LEGACIES

Rocketship Games

Introduction

Legacies is an unofficial, team-oriented skirmish campaign for Games Workshop's *Warhammer 40,000*. Its core is a set of eight thematic missions designed for *Recon Squad*, an unofficial skirmish variant of *40k* similar to Games Workshop's *Kill Team* rules. Players field only a squad or two on a small board with dense terrain, and all their models act independently. It's a very different *40k* experience, focused on the heroics of regular grunts, without requiring you to learn new core rules.

Those skirmishes are woven into a campaign here by a set of eight Legacies, specific missions the recon squads are striving to complete for their alliance. The campaign climaxes in the Cataclysm, in which all the recon squads and some reinforcements fight alongside their alliance teammates in a final joint battle.

Legacies may be run either as a single full-day event or over several evenings. Though the missions and legacies are thematic and storyful, *Legacies* does not have its own setting, so that it can be easily adapted to one of your own making. Other events are also easily connected before or after this campaign to form a larger narrative. Notes are also included here on scoring *Legacies* in a narrative tournament or league with individual prizes.

Recon Squad rules are available here:
`rocketshipgames.com/40k/recon-squad/`

Recon Squad

An unofficial supplement for Games Workshop's Warhammer 40,000
(8th Edition)

Rocketship Games

Overview

Legacies is played as four rounds of Recon Squad skirmishes, capturing small but pivotal incidents in a larger battle, followed by a closing Cataclysm team game.

Each player's squad is working toward a legacy within the greater conflict—

- **Bodyguards:** Fierce defenders of battlefield commanders;
- **Excavators:** Daring explorers, technical experts, and artifact raiders;

- **Headhunters:** Precision instruments of targeted violence;
- **Killers:** Shattered fighters disconnected from anything but bloodshed;
- **Penetrators:** Sharpened blades able to break any armor or defense;
- **Scouts:** Reckless adventurers reconnoitering the battlefield;
- **Sentinels:** Implacable defenders and masters of *ad hoc* fortifications;
- **Warriors:** Hardened veterans that

have been through everything.

Their path toward those legacies is defined by the missions they tackle:

Ambush	**Encirclement**
Assassination	**Excavation**
Battlefield	**Installation**
Breakthrough	**Skirmish**

Successes and failures at those challenges will define both the recon squad's place in history, and their alliance's ability to win out in the final Cataclysm.

Organization

This section is for organizers, describing how to conduct a *Legacies* campaign.

Campaign Schedule

Recon Squad matches can be played in about 60 minutes, not including setup. The Cataclysm takes about 4 hours. It's feasible to run *Legacies* over either several evenings or a single day, e.g.:

11:00	Doors open
11:50	Registration Closes
12:00	Briefing & Teaming
12:15	Round 1
1:25	Pairings
1:35	Round 2
2:40	Pairings
2:50	Round 3
3:50	Pairings
4:00	Round 4
5:00	Dinner Break
5:30	The Cataclysm
9:30	Briefing & Prizes

Alliances & Story

At the start of the campaign, the players are organized into two alliances with an equal number of players. In some groups this might be faction specific, e.g., Chaos Daemons versus Eldar. Generally though an alliance will be comprised of several factions and can be given a less specific title such as the Forces of Order, Legions of Discord, or the Spoiler Horde. How players are assigned alliances is up to the organizer. In a large event with mostly strangers and tournament leanings it might be simply random. In more narrative-oriented and casual settings some attempt should be made to account for thematic cohesiveness and team skill balance.

The concept behind the campaign is that each recon squad is a team of veterans or other distinguished warriors tasked with several special operations as part of a larger battle or war. In the course of those missions their paths eventually all cross,

resulting in the larger final battle. Any specific background story is up to the organizer and players, enabling a range of narratives with more or less detail.

Setup

In advance of the campaign, players should be pointed to the Recon Squad rules and the Missions section of this packet so they can design their Recon Squad and Cataclysm army lists. The campaign is themed around players fielding a single Recon Squad list throughout, but the organizer should feel free to be flexible about that requirement if they wish. In a campaign run over multiple days there is no need to require Cataclysm lists be finalized until the last event.

Preparing for the campaign is very simple. For each of the two alliances, print and cut apart enough sets of the 8 legacy cards in the Missions section to have at least one card per player. Also print and cut apart enough sets of the 8 mission sheets to have one for each match. For up to 16 players this means two sets of legacy cards and one set of mission sheets.

