

SPACE CRUISE

Space cadet training officer Andy Roberts beams down on to the CF Space Hulk once again to bring you the lowdown on the first six missions of this superb role playing game. Isn't he brave?

THE MISSIONS

The missions can be tackled in any order, although it's better to play them sequentially. Why? Basically, the later levels are very tough, so the earlier missions can be used to build up huge equipment reserves and orders to use on the later ones. Common sense, really.

Apart from the primary mission (which must be completed), there are also secondary missions to complete. To win a mission, you have to score enough points. Completing the

primary mission is worth 30 points; a secondary mission is worth 15 points, but only if it is read out as an alien event. Here are those missions in full...



MISSION 1 SEEK & DESTROY

POINTS REQUIRED: 80

PRIMARY MISSION:

Destroy Dreadnought

SECONDARY MISSION:

Kill lone Android

The Dreadnought is located in the centre room at the bottom of the complex, surrounded by Orks and Gretchins. Approach from the left, sending your heavy weapon-bearing marines in first, then use your Commander in hand-to-hand combat (ONLY if he has a decent weapon).



MISSION 2 ELIMINATE & SURVIVE

POINTS REQUIRED: 80

PRIMARY MISSION:

Destroy aliens & Marines

SECONDARY MISSION:

Seek & destroy Dreadnought

Quite a straightforward mission – basically blast the legs off anything that moves. If you



are playing on your own (awww!), you must eliminate the infected Chaos Marines. These start the game on the docking claw at the far left (be very careful in that corridor). The huge room at the centre of the map houses the Dreadnought, accompanied by dozens of Orks, Gretchins, Soul Suckers and Androids. You are going to find that your assault cannon comes in most handy.



MISSION 3 DISABLE ALIEN VESSEL

POINTS REQUIRED: 80

PRIMARY MISSION:

Destroy Control Panel

SECONDARY MISSION:

Seek & destroy

Dreadnought

The control panel for this mission is situated in the room at the bottom-right of the map, the safest route being the long corridor to the left, then along the bottom corridor. The panel itself is easily destroyed, so send in a botter-bearing marine as opposed to a heavy weapons marine. The return journey, however, is much more difficult, as you'll no doubt be ambushed by dozens of not very sociable aliens. Your best bet if you want to make it back in one piece is to send a plasma gun ahead of the pack to clear the corridors.

A FEW POINTS THAT MIGHT INTEREST YOU

To successfully complete a mission, you must score a designated amount of points as well as completing the primary mission objective (see MISSIONS). The points for each alien vary from level to level, and also depend on whether or not the alien is the target for the primary/secondary missions. For example, the Dreadnought on level one is worth more because the primary mission is to destroy it. Get the picture? Oh, and note that RUBBLE also includes things such as the Control panel and Radioactive Canister.

	MISSION					
ALIEN	1	2	3	4	5	6
RUBBLE	4	1	1	1	1	1
GRETCHIN	2	1	1	1	1	1
ORK	2	2	2	2	2	2
ANDROID	6	2	1	2	2	1
CHAOS MARINE	3	5	1	2	2	1
CHAOS MARINE (HW)	4	5	1	2	2	2
CHAOS COMMANDER	4	5	2	2	2	4
SOUL SUCKER	6	2	2	3	4	
DREADNOUGHT	10	4	10			



PART 2

MISSION 4
LOCATE
& RESCUE

POINTS REQUIRED: 80

PRIMARY MISSION: Return Brain Container

SECONDARY MISSION:

Kill five Chaos Marines

This is another mission which begins without a hitch, but gets horribly difficult towards the end. The brain container (I hope it's not one of my relatives! - TMB) resides in the 'block' of three rooms towards the top of the map, and the route is fairly straight. However, be prepared to meet all manner of aliens at every junction along the way. The best player to collect the container is the commander, simply because he's much more resistant to attack. To pick up the container, simply walk on to it. On the way back to the docking claw, watch out for the Chaos Marines - they're thirsty for blood.

