# WARHAMMER 40,000
## CREATE YOUR OWN CRUSADE MISSION

Use this template to help write future Crusade Missions! Simply follow the instructions and use the resources to plan and design your own, then play with your friends.

## START HERE

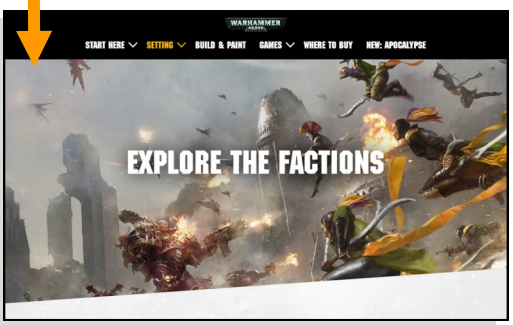
Designing a mission for Warhammer 40,000 can be tricky and may take some thought and a few drafts before you are ready to try it out. Use the standard rules for the Space Marines that are included in this pack and create your mission around this Datasheet. If you have access to any Warhammer 40,000 codexes, rulebooks or model Datasheets located on the Games Workshop webstore, make sure you also use these as a great reference throughout this project. Once you have everything you need, follow these simple instructions to get started!

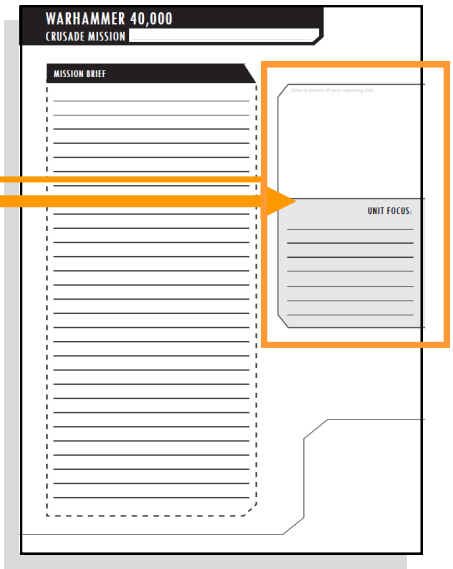
### 1 RESEARCH

Research the factions of Warhammer 40,000 and choose an enemy to focus your mission on. Draw a picture and write some information about them in the Unit Focus box.

**Top Tip:**
Visit the Warhammer 40,000 website to find out more about the factions.

**warhammer40000.com**

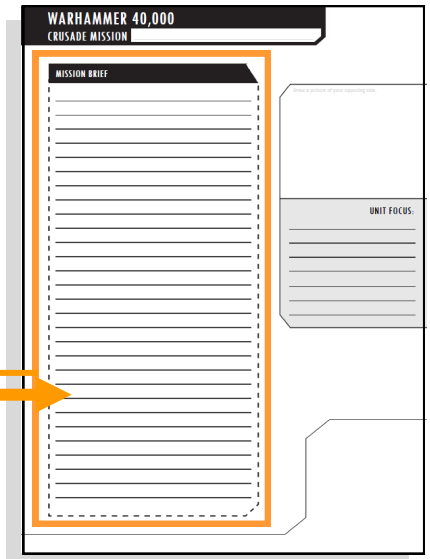


## 2 WRITE A MISSION BRIEF

Think about the story of your mission and write a narrative brief. When creating it, consider including the following information:

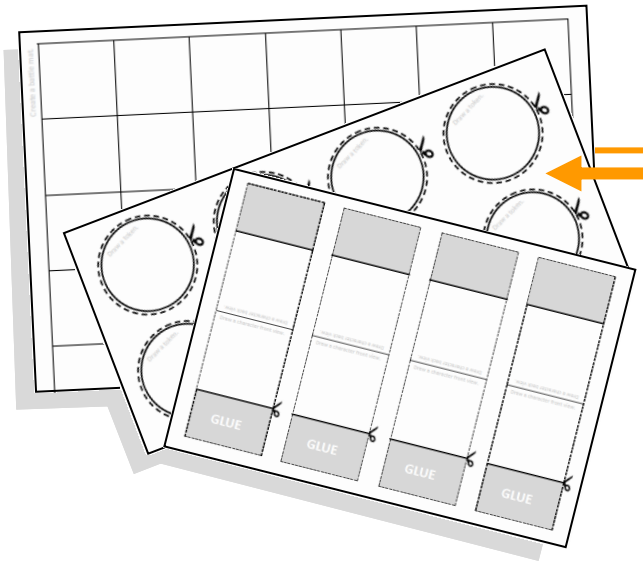
- Set the scene, how has the story moved on from Crusade Mission 3?
- How and why is your chosen enemy a threat?
- What must the Space Marines do to ensure victory?