With anything but a very small number of players, it's probably easier to have players record results separately from the mission sheets, especially as the latter might be used again. In that case, print and cut apart enough copies of the scorecards at the end of this section to have one for each match. If using the scoring mechanism described here, also print and cut apart enough copies of the ballots and tickets to have one painting ballot per player and as many sportsmanship tickets as might be
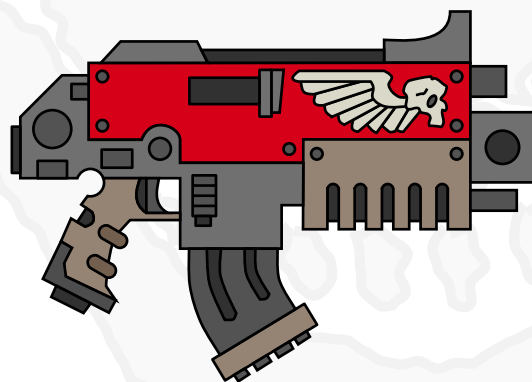
necessary. Finally, print out one copy of the Cataclysm scoresheet and as many copies of the players scoresheet as needed.

Legacies

After being assigned an alliance, each player chooses a legacy. No legacy may be selected twice within an alliance until all legacies have been chosen at least once, and so on if there are even more players. Otherwise the alliance members may discuss among themselves how to divy up the legacies. If there is any contention, either ask the players in random order to choose, or randomly assign legacies.

Each legacy lists three Recon Squad Missions and gives a Cataclysm objective and legacy bonus. To achieve their legacy, players must accomplish the Cataclysm objective in the final team battle. If they win at least two of the three Recon Squad Missions in the given role of attacker, defender, or either, then they receive their legacy bonus in the Cataclysm.

Players' chosen legacies, match results, and whether or not they are succeeding at their missions are all public information throughout the campaign.

Recon Squad Rounds

Recon Squad match pairings are made strategically by the alliances to help their players achieve their legacy missions and further their collective strategic goals. The alliances alternate nominating one of their remaining unpaired players along with a mission and role (attacker or defender). The opposing alliance then responds with a player for the match, who takes the other mission role and chooses an unclaimed game board to play on. This player must be in the same or best similar win/draw/loss bracket as the nominated player, unless the number of players is not great enough to do so without repeating pairings.

For the first round, the initial alliance to put a player forward is determined either randomly, by the background story, or the outcomes of connected preceding events. In subsequent rounds the alliances alternate making the initial nomination.

Players should use the checkboxes on their legacy cards to record victories toward the Recon Squad Mission requirements, in addition to the organizer keeping track. It does not matter if the player was nominated or the responding opponent, and they do not have to complete the missions in any order. In order to get their legacy bonus in the Cataclysm they simply have to win each mission in the required role at some point in the campaign. Similarly, a player can attempt a mission and role pair multiple times. However, no advantage is gained by winning the same mission and role pair multiple times.

Cataclysm

Following the four rounds of Recon Squad games, the campaign concludes by pitching the two teams against each other directly in the Cataclysm. Each player essentially adds 300 points to their Recon Squad, as detailed in the mission rules.

Board. The table for the Cataclysm game should be 4' wide as usual, and roughly as many feet long as there are players in the campaign. So an 8-player campaign would conclude on an 8'x4' table. One idea to consider is simply moving together boards used in the Recon Squad rounds, so that the battle thematically continues directly over the same terrain.

Schedule. The Cataclysm runs for a fixed 5 turns. The organizer should determine and then enforce a schedule within the time allotted for the match to ensure it completes, setting a specific number of minutes for each turn. Remember that later turns tend to go faster as models have been removed. A reasonable schedule of alliance turns for a ~4 hour period, accommodating setup, teardown, and scoring, is:

Deployment	10 minutes each
Turn 1	20 minutes each
Turn 2	20 minutes each
Turn 3	20 minutes each
Turn 4	15 minutes each
Turn 5	15 minutes each

It is also important to ensure that enough time is reserved within each alliance's turn to resolve the assault phase. Players and armies focused on close combat might otherwise be disadvantaged.

The organizer should make sure alliances move on to close combat with time to resolve fights as necessary, even if it means cutting short their other actions.

Team Play. Players in an alliance construct and select their own separate army lists. Notably, this means teammates do not have to share a faction keyword and all players in an alliance have designated Warlords. Teammates combine their forces into a single army just before deployment. An alliance is considered a single "player" for all rules puposes from that point. However, two exceptions are made:

- Casting psychic powers does not restrict teammates' use of them, i.e., Psychic Focus isn't communal. Powers may be cast on teammates' forces, following their usual rules.
- Each player generates and may only use their own pool of Command Points. Stratagems may not be applied to teammates' forces, e.g., you cannot give a Command Re-roll.

