

- You must have line of sight to attack a figure or square.
- Weapons to not have a maximum range, unless stated otherwise.
- To attack, roll the dice according to the Firing Score of your figure or weapon used.
- Any roll greater than zero is considered a hit.
- Subtract the target's armor score to see if damage has occurred.
- One Life Point is lost per point rolled above the target's Armor Score.
- Most units have one life point and are disabled if a hit above their Armor Score is sustained.
- If a units with multiple Life Points is damaged but still has Life Points remaining, they continue to play as normal, just with less Life Points remaining.
- Re-rolling is allowed with certain cards and units.

Special Weapons

Special Weapons have their own special rules. Here are a few common Special Weapons rules:

Grazing Attack. The total number rolled may be split between **ANY** visible targets.

Straight Line Attack. All figures in a straight line are attacked. This includes any of your own units in this line.

Burst Attack. The target square is hit with the total number rolled. Figures in the adjacent 8 squares receive a hit from the highest rolled die.

Extra Large Burst. The target 4x4 square area is hit with the total number rolled. Remove the half of the dice with the lowest numbers. The remaining dice are the hits sustained by figures in the 12 squares surrounding the central 4x4 burst area.

Small Area Effect. All figures in the 2x2 square blast area receive hit from all dice rolled.

Large Area Effect. All figures in the 3x3 square blast area receive hit from all dice rolled.

Range 12 **Limited Range**. Some weapons have a maximum range. This often includes pistols and spray weapons such as Flamers. Thrown weapons generally have a limited range (6 squares).

2 Shots **Multiple Shots**. Some weapons allow for multiple shots per turn. These can be used against multiple targets or at the same target.

Close Combat aka Hand-to-Hand Combat
- A unit may attack using Hand-to-Hand combat either before or after moving.
- Units are only able to attack the 4 squares next to them (front, back, to the side). Only special units or weapons are able to attack diagonally.
- Close combat is resolved by both fighting units rolling their respective Hand-To-Hand dice.
- The highest roll wins and the difference in the rolls is the damage inflicted to the loser of that fight.
- If both players roll the same number, it is a draw and neither unit is damaged.
- Armor and agility is already factored into your Hand-To-Hand score so you do **NOT** use your Armor Score in Close Combat.

Disabled Units
When a unit has lost all of its Life Points, it is removed from the board. If you are playing for points, the winner should collect the blip for each disabled unit or otherwise record the points after removing that unit from the board.

Cards
Cards are also used to add a little color to the game. These allow for increased attack abilities, special events and the like. One stack is used for random events, while other cards are used to augment your squad's abilities. Cards can be custom made for your own gaming use or even omitted for an even more simplified game.

Only one card can be played per turn and must be announced prior to movements or attacks. It is then discarded.

Event Cards
If you are playing with event cards:
- The "Alien Player" draws an Event Card at the beginning of their turn.
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Space Crusade Expanded 1.0
Single Sheet Rules

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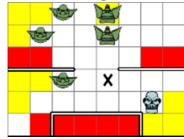Blips are used to simulate "Fog of War". Depending on the game's Play Scenario, Mission or House Rules, one or more players may use blip tokens to represent potential units on the board.
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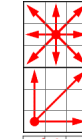
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House Rules

Many players like their own House Rules. Here are a few you can consider and select from:

Optional Ranged Fire Rules

☐ **Volley Attacks**. Units are allowed to combine dice rolls together when simultaneously attacking a single unit with small arms.

☐ **Combined Attacks**. To speed up games with larger units, you can combine all your weapon shots together in a big roll. You will need a lot of dice and area effect weapons need to be rolled separately. Dice rolls can be combined so that they take out multiple targets. Dice must be combined in whole dice combinations – You cannot split a roll or "3" from one die against 2 or 3 targets. Targets must be in Line of Sight of all units firing.

☐ **Heavy Weapons against Vehicles**. Only Red Dice have an effect on Vehicles.

☐ **Partial Cover**. Add 1 point to Armor for Partial Cover

☐ **Hiding**. You can hide behind cover to get out of Line of Sight. You cannot attack while hiding.

☐ **Darkness**. Add 1 point to Armor if enemy unit does not have advanced night vision technology or vision.

☐ **Genestealer Night Vision**. Genestealers can of course see in the dark.

☐ **Overwatch Rule**. Unit can be placed in Overwatch. If an enemy enters Line of Sight of a unit in Overwatch, that gets one free shot.

☐ **Aimed Shots**. Aimed Shots gets reroll of one die. Snipers get 2 rerolls.

☐ **Range Shots**. Minus one for every full 12 inches of range for Long Guns.

☐ **Range Shots - Pistols**. Minus one for every 6 inches or range for Pistols.