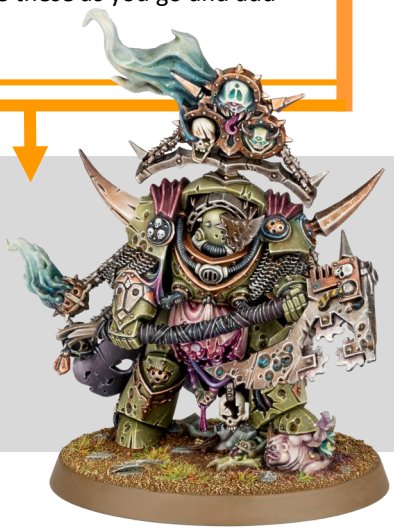


**Top Tip:**
The Warhammer 40,000 book is full of missions you can use to inspire your own, as well as containing the full rules for playing games with your collection.

## 3 DESIGN YOUR MISSION ASSETS

Using the squared paper and blank tokens, create rough designs for a battle mat and game pieces. It will help you to think of how the mission will be played if you have these assets in front of you. You can change these as you go and add or change things later on if needed.



**Top Tip:**
Incorporate any existing models in your club collection into your mission.

Using models will make your mission look great and enhance the experience of the players.

## 4 DEVELOP YOUR MISSION IDEA

Use your draft token assets and have fun developing an idea of how your mission brief could be told through it's narrative. Some thinking points could be:

- How would the enemy act in the situation? For example, would they rush in and attack like Khorne Daemons or be unpredictable like Orks?
- What is the mission objective and how do they achieve it? For example, do the players need to retrieve, protect or destroy something important?
- How would environmental conditions affect the game? For example, are there hills, woods or obstacles that may affect how a model moves or fights?

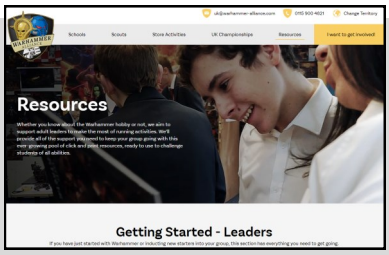
## 5 WRITE YOUR INSTRUCTIONS

Using your ideas, start to fill in the remaining boxes on the sheet with your draft instructions. This stage of the development is the most time-consuming and it may take you a number of attempts so make sure you have spare copies! Refer back to the other Crusade Missions for inspiration if needed.

**Top Tip:**

Visit the Warhammer Alliance Website to download and play the previous Crusade Missions.

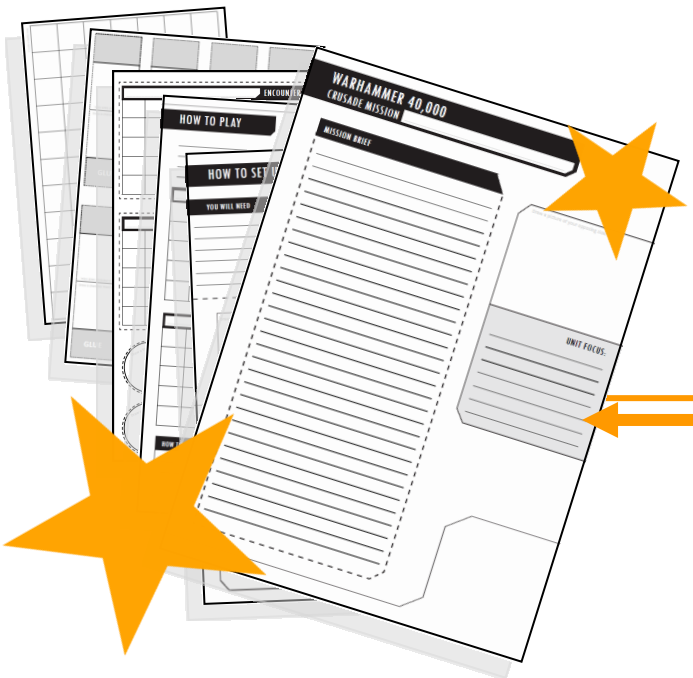
**warhammer-alliance.com**




## 6 PLAYTEST YOUR MISSION

When you are happy with your mission, ask a friend to play-test it. Most games designers will test their ideas extensively before they produce a final version. When play-testing it, some things to look out for are:

