

CALDOOR IV

An unofficial campaign for Games Workshop's *Warhammer 40,000*.



Rocketship Games

CALDOR IV

Caldor IV is an unofficial, narrative, team-based, campaign tournament for Games Workshop's *Warhammer 40,000*. Set on the long beleaguered world of Caldor IV, the campaign chronicles the struggle for *The Scythe Of Unbound Light*, an ancient weapon of great might. It is comprised of three parts:

- **The Debacle:** Three rounds of standard battles to locate critical personnel and ancient weaponry before the planet is overrun.
- **The Twilight:** Four rounds of 200 point Recon Squad skirmishes amid the all-consuming war.
- **The Cataclysm:** A single epic battle encompassing all the players, throwing 500 point armies into the maelstrom of the planet's final hours as they madly fight to secure *The Scythe*.

The Debacle is playable as a straight tournament with some light team aspects over it. The Twilight and Cataclysm are more narrative, but still have a solid tournament basis. As such, *Caldor IV* provides the foundation of a great event for both competition and narrative oriented players. The campaign is designed to be played over two full days or several evenings.

The Twilight and The Cataclysm utilize two additional unofficial *Warhammer 40,000* supplements:

- **Recon Squad:** Fast playing, simple rules for skirmish level play, in which models move and fight individually on heavily terrained boards.
rocketshipgames.com/games/recon-squad/

- **Cataclysm:** Rules, logistics, and mission scenarios for large games comprised of multiple players fighting as teams for multiple alliances.

rocketshipgames.com/games/cataclysm/

This document outlines mechanics and missions of the campaign. Additional tips are on the website:

rocketshipgames.com/games/caldor-iv/

CAMPAIGN SETUP AND OVERVIEW

To begin, the players are grouped into two or three alliances, determined by the organizer(s) based on the factions and number of players participating:

- **Forces of Order:** The Imperium and its allies;
- **Legions of Discord:** Chaos and heretics;
- **Spoilers:** Pirates and xenos of all stripes.

If only two alliances are warranted by the campaign group, they should play as Order and Discord.

At the outset of the campaign the Legions of Discord have descended on Caldor IV en masse in search of *The Scythe Of Unbound Light*, a lost relic of many legends. Under siege, the Forces of Order are about to abandon Caldor IV entirely and scorch everything and everyone left behind. First, however, the Mechanicum's Magos Ferdinand, ranking figure on the world, must be retrieved. Unaware of the true stakes, the Spoilers have come simply for bloodshed and whatever they can plunder.

TREASURE IN THE DARKNESS

Caldor IV—once a luscious knight world, now a smoldering husk. Both The Dark Ages and The Heresy it outlasted, but the paranoia and isolation of those times set the kernels of future failure. Over the following eons the houses ossified and turned inward, gazing at all about them with mistrust, then fear, and eventually war. Centuries of infighting eventually slagged the verdant paradise into a charred wasteland. In recent centuries the Mechanicum has resettled the planet, though their motivations for doing so are unclear even as their efforts have increased in recent decades. Intrigued, the planet has since been the target of continual raids and exploratory incursions by the more intrepid and curious pirates, heretics, and xenos. Weary, stretched to the breaking point, the defense forces have finally all but collapsed after decades of unceasing combat. Sensing the weakness, foes of the Imperium have all piled in, lusting for blood or other, more secret, goals. Beseched by the Mechanicum, loyalists throughout the sector have poured in to match, deepening the ever swirling maelstrom of the planet-wide conflict. But time and resources have run out.



THE DEBACLE ON CALDOR IV

The Debacle on Caldor IV captures the last major thrusts at the conclusion of years of fighting over the planet. All manner of allies and foes have come together to fight for whatever spoils Caldor IV may yield.

GOALS

With new, credible information confirming its existence unearthed recently, the Legions of Discord have formed an uneasy alliance seeking *The Scythe of Unbound Light*. This legendary weapon has been long since lost to time but is still extant in rumor and whispers, believed to be buried amid the planet's vast fields of rubble and dunes from its eons of strife.