☐ **Shooting at Unit in Hand-to-Hand Combat with other Unit**. If you use a special weapon with area or line effect, all units in that melee fight should be effected. If you are using a more traditional projectile weapon, select your target and roll a white die.
  - 0 – You hit the target you selected
  - 1 – You hit all targets
  - 2 – You only hit the wrong target

Now roll attack dice with a minus 1 for your target(s).

☐ **Combi-Weapon - Grenade Launcher**. Add a grenade launcher to your non-heavy weapon. Requires 1 turn to reload. Damage of 🎲🎲 in 4 square area.

☐ **Combi-Weapon - Flamer**. Add a mini-flamer to your non-heavy weapon. Damage of 🎲🎲 with max range of 6.

☐ **Flaming area**. An area hit by a flamer stays ablaze for 2 enemy turns. Any unit entering this area rolls for full damage for that weapon.

Optional Hand-to-Hand Rules

☐ **Armor Applies to Hand-to-Hand Combat**. This completely changes the balance of gameplay, but some people really want this rule so that Gretchin with knives can't kill Space Marines in powered battle armor.

☐ **Vehicle Armor Applies to Hand-to-Hand Combat**. In Hand-to-Hand Combat with a vehicle, you must score above its armor level to do any harm. Only Red Dice Count against vehicle attacks.

☐ **Chameleon Suit**. Unit blends into background. Minus 1 on all enemy hits, Firing and Hand-to-Hand.

☐ **Thou Shall Not Pass**. If an enemy unit tries to run through a square next to one of your units, you are allowed a free Hand-to-Hand attack. If damage has occurred, the unit is also stopped from movement.

☐ **Force Field Belt**. This adds one to Armor and protects unit from 1 Hand-to-Hand hit. A Force Field Belt does **NOT** add to the Hand-to-Hand roll, it just prevents one point of damage should damage occur.

☐ **Undead Don't Always Die**. A successful attack to a zombie should have killed that thing. Roll 1 Red die:
  - 0 – It's really dead. Removed from game.
  - 1 – Not Quite dead. Roll again next turn.
  - 2 – It attacks you again and then dies.
  - 3 – It's not dead. It attacks again and has 1 Life Point.

Optional Special Rules

☐ **Demo Specialist Rule 1**. A demo specialist can place a demo charge on a wall, door or floor. When activated remotely or with trip sensor (Specialist chooses), it explodes similar to a missile launcher. This requires 1 uninterrupted turn (no movement, firing, hand-to-hand or being shot at) to set charge.

☐ **Demo Specialist Rule 2**. A demo specialist can set up a charge to breach a wall. This requires 2 interrupted turns to set up and creates a blast similar to a Missile Launcher.

☐ **Demo Specialist Rule 3**. A demo specialist can blow us self at will. This kills the Specialist and creates a blast similar to a Missile Launcher.

☐ **Antitank Specialist**. This unit is able to place a demo unit on a Dreadnaught or vehicle if this unit wins Hand-to-Hand round with its target. A blast similar to Missile Launcher occurs on target at end of attacker's next turn.

☐ **Chainsword Breach**. A chainsword can be used to cut through a wall. This requires 2 turns without movement or attacks.

☐ **Picking Up Item or Weapon**. If there is an item or weapon on the ground or incapacitated body next to your unit, you may pick it up at the cost of your action (now attacking that turn). Recovered weapons can be used.

Optional Special Movement Rules

☐ **Carry Wounded or Dead**. For missions which requires you to carry out all bodies or to rescue/capture someone. You need one turn to pick up body. You move at half speed. You can range attack at minus 2 or drop the body. A body is dropped in the event of Hand-to-Hand Combat.

☐ **Movement - Stairs**. You lose a Movement Point for negotiating each flight stairs in addition to horizontal movement.

☐ **Movement - Ladders**. You lose a 3 Movement Point each 3 inches of ladder height gained or lost.

☐ **Movement – Short Obstacles**. You lose a 1 Movement Point when hopping over obstacles higher than waist high and shorter then head height.

Your Own House Rules

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Advanced Rules

The simplified rules of Space Crusade work great because they are simple yet sophisticated enough for a reasonable game play including rules of ranged and close combat attacks. The problem is that with combat type games, players often want to add more "realism" or allow for more strategy and therefore, more complexity into the rule set. A more sophisticated rules set may allow for more depth in how a game is played, but too much complexity can make the game cumbersome and far less enjoyable to play for all.

When considering rule "upgrades", consider that the Space Crusade rule set works as well as it does because it is so simple. Simple it good for quick and easy gameplay. And if your goal is to create something more "realistic", do keep in mind that this just a game and will never truly replicate reality regardless of what rules you add. We are talking about a game where knights, elves, orks and other fantasy creatures dressed up in colorful outfits and fight with swords on spaceships.