Turns. Alliance turns are player turns in all ways. Any actions not completed within turn time limits are forfeited. In game terms, each action happens sequentially as in a standard game: One unit moves, then another, then the game proceeds to the psychic phase and no more movements may be made, and so on. However, in the interest of time, in practice players with no more actions to take in a phase should carefully proceed to the subsequent phase, provided there will be no effect on another player's remaining actions in the current phase. Players without actions of

their own to complete should help execute for their teammates, e.g., resolving multiple unrelated ongoing combats in parallel. Time *must* be reserved for the fight phase if there are ongoing combats.

Objectives. If units from multiple players in an alliance control an objective marker, then each is considered to control it for puposes of meeting their Cataclysm objectives. Alliance victory points are only awarded once though.

Scoring and Prizes

Legacies is oriented to casual play but can easily be used for a narrative tournament. Prizes should be kept small and well distributed though to limit the stakes, given that top players may not face each other if they're in the same alliance, players don't all contest the same scenarios, some missions are asymmetric, and so on. There should be two sets of prizes for any gameplay awards, one for each alliance. The following section outlines one possible narrative tournament scoring and prize scheme.

Categories. Recommended prizes are:
- Overall winners in each alliance;
- Painting award by player voting;
- Best squad leader by game results.

Overall Scores. A total of 100 points are available throughout the campaign:
- 60 points for game results;
- 20 points for painting and craftwork;
- 20 points for sportsmanship.

Game Results. Each of the four Recon Squad missions are worth up to 12 points:

- Major Victory: 10 points / 0 points;
- Minor Victory: 7 points / 3 points;
- Draw: 5 points to both players;
- 2 possible bonus points.

Players may also earn up to 12 points in the Cataclysm toward their game results:

- 7pts for achieving their personal legacy objective in the Cataclysm;
- 3pts for earning their legacy bonus with at least 2 Recon Squad wins in the appropriate missions and roles;
- 2pts if their alliance won a tactical victory in the Cataclysm (most victory points earned).

Painting and Craftsmanship. Painting and craft work for each army is scored objectively by the organizer, awarding 4 points for each of the following:

- All models assembled and primed;
- All models three-color minimum;
- All models based (paint/flock);
- Advanced painting techniques present on any model (washes, etc.);
- Advanced basing techniques present on any model (3D details, etc.).

Note that these points go solely toward overall scores. The painting award is based entirely on player voting.

Sportsmanship. By default players earn 5 points for sportsmanship in each Recon Squad round. However, they may be docked points by an opponent submitting a ticket for poor behavior:

- Openly hostile or rude: -3 pts
- Unnecessarily competitive: -2 pts
- Sloppy measuring, line of sight checking, or dice handling: -2 pts
- Unreasonably late or slow: -1 pt
- Overly unfamiliar with rules: -1 pt
- No clear, typed army lists: -1 pt

Hopefully few or no tickets need be submitted; it's perfectly acceptable for players to not penalize opponents. It should be feasible to supply each player one ticket to start and only give out more as needed.

Painting Award. Player voting determines the painting award, not painting scores. Each player submits a ballot of what they consider the three best-made armies, excluding themselves, giving 3, 2, and 1 votes. The most votes wins.

RECON SQUAD RESULTS

Attacker: _____

Defender: _____

Attacker
Defender
Outcome

- ☐ ☐ **Major Victory**
- ☐ ☐ **Minor Victory**
- ☐ ☐ **Draw**
- ☐ ☐ **Bonus Point**
- ☐ ☐ **Bonus Point**

RECON SQUAD RESULTS

Attacker: _____

Defender: _____

Attacker
Defender
Outcome

- ☐ ☐ **Major Victory**
- ☐ ☐ **Minor Victory**
- ☐ ☐ **Draw**
- ☐ ☐ **Bonus Point**
- ☐ ☐ **Bonus Point**

RECON SQUAD RESULTS

Attacker: _____

Defender: _____

Attacker
Defender
Outcome

- ☐ ☐ **Major Victory**
- ☐ ☐ **Minor Victory**
- ☐ ☐ **Draw**
- ☐ ☐ **Bonus Point**
- ☐ ☐ **Bonus Point**

RECON SQUAD RESULTS

Attacker: _____

Defender: _____

Attacker
Defender
Outcome

- ☐ ☐ **Major Victory**
- ☐ ☐ **Minor Victory**
- ☐ ☐ **Draw**
- ☐ ☐ **Bonus Point**
- ☐ ☐ **Bonus Point**