- Your instructions should be clear and easy to follow. Can your friend set up and play the game without asking you any questions?
- Make notes of the questions you are asked and when you have finished, re-read the rules you've written. Can you make your instructions easier to understand in the areas your play-tester asked for help?
- Ask for feedback! Ask your play-tester what they liked, what they didn't like and if they have any suggestions. Use this feedback to improve your idea.




## 7 CREATE YOUR FINAL DRAFT

When you are ready, create your final version! Using your notes and drafts, fill-in-the-blank sheets to make your finished version. Consider asking someone to scan or photocopy it so you have plenty of copies to share with your Warhammer club!

# WARHAMMER 40,000

## CRUSADE MISSION

### MISSION BRIEF

Draw a picture of the opposing side.

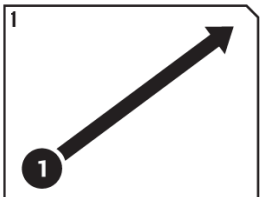
### UNIT FOCUS:

# SPACE MARINES INTERCESSOR
## DATASHEET

| SPACE MARINES INTERCESSOR DATASHEET | | | | | |
|---|---|---|---|---|---|
| MOVE | WEAPON SKILL | BALLISTIC SKILL | WOUNDS | ATTACKS | ARMOUR SAVE |
| 6" | 3+ | 3+ | 2 | 2 | 3+ |

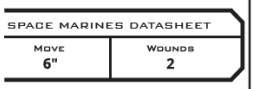
## HOW TO MOVE

1



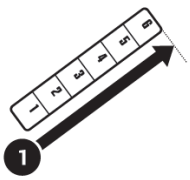
Each model can only move once per turn.

2



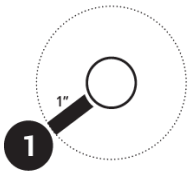

Check the Move characteristic on the datasheet for that model.

3



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

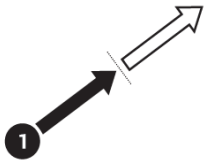
4




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

## HOW TO ADVANCE

1

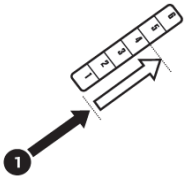


After it has moved normally, a model can make a special move called an Advance – roll a dice.

2

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

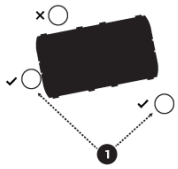
3



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

## HOW TO SHOOT

1. CHECK LINE OF SIGHT:

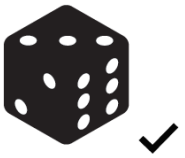


Models cannot see or move over scenery with a white outline.

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.

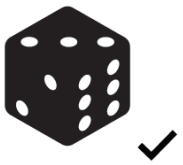
2. HIT ROLLS:



A Space Marine can shoot once per turn.

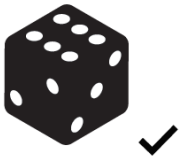
Roll 1 dice when a Space Marines Intercessor fires his bolt rifle. If the result on the dice is the same or higher than the Space Marines Ballistic Skill the shot has hit. If the result is lower that shot misses and your shooting attack ends.

3. WOUND ROLLS:



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

4. SAVING THROW:

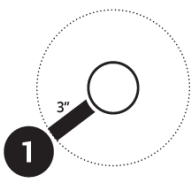


If the shot wounds ask one of the other players to roll a dice, on a 6 the Metamorph's armour deflects the shot.