MISSION 5
LOCATE &
RETRIEVE

POINTS REQUIRED: 80

PRIMARY MISSION:

Return Experimental Weapon

SECONDARY MISSION:

Destroy Control Panel

This is very similar to the previous mission, in that the Commander should be used to collect the experimental weapon. The weapon is situated in the centre room towards the right of the map, but the corridor which leads to it is seething with Gretchins and Orks (so keep your men against walls to lessen the chances of hand-to-hand attack). To make things worse, a Dreadnought guards the room containing the weapon, so send your heavy weapons marines in first, then rip in with the Commander and grab the weapon.

MISSION 6
PURGE &
WITHDRAW

POINTS REQUIRED: 80

PRIMARY MISSION: Open an Outer Door

SECONDARY MISSION:

Kill Dreadnought and Android

This is where the problems really start! The best outer door to open is the one at the bottom of the map, but even that is guarded by literally hundreds of Gretchins and Orks (not to mention the Dreadnought in the room above). Take the central corridor down to this outer door, sending a heavy weapon and a plasma gun ahead of the rest to deal with any

Androids which appear. The aliens will do their best to block your path, so once there is a clear route withdraw all your men except one (the bolter is the best). The reason for this is that whoever opens the outer door will immediately die. As soon as the outer door is open, run!

EQUIPMENT PACKS



● **TARGETER** - This is best used on the assault cannon, mainly because of the re-fire facility. If you have two of these, use the second on the plasma gun.



● **BLIND GRENADES** - These can make or break a mission, and it's worth selecting them for some of the later levels. If the area is packed with alien life forms and things look bleak, that's the time to use them.



● **BOLT PISTOL** - Quite a handy little item, allowing one Light Weapons Dice to be re-rolled in hand-to-hand combat, but only choose the bolt pistol if you have more than one bolter on your team.



● **MELITA BOMB** - If you're face to face with a Dreadnought but have no heavy weapons, use this beauty in hand-to-hand combat for two extra Heavy Weapons Dice rolls. Combined with a Power Axe and Glove, this weapon is simply awesome!



● **BIONIC ARM** - Exclusive to the Blood Angels, this further improves the Commander's hand-to-hand combat immensely. With melita bombs too, the Angels are superlative when it comes to hand-to-hand combat.



● **CLOSE ASSAULT BLADES** - Again, this is exclusive to the Blood Angels, and allows bolter-bearing marines to attack diagonally in hand-to-hand combat. These are especially useful on missions two and six when aliens surround your team.



● **FORCE FIELD** - Another item for the Blood Angels only, this gives your Commander

an armour value of three, making him a fearsome warrior. This weapon is useful for hand-



to-hand combat too. (Remind me never to shake a Blood Angel by the hand - he'll probably accidentally have my arm off - Ed.)



● **BIONIC EYE** - This is exclusive to the Imperial Fists, and is essentially a targeter. It allows the Commander to re-roll a die

every time he fires, which is very powerful when combined with the Combi-Weapon.



● **SUSPENSORS** - Another item exclusive to the Imperial Fists, this allows the marines with heavy weapons to move the same number of spaces as normal marines. Useful on later missions when keeping your men together is essential.



● **COMBI-WEAPON** - Yep, another pack for the Fists only. This allows the Commander to choose between either the heavy bolter or a plasma gun each time he fires. Extremely handy - if an alien is out of range with one weapon, simply switch to the other - chances are, you'll hit it.



● **BIO-SCANNER** - This bit of kit is exclusive to the Ultra Marines, and can be a Godsend on levels which require you to seek out specific aliens. It allows you to identify any three 'unidentified' blips on the scanner, and is most handy for planning your route to the primary mission objective.



● **DIGITAL WEAPONS** - For use with the Ultra Marines only, this improves the Commander's general combat abilities (either firing or hand-to-hand). Essentially, it's much the same as the bolt pistol (see above).



● **MEDI-KIT** - This final item is again exclusive to the Ultra Marines, and can be used at any time to restore all of the Commander's life points - comes into its own on the later missions.

NEXT MONTH: Your training is almost complete, but there are still a few more aspects of space crusading to cover. They could mean the difference between life and ending up as so much interior decor on some space ship or other. So, see you in 30 parases for order cards, hand-to-hand combat, plus the final six missions.