RECON SQUAD RESULTS

Attacker: _____

Defender: _____

Attacker
Defender
Outcome

- ☐ ☐ **Major Victory**
- ☐ ☐ **Minor Victory**
- ☐ ☐ **Draw**
- ☐ ☐ **Bonus Point**
- ☐ ☐ **Bonus Point**

RECON SQUAD RESULTS

Attacker: _____

Defender: _____

Attacker
Defender
Outcome

- ☐ ☐ **Major Victory**
- ☐ ☐ **Minor Victory**
- ☐ ☐ **Draw**
- ☐ ☐ **Bonus Point**
- ☐ ☐ **Bonus Point**

RECON SQUAD RESULTS

Attacker: _____

Defender: _____

Attacker
Defender
Outcome

- ☐ ☐ **Major Victory**
- ☐ ☐ **Minor Victory**
- ☐ ☐ **Draw**
- ☐ ☐ **Bonus Point**
- ☐ ☐ **Bonus Point**

RECON SQUAD RESULTS

Attacker: _____

Defender: _____

Attacker
Defender
Outcome

- ☐ ☐ **Major Victory**
- ☐ ☐ **Minor Victory**
- ☐ ☐ **Draw**
- ☐ ☐ **Bonus Point**
- ☐ ☐ **Bonus Point**

RECON SQUAD RESULTS

Attacker: _____

Defender: _____

Attacker
Defender
Outcome

- ☐ ☐ **Major Victory**
- ☐ ☐ **Minor Victory**
- ☐ ☐ **Draw**
- ☐ ☐ **Bonus Point**
- ☐ ☐ **Bonus Point**

CRAFTSMANSHIP

My Name: _____

My votes for best army craftsmanship:

1. _____ *[3 votes]*

2. _____ *[2 votes]*

3. _____ *[1 vote]*

No voting for yourself!

Sportsmanship

My Name: _____

Opponent: _____

My opponent was (check any that apply):

☐	Openly hostile or rude	*-3 pts*
☐	Unnecessarily competitive in army list or attitude	*-2 pts*
☐	Sloppy with measuring, moving, line of sight, or dice	*-2 pts*
☐	Unreasonably late, overly slow play, or too inattentive	*-1 pts*
☐	Significantly unfamiliar with rules or made too many mistakes	*-1 pts*
☐	Not prepared with clear, readable, typed army lists	*-1 pts*

Sportsmanship scores 5 pts per round by default.

Cataclysm Scoresheet

Attacker Alliance:

	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Total
Primary	☐ +	☐ +	☐ +	☐ +	☐ =	☐
	(x1 pt)	*(x2 pts)*	*(x3 pts)*	*(x4 pts)*	*(x5 pts)*	

	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Total
Secondary	☐ +	☐ +	☐ +	☐ +	☐ =	☐
	(x1 pt)	*(x1 pt)*	*(x1 pt)*	*(x1 pt)*	*(x1 pt)*	

	Warmaster Warlords	First Blood	Linebreaker	Total
Tertiary	☐ + ☐ +	☐ +	☐ =	☐
	(2 pts) *(x1 pt)*	*(1 pt)*	*(1 pt)*	

Total ☐

Defender Alliance:

	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Total
Primary	☐ +	☐ +	☐ +	☐ +	☐ =	☐
	(x1 pt)	*(x2 pts)*	*(x3 pts)*	*(x4 pts)*	*(x5 pts)*	

	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Total
Secondary	☐ +	☐ +	☐ +	☐ +	☐ =	☐
	(x1 pt)	*(x1 pt)*	*(x1 pt)*	*(x1 pt)*	*(x1 pt)*	

	Warmaster Warlords	First Blood	Linebreaker	Total
Tertiary	☐ + ☐ +	☐ +	☐ =	☐
	(2 pts) *(x1 pt)*	*(1 pt)*	*(1 pt)*	

Total ☐

Player Scoresheets

Player: _____   **Alliance:** _____

	Rnd 1	Rnd 2	Rnd 3	Rnd 4	Cataclysm	Total
Missions	☐ +	☐ +	☐ +	☐ +	☐ =	☐

(major victory 10pts/loss 0pts; minor victory 7pts/loss 3pts; draw 5pts/5pts; 2 bonus points available)   *(7pts obj. + 3pts leg. + 2pts win)*

