

Recon Squad

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



Rocketship Games

RECON SQUAD

Recon Squad is an unofficial variant of the 8th edition of Games Workshop's *Warhammer 40,000*, using the following rules to play out small skirmishes with individual models.

ARMY SELECTION

The following restrictions apply to the armies fielded by players in Recon Squad games.

- Army lists consist of a single Recon Squad Detachment of at most 200 points, selected according to Matched Play rules (e.g., all units must share a faction keyword). Recon Squad detachments are comprised of 0–1 HQs, 0–2 Troops, 0–1 Elite, and 0–1 Fast Attack. As they are Battle-forged armies, Recon Squads receive the default 3 Command Points (there is no detachment bonus).
- You may include a single under-strength unit in the detachment, paying only the appropriate points to field one or more models and their wargear, rather than the standard minimum unit size.
- Armies must include at least 4 models that are not Vehicles and may have at most 20 total models.
- No models are permitted that have more than 6 wounds.
- No models are permitted that have both a 2+ Armor save and a 3+ Invulnerable save.
- No models or wargear are permitted that are restricted to a single instance (e.g., named characters).

Leader. Each army's Leader is its non-Vehicle model with highest Leadership; designate one if several tie.

Specialists. The Leader and 3 other non-Vehicle models are designated as Specialists. Each is given a Specialist Trait from the following choices, with no repetitions, selected as part of the army list.

- *Brawler.* The model's Strength characteristic is improved by 2 and its Attacks characteristic by 1.
- *Champion.* The model's Leadership characteristic is improved by 2. It must take its Break Test first. Any friendly model within 12" may use its Leadership characteristic for their Break Tests.
- *Duellist.* The model's Weapon Skill characteristic is improved by 1, to a minimum of 2+. For purposes of the Fight Phase this model is always considered to have charged this turn.
- *Forward Observer.* If this model does not advance, instead of shooting it may designate an enemy model within 12" and in its line of sight. For the remainder of the phase, any hit rolls for shooting attacks made against the designated model may be re-rolled.
- *Infiltrator.* The model may setup in deployment anywhere on the battlefield more than 9" from the enemy deployment zone. Add an additional 1 to its saving throws whenever it gets a cover bonus.
- *Marksman.* The model's BS characteristic is improved by 1, to a minimum of 2+, and AP for all its shooting attacks is improved by 1.
- *Minelayer.* If this model does not advance, instead of shooting it may place a mine marker within 3" of itself on the battlefield. Any enemy model that makes any move passing within 6" of and visible to the mine marker immediately takes a S5 AP– D1 hit, rolled by the mine's player (and eligible for Command Re-Roll). The mine is removed at the end of any phase in which it triggers at least once.
- *Paramedic.* Roll a die whenever another friendly Infantry or Biker model within 3" of this model loses its last wound. On a 6+ the wound is ignored.

GAMEPLAY RULES

Recon Squad games follow Matched Play rules, with the following changes and additions.

SETUP AND GENERAL PLAY

Skirmish. Recon Squad skirmishes are played in 4'x4' or 3'x3' areas, as players or event organizers wish.

Army Of One. Before deployment, every model in the player's army list is separated into its own unit. These individual model units are deployed and play as normal units for all game purposes. Unless specifically noted otherwise in these rules the original army list unit selections are not considered.

Help's Not Coming. No models beyond those in the army lists may be added to the game in any way.

Side Effects. Rules conferred or applicable to the models of an army list selection due to one model's special rule or wargear are applicable to all the individual model units created from that selection during deployment and when within 3" of that model.

MOVEMENT PHASE

Everyone Falls The First Time. Models may jump freely across gaps in terrain narrower than their base (or the model themselves if they have no base), simply expending the movement distance to do so.

Models may attempt to jump across gaps in terrain of up to 6" by rolling a D6. If the result is less than or equal to the breadth of the gap in inches (rounding down), then the model falls. Place it at the bottom of the gap in contact with the near edge. It immediately suffers a Strength X hit, where X is the distance fallen in inches (rounding up). The vertical distance fallen does not count toward the model's movement, and it may continue moving as usual if it survives. If the roll is successful then the model may simply expend movement distance to move across the gap as if it were a surface, but may not end its move in the gap.

Any model may also jump down a vertical surface, applying the preceding rules for a failed gap jump.

PSYCHIC PHASE

Remember that the Psychic Focus rule in Matched Play prohibits any power other than Smite from being manifested more than once per turn, regardless of the number of Psykers a player has.

Cast A Spell On You. Only a single model from each original army list unit selection with the Psyker keyword may manifest a power per turn. If their roll to do so or the effects of that power are affected by the number of models within their unit, then each model within 3" from the original army list unit selection counts.

For example, a unit of 6 Wyrdvane Psykers is selected as part of the army and plays as 6 individual model units. Each turn only one of those models may manifest a power. If all five other Wyrdvane Psykers are within 3" of that model then it receives a +2 bonus to its roll to manifest the chosen power.

SHOOTING PHASE

No Heroes. Characters may always be targeted for shooting even if they are not the closest unit. Hit rolls of 1 for any weapon that could already do so, e.g., Sniper Rifles, may be re-rolled when shooting Characters.

Unload. Attacks from ranged weapons may be divided and allocated across multiple target units, provided each target is within 3" of the first. For example, a Heavy 3 weapon may be used to make one attack each on three different targets, one attack on one target and two on another within 3", or three attacks on a single target. All targets must be declared before any rolls to hit.

Frag Bag. A model may only make a shooting attack with grenades once per game per such wargear item.

ENDGAME

Breaking Point. From the start of a player's first turn in which less than 50% of their units remain, their army is considered broken. Before any other action, each of its units starting with the Leader must take a Break Test. Roll a D6 for each unit and add the number of battle rounds in which their army has been broken (starting at 1). If the result exceeds their Leadership characteristic the model is immediately removed from play. Models within 6" of their Leader may use its Leadership; remember that the Leader must test first.

Variable Game Length. In an exception to Matched Play format, the Sudden Death rule does not apply. If a player is eliminated, their opponent must continue to play and attempt to score mission objectives—you can't win a maximal victory if you don't have enough units left to hold the ground! After battle round 5, the game continues on a D6 of 3+ by the first player. Following battle round 6 the game continues on a D6 of 4+ by the second player. No game continues past battle round 7.

MISSION: SKIRMISH

Vanguards patrolling the outskirts of their main forces have crashed into each other! Skirmish is the most basic, core Recon Squad mission. Other scenarios are available at rocketshipgames.com.

The Battlefield. Deployment zones are diagonally opposite corners of the battlefield, up to 12" from the centerline between them. Whichever player wins the roll-off to select deployment zones may choose any of the four corners and their opponent takes the opposite. Place a total of three objective markers, one each at the centers of the battlefield and the two battlefield quadrants outside the deployment zones.

Primary Objectives. The outcome of this mission is determined by controlling objective markers:

- **Major Victory:** Player controls at least two more objective markers than opponent. [10pts/0pts]
- **Minor Victory:** Player controls at least one more objective marker than opponent. [7pts/3pts]
- **Draw:** Players control equal objective markers. [5pts/5pts]

Secondary Objectives. In addition, one bonus point is available for each of two secondary objectives:

- Opponent's leader is a casualty. [+1pt]
- Player has models within 12" of the two battlefield corners outside the deployment zones. [+1pt]

Recon Squad is completely unofficial, unauthorized, and unaffiliated with Games Workshop. Rules and text by Joe Kopena, cover art by Luke Walker. This is *Recon Squad* 8th edition release December 12, 2017.