Rule changes should only be made to enhance gameplay and everyone's level of fun, and not because someone is unhappy at a certain "unrealistic" portion of the game.

Common rules players consider adding:
- Rules for cover – add 1 to Armor Score for partial cover
- Overwatch rules – one free show as emery pops into your line of sight
- Rules for fancy armor – power suit vs force field vs agility
- Grenades, mines, booby traps and things that go boom
- Accuracy of weapons at various ranges
- Aimed vs Hip shooting efficacy/accuracy
- Special ammo
- Flame markers for Flame weapons – persist for two turns.
- Camo/Holographic suits
- Special Weapons

Rules players too serious for Star Crusade may consider:
- Unit expertise level
- Activation score
- Suppression score
- Movement Types
- Complex cover rules
- Vehicles
- Aircraft
- Fog of War
- Moral
- Fear/Terror
- Psychic Strength
- Technology Levels
- Purchase points for units, weapons and upgrades
- Specialty Skills – Demo, engineering, computer (really?)
- Weather

If you are playing with a more sophisticated and experienced group of players looking for more depth, you may wish to consider inclusion of simple "House Rules" or consider a completely different rule set altogether. For more sophistication, consider the following options:
- Adding your own house rules with the specific aspects you'd like to "improve"
- *Space Crusade 2* by Usagi3
- *Space Crusade Redux* by BricoLudo
- *Imperium Battles* by General Freyberg's Battle Group
- Advanced Space Crusade
- FUBAR Wargames – Single page rule sets
- Sean Patten's *Rules Crusade*
- Latest version of *Warhammer 40,000*

Game Pieces

Miniatures
If you have an original Space Crusade game set, you are a lucky one. It came with a cute set of plastic miniatures from the Warhammer 40,000 universe. If you don't have an official game set, you can still play the game.

Warhammer 40,000 miniatures work best as replacement miniatures as they match the theme and look great. If this is too spendy for you, of if you are slowly building up your armies, you can use tokens, paper figures or toy soldiers to represent individual units.

LEGO minifigs work great for representing units.

Boards
If you don't have "official" game boards, these can be made by drawing out walls on a 1 inch grid. You can also print out nicer boards from fan made artwork shared in the community.

If you fall in love with this game, consider making 3D gameboards.

Dice
The dice are the heart of the game. If you don't have some, simply get a set or red and white six sided dice and treat the 3-6 on the white dice and 4-6 on the red dice are misses. For better results, drill out pips in sets of blank dice and color them.

This configuration is fun and easy to set up with a marker or drill:
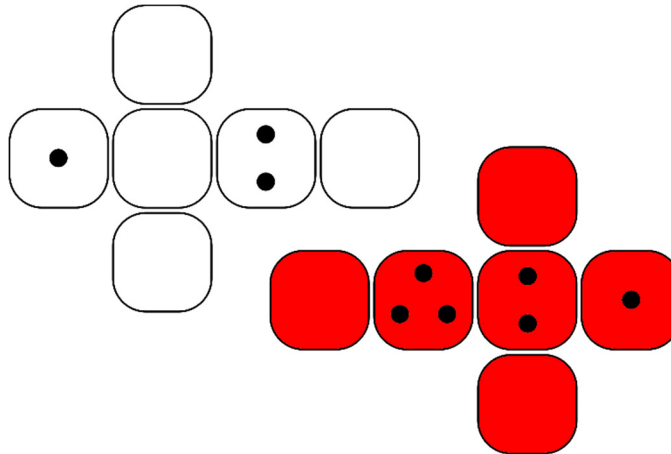
Blips
Plastic or wood tokens work great for these. Just draw or glue an image on the underside. Once flipped over, these "blips" can also be used as playing pieces if you don't have enough playing pieces for your game.

If you lack artistic skill, then writing on the back of a token works fine for a blip or even a playing piece.

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Playing for or with Points

The original Space Crusade rules allowed for basic rules on points. Other have given deep consideration to points values for units. Points do allow for one method to keeps score. Points also allow for another level of gameplay where the composition of a unit can be planned out in a way where opposing players are able can create forces which and "fairly" fight each other.

This rule set and list of unit stats were assembled without complex development of a game tested points system for unit building. Points are presented as a guideline only and are note play tested.

If points are important to you, others have put a considerable amount of time and energy developing "fair" points rules.

For more on points, consider:
- *Space Crusade 2* by Usagi3
- *Imperium Battles* by General Freyberg's Battle Group
- Information found on *The Lost and The Damned Forum*
- Latest version of *Warhammer 40,000*