	Rnd 1	Rnd 2	Rnd 3	Rnd 4		Total
Sportsmanship	☐ +	☐ +	☐ +	☐	=	☐
	(5 pts)	*(5 pts)*	*(5 pts)*	*(5 pts)*		

	Assembled	3-Color	Based	Adv. Paint	Adv. Base	Total
Painting	☐ +	☐ +	☐ +	☐ +	☐ =	☐
	(5 pts)	*(5 pts)*	*(4 pts)*	*(3 pts)*	*(3 pts)*	

Total	☐

Player: _____   **Alliance:** _____

	Rnd 1	Rnd 2	Rnd 3	Rnd 4	Cataclysm	Total
Missions	☐ +	☐ +	☐ +	☐ +	☐ =	☐

(major victory 10pts/loss 0pts; minor victory 7pts/loss 3pts; draw 5pts/5pts; 2 bonus points available)   *(7pts obj. + 3pts leg. + 2pts win)*

	Rnd 1	Rnd 2	Rnd 3	Rnd 4		Total
Sportsmanship	☐ +	☐ +	☐ +	☐	=	☐
	(5 pts)	*(5 pts)*	*(5 pts)*	*(5 pts)*		

	Assembled	3-Color	Based	Adv. Paint	Adv. Base	Total
Painting	☐ +	☐ +	☐ +	☐ +	☐ =	☐
	(5 pts)	*(5 pts)*	*(4 pts)*	*(3 pts)*	*(3 pts)*	

Total	☐

Missions

Army rules, legacies, and missions in this section should be read by all players.

Campaign Framework

The campaign consists of four rounds of Recon Squad skirmish matches, followed by the Cataclysm, a climactic team battle. The Recon Squad rules are available here:

`rocketshipgames.com/40k/recon-squad/`

The Cataclysm uses standard 40k gameplay, caveat rules for team play.

At the start of the campaign, players join an alliance and choose a legacy. Legacies cannot be repeated within an alliance until all have been chosen. In each Recon Squad round the alliances alternate choosing missions from this section. Players that win at least two of their legacy's three Recon Squad Missions in the listed roles of attacker, defender, or either receive their legacy bonus in the Cataclysm.

Army Construction

Each player must prepare two lists:

- Recon Squad: For the skirmishes;
- Cataclysm: For the climactic finale.

Recon Squad lists are selected to at most 200 points, following the rules in that packet. Cataclysm lists are selected to at most 500 points by these rules:

- Each player's Recon Squad Detachment must be in their Cataclysm list.

- Additional units and models may be added to the Recon Squad Detachment. The original models may not receive new wargear or upgrades.

- A single Cataclysm Reinforcements Detachment may be added to the army, with a force organization of 0–1 HQ, 1–3 Troop, 0–1 Elite, 0–1 Fast Attack, 0–1 Heavy Support, and 0–1 Fortification. All its units must be chosen from a single faction, but that may be a different faction from the Recon Squad Detachment.

- No models are permitted that have more than 6 wounds.

- No models may have both a 2+ Armor and a 3+ Invulnerable save.

- No models or wargear are permitted that are restricted to a single instance (e.g., named characters).

Mission	Body-guards	Excava-tors	Head-hunters	Killers	Penetra-tors	Scouts	Sentinels	Warriors
Ambush	Defender	Either	Attacker			Attacker		
Assassination	Defender		Attacker		Attacker			
Battlefield				Either				Either
Breakthrough	Attacker				Attacker		Defender	
Encirclement				Attacker			Defender	Defender
Excavation		Either	Either			Either		
Installation		Either			Attacker		Defender	
Skirmish				Either		Either		Either

Recon Squad mission and role requirements for the legacies.

LEGACY: BODYGUARDS

Our lives for you, my liege.

Recon Squad Missions:

Ambush	Defender	❑
Assassination	Defender	❑
Breakthrough	Attacker	❑

Cataclysm Objective: After all deployment, publicly pledge to defend one of your alliance's warlords other than your own. You succeed if that warlord is on the battlefield at game end (i.e., survived and not embarked).

Legacy Bonus: Whenever your pledged warlord loses a wound, on a D6 of 2+ the loss may be cancelled by one of your non-Vehicle models within 3" taking a mortal wound instead.

Name: _____

LEGACY: EXCAVATORS

Get it into the crates, quickly, this is ours!

Recon Squad Missions:

Ambush	Either	❑
Excavation	Either	❑
Installation	Either	❑

Cataclysm Objective: After all deployment ends, secretly select an objective marker wholly outside your deployment zone. You succeed if you control that objective marker at game end.