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

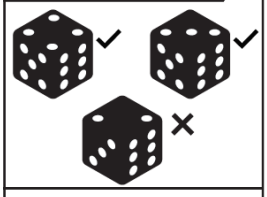
## HOW TO FIGHT

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:

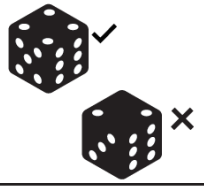


Roll a number of dice equal to the **attacks** characteristic.

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.

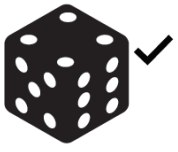
3. WOUND ROLL:



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

Discard any dice that fail to wound.

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

## YOU WILL NEED

Draw picture of item.

Draw picture of item.

Draw picture of item.

Draw picture of item.

Draw picture of item.

Draw picture of item.

Draw picture of item.

Draw picture of item.

Draw a set up diagram.

## SET UP INSTRUCTIONS

# HOW TO PLAY

## TURN ORDER

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## TURN ORDER

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## HOW TO WIN

## ENCOUNTER TABLE

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## ENCOUNTER TABLE

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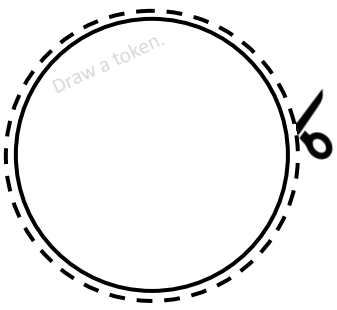


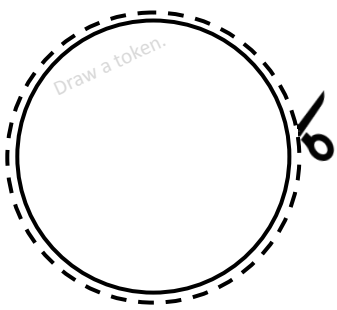


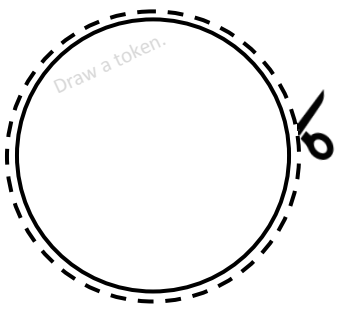


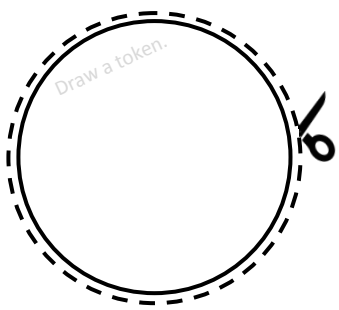


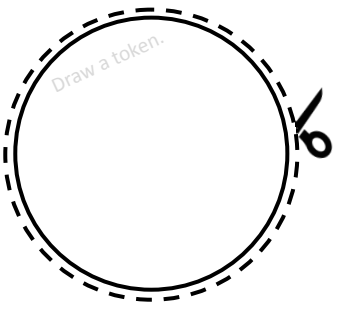


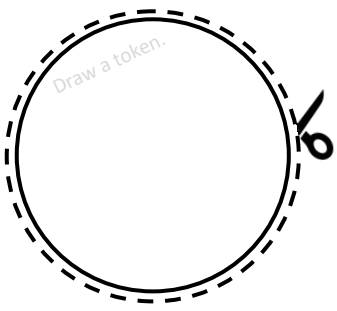


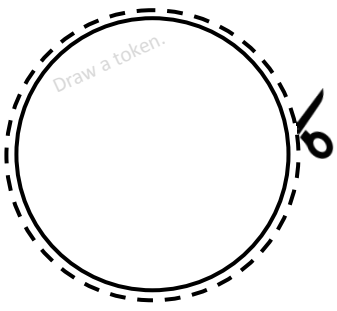


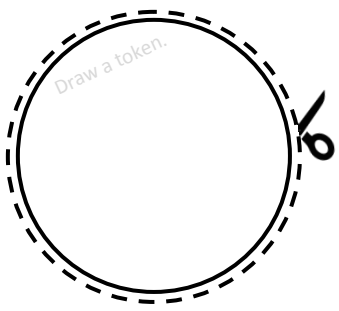

Draw a character back view.

Draw a character front view.

GLUE

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Create a battle mat.

Create a battle mat.