Legacy Bonus: Any single non-Vehicle model of yours that starts the movement phase in contact with *any* marker may move it up to 6" with the model's movement. The marker cannot leave the table, including to embark a Transport.

Name: _____

LEGACY: HEADHUNTERS

Death comes for us all.
We come for you.

Recon Squad Missions:

Ambush	Attacker	❑
Assassination	Attacker	❑
Excavation	Either	❑

Cataclysm Objective: After all deployment, secretly select one of the opposing warlords. You succeed if that warlord is not in play at game end.

Legacy Bonus: Your non-Vehicle models may shoot at that warlord regardless of it being the closest enemy or not.

Name: _____

LEGACY: KILLERS

Kill. Maim. Burn.

Recon Squad Missions:

Battlefield	Either	❑
Encirclement	Attacker	❑
Skirmish	Either	❑

Cataclysm Objective: After all deployment, publicly declare a crusade against an opposing player. You succeed at game end if at most 25% of that player's starting army points remain in play (i.e., they have at most 125pts).

Legacy Bonus: In the fight phase your non-Vehicle models receive a +1 to hit against that opponent's units.

Name: _____

LEGACY: PENETRATORS

Everything has a weak spot.

Recon Squad Missions:

Assassination	Attacker	❏
Breakthrough	Attacker	❏
Installation	Attacker	❏

Cataclysm Objective: At game end your units control at least one primary objective marker in the opposing deployment zone.

Legacy Bonus: After all deployment ends you may ruin a piece of terrain or opposing fortification, reducing any associated cover by 1 (to +0 at worst).

Name: _____

LEGACY: SCOUTS

Let's go, on the move!

Recon Squad Missions:

Ambush	Attacker	❏
Excavation	Either	❏
Skirmish	Either	❏

Cataclysm Objective: Control at least three different objective markers outside your deployment zone at the end of any of your turns over the course of the game (not necessarily simultaneously).

Legacy Bonus: Your non-Vehicle units may deploy on maneuver instead of on the battlefield. At the end of any of your Movement phases they may be set up anywhere on the battlefield wholly within 6" of a battlefield edge and more than 9" from all enemy models.

Name: _____

LEGACY: SENTINELS

None shall pass.

Recon Squad Missions:

Breakthrough	Defender	❏
Encirclement	Defender	❏
Installation	Defender	❏

Cataclysm Objective: At game end your units control all the primary objective markers that began in your deployment zone.

Legacy Bonus: After all deployment ends you may bolster a piece of terrain or a fortification in your deployment zone, improving any associated cover bonus by 1, to +2 at best.

Name: _____

LEGACY: WARRIORS

This isn't over.
This will never be over.

Recon Squad Missions:

Battlefield	Either	❏
Encirclement	Defender	❏
Skirmish	Either	❏

Cataclysm Objective: There are no enemy models in your deployment zone at game end.

Legacy Bonus: Whenever one of your non-Vehicle models loses a wound, the loss is cancelled on a D6 of 6+. If the model already had such a rule then the loss is cancelled on a 5+.

Name: _____

Mission: Ambush

A supply convoy is moving through the area!

- **Attacker:** You *need* those supplies.
- **Defender:** The supplies must get through.

The Battlefield

The winner of the deployment zone roll off chooses a table edge and the other player takes the opposite. The defender's deployment zone is the 12" strip along their table edge. The attacker's deployment zone is the 6" strips along both side edges of the battlefield, up to 9" away from the defender's deployment zone.

Mission Rules

At the start of their deployment, the defender gains a Bulldog convoy vehicle for their army:

	M	WS	BS	S	T	W	A	Ld	Sv	Keywords
Bulldog	12"	-	-	6	7	12	-	-	3+	Vehicle

Smoke Launchers (4). Up to four times per game, the Bulldog may use its smoke launchers in your shooting phase. If you do so, your opponent must subtract 1 from all hit rolls against this model from shooting attacks until your next turn.

Advanced Repair Systems. Roll a D6 at the start of each of your turns; on a 6 the Bulldog regains up to two lost wounds.

On Assignment. The Bulldog is taken to have whatever faction keywords are shared by all of the units in your army list (all of the partners' lists in team games).

If destroyed, leave the wrecked Bulldog model in place. The Bulldog, or its wreck, act as an objective marker. While not destroyed the defender controls it by default if there are no attacker models within 3".

Attacker	Defender	SCORING
		Condition
☐	☐	**Major Victory:** Attacker if the Bulldog is destroyed and they control its wreck. Defender if the Bulldog or its wreck is within 12" of the attacker table edge and they control it.
☐	☐	**Minor Victory:** Attacker if the Bulldog is not destroyed but they control it. Defender if they control the Bulldog or its wreck, but it is not within 12" of the attacker table edge.
☐	☐	**Draw:** The Bulldog or its wreck is contested.
☐	☐	**Bonus Point:** Opponent's leader is a casualty.
☐	☐	**Bonus Point:** Player's leader survives.

Mission: Assassination

A VIP is touring the frontlines, their mission unknown.

- **Attacker:** The VIP must be slain.
- **Defender:** The VIP must be defended at all cost.

The Battlefield

Deployment zones are 12" from opposing table edges. Place 3 objective markers at 12" intervals along the centerline 24" from both player table edges.

Mission Rules

At the start of their deployment, the defender gains a VIP for their army:

	M	WS	BS	S	T	W	A	Ld	Sv	Keywords
VIP	6	4+	4+	3	3	6	2	10	4+	Character, Infantry

Refractor Field. This model has a 5+ invulnerable save.

On Assignment. This unit is taken to have whatever faction keywords are shared by all of the units in your army list (all of the partners' lists in team games).

At game end, each objective marker is worth 1 victory point. The defender gets 2 victory points for each wound remaining on the VIP. The attacker gets 2 victory points for each wound lost by the VIP.

Attacker	Defender	SCORING
		Condition
☐	☐	**Major Victory:** Player has at least twice as many victory points as their opponent.
☐	☐	**Minor Victory:** Player has more victory points.
☐	☐	**Draw:** Players have equal victory points.
☐	☐	**Bonus Point:** Opponent's leader is a casualty.
☐	☐	**Bonus Point:** Player has a model in opponent's deployment zone.

Mission: Battlefield

The war grinds on interminably, all notion of battle lines lost in confusion and exhaustion.

- **Attacker** and **Defender** roles are identical in this mission and have no effect in-game.

The Battlefield

The winner of a D6 roll off chooses a table corner. Their deployment zone is the quarter circles of all points within 12" of that corner as well as the *diagonally* opposite corner. The other player's deployment zone is the 12" quarter circles from the other corners.

Place a single objective marker at table center.

Mission Rules

At game end, victory points are earned as follows:

- At least 3 of your opponent's models have been removed as casualties: +2
- At least 50% of your opponent's army by points or models are casualties: +3
- The total number of wounds lost by your opponent is more than you: +1
- All of your opponent's models have been removed as casualties: +1

Mission: Breakthrough

Opposing forces thrust and counter-thrust to break up or hold battlefield positions.

- **Attacker:** You must pierce the enemy's lines.
- **Defender:** Hold your ground.

The Battlefield

Deployment zones are 12" from opposing table edges.

Mission Rules

At game end, victory points are earned as follows:

- The defender earns 2 victory points for each quarter of their army by number of models that has not been removed as a casualty, rounding down (i.e., less than 25% is worth no points).
- The defender earns 1 victory point if no enemy models are in their table half.
- The attacker earns 1 victory point for each quarter of their army by models that has not been removed as a casualty, rounding down.
- The attacker earns 1 victory point for each quarter of their starting army by models that is at least partially within 6" of the defender table edge, rounding up (i.e., having at least 1 model within 6" of the defender edge is worth a point).

Attacker	Defender	SCORING
		Condition
☐	☐	**Major Victory:** Player has at least twice as many victory points as their opponent.
☐	☐	**Minor Victory:** Player has more victory points.
☐	☐	**Draw:** Players have equial victory points.
☐	☐	**Bonus Point:** Opponent's leader is a casualty.
☐	☐	**Bonus Point:** Leader is within 12" of opponent's player table edge.

Mission: Encirclement

A small force has been outmaneuvered and surrounded in a tight pocket of the battle.

- **Attacker:** Crush them.
- **Defender:** Survive.

The Battlefield

The winner of a D6 roll off chooses a table edge and the other player takes the opposite. The attacker's deployment zone is 6" from *both* player table edges. The defender's deployment zone is the 12" center strip 18" from both player table edges.

Mission Rules

At game end, victory points are earned as follows:

- At least 3 of your opponent's models have been removed as casualties: +2
- At least 50% of your opponent's army by points or models are casualties: +3
- The total number of wounds lost by your opponent is more than you: +1
- All of your opponent's models have been removed as casualties: +1

Attacker	Defender	SCORING
		Condition
☐	☐	**Major Victory:** Player has at least twice as many victory points as their opponent.
☐	☐	**Minor Victory:** Player has more victory points.x
☐	☐	**Draw:** Players have eqiual victory points.
☐	☐	**Bonus Point:** Opponent's leader is a casualty.
☐	☐	**Bonus Point:** Player has a model in each table quadrant, at least 3" from table center.

Mission: Excavation

An important relic was uncovered by an excavation team just before they were forced to abandon the site by the encroaching battle. It must be retrieved!

- **Attacker** and **Defender** roles are identical in this mission and have no effect in-game.

The Battlefield

Deployment zones are 12" from opposing table edges.

Place a primary objective marker at the center of the table and secondary objective markers at the center of each table quadrant.

Mission Rules

Any model that starts the movement phase in base to base contact with the *primary* objective marker while no enemy models are in base to base contact with it may move the marker with itself up to a total of 6" in the movement phase, ending in contact with the model. The marker cannot leave the table or embark.

At game end, control of the primary objective is worth 3 victory points while each secondary objective is worth 1 victory point.

Attacker	Defender		SCORING
			Condition
☐	☐	**Major Victory:** Player controls the primary objective and has more victory points.	
☐	☐	**Minor Victory:** Player has more victory points.	
☐	☐	**Draw:** Players have equal victory points.	
☐	☐	**Bonus Point:** Opponent's leader is a casualty.	
☐	☐	**Bonus Point:** The primary objective marker is fully within your deployment zone.	

Mission: Installation

A critical outpost, command center, supply warehouse, or temple has come under siege!

- **Attacker:** You must destroy it and control the site.
- **Defender:** You must protect the installation.

The Battlefield

Deployment zones are 12" from opposing table edges.

Mission Rules

At the start of their deployment, the defender gains a Comms Facility for their army:

	M	WS	BS	S	T	W	A	Ld	Sv	Keywords
Comms Facility	-	-	-	-	8	12	-	-	4+	Explodes

The defender deploys first but the attacker plays first. Seize the Initiative applies. The Comms Facility cannot be placed within 6" of any table edge. If the Comms Facility is destroyed, leave its model in place and treat it as an objective marker.

Mission: Skirmish

Vanguards patrolling the outskirts of their main forces have crashed into each other!

- **Attacker** and **Defender** roles are identical in this mission and have no effect in-game.

The Battlefield

Deployment zones are diagonal table corners, up to 12" from the centerline between them.

Place objective markers at the center of the table and the centers of the two table quadrants opposite the deployment zone corners.

Mission Rules

There are no rules specific to this mission.

Attacker	Defender	SCORING
		Condition
☐	☐	**Major Victory:** Player controls at least two more objective markers than opponent, or opponent has been completely eliminated.
☐	☐	**Minor Victory:** Player controls at least one more objective marker than opponent.
☐	☐	**Draw:** Players control equal objective markers.
☐	☐	**Bonus Point:** Opponent's leader is a casualty.
☐	☐	**Bonus Point:** Player has at least one model within 12" of at least two table corners, not including their deployment corner.

The Cataclysm

All of the recon squads have crossed paths as they fight toward their final missions!

The alliance with fewer total points earned in the Recon Squad matches is the **Defender**, and the other the **Attacker**.

Heroes

Each Recon Squad's specialists that are not already Characters are elevated to such and improve their wounds characteristics by 1, except the leader, which improves their wounds characteristic by 2. The leader is considered an HQ unit as well as their original battlefield role, and must be their player's warlord, gaining a trait as usual. Before any deployment begins both alliances simultaneously declare one of their warlords to be their warmaster.

The Battlefield

Deployment zones are the areas up to 12" from the long edges of the battlefield (Dawn of War). The defender chooses a zone and the attacker takes the other. Beginning with the defender, the alliances alternate placing primary objective markers in their own deployment zones up to 3 each, for a total of 6 on the battlefield.

Beginning with a defender and alternating between the alliances, each player then places a secondary objective marker outside their deployment zone.

Deployment begins with the defender and proceeds as usual for Matched Play.

Endgame

The Cataclysm ends after battle round 5.

Scoring

Objective markers are scored after each game turn: Primaries award the current turn number in victory points, while secondaries award 1 victory point.

Alliances gain 2 victory points if the opposing warmaster is removed as a casualty, and 1 victory point for each other opposing warlord eliminated.

First Blood and Linebreaker both apply as in the standard Eternal War missions.

Whichever alliance scores the most victory points wins a tactical victory in the Cataclysm, while the alliance that has more players achieve their legacy objectives wins a strategic victory.