The Forces of Order are simply trying to extricate themselves from a rapidly worsening quagmire. Originally the Mechanicum came to the planet in search of *The Scythe*, but by this point only fools believe it still exists or ever did. Magos Ferdinand, head of Mars' expedition, is such a fool and refused to evacuate until too late. Preparations are now underway to obliterate the planet, the situation having been deemed irrecoverable by sector governance. However, despite his foolish belief in ancient myths, the Magos' vast machine knowledge is too valuable to throw away easily. All effort necessary should be expended to retrieve him if at all possible before Exterminatus.

Sensing opportunity amid the massive conflict, The Spoilers have come simply to smash and grab whatever they can while Order and Discord are occupied in a death struggle. They would be happy to lay their claws on either *The Scythe* or Magos Ferdinand.

CONTINENTS

Caldor IV has three major continents over which the fighting has been concentrated:

- **Apollon:** Headquarters of the Mechanicum, its primary forges, and more mysterious sites...
- **Hermea:** Home to the bulk of the world's civilian population in several miserable hive cities.
- **Juno:** Unreclaimed wastelands from the darkest periods of the past, not a place to go lightly.

Discord scryers believe *The Scythe* is on Juno but will not stake their lives to it. The precise location is necessary to retrieve it anyway. Magos Ferdinand is assumed to be on Apollon, but his location has not been confirmed since the latest heavy fighting began.

THE DEBACLE ON CALDOR IV

Adept Kain's tentacted machine links withdrew slowly from the interface panels surrounding him. He had to cogitate, quietly, outside the noostream for a moment. Would this be his failure, or a brilliant recovery from failures made by those before him? Magos Ferdinand was a fool. This whole expedition had been a miscalculation from the start. From the poor research findings Kain had reviewed so far, he doubted their quarry had ever been more than a myth to begin with. And now the expedition's position had grown untenable, with incalculably valuable resources being thrown after a madman's quest. Slowly re-interfacing, he assented to the sector governor's request for exterminatus. Time to end this throne-cursed debacle.



TERRAIN

Each continent has a variety of areas represented by the various tables available: City, industrial, wasteland, and so on. There are no specific campaign terrain requirements but players are able to choose which boards they prefer to defend. Tables should therefore be set up in advance and have some distinct characteristics such as more or less open sight lines and different concentrations of terrain types.

MISSIONS

The Debacle on Caldor IV is played out over the course of three missions. All players contest the same mission in each round. Almost any missions can be used, but a tournament ready mission pack is included in this document following this section.

SETUP

Prepare two sets of three envelopes, one set for Order and the other for Discord, labelling each for one of the continents on Caldor IV: Apollon, Hermea, and Juno. These envelopes capture the alliances' search for *The Scythe* and the Magos over each continent.

Print and cut apart the search results cards at the end of this section. Each card indicates an outcome of the alliance's searching over a campaign round.



Requested air strike imminent on your position. Take cover.

Some offer nothing, others reveal the target's continent, and one yields their quarry's precise location.

Apply the following procedure for each of the Order and Discord cards. Organize the numbered cards into four decks, each containing one "Precise Location" and two "Clue" cards. Place the decks facedown and shuffle the set. Randomly select a deck, discarding the others without revealing which has been selected. Keeping the deck facedown, add the three "No result" cards and shuffle the deck. Without revealing any contents, for each card randomly select one of its faction's envelopes and place it inside.

The search envelopes now contain clues to and the precise location of each alliance's objective, randomly sprinkled across the continents. Executed carefully, even the organizer(s) won't know where the targets will be found and may participate as players in the campaign without compromise.

Finally, print and cut apart a set for each faction of the covert mission cards at the end of this section.

CAMPAIGN MECHANICS

At the end of the three missions, Order and Discord have achieved their campaign objective if they have discovered the precise location of their target and

control the continent it is on. The Spoilers achieve their campaign objective if they know the precise location of either *The Scythe* or the Magos and control that continent. Note that the precise location might be discovered on a different continent from the target's actual location. This reflects the worldwide search through ruined libraries, hacked databanks, and captured individuals eventually yielding the location, which must then be secured. If a target's precise location is not found until after the final round but the alliance ends the campaign in control of that continent, they still achieve their campaign objective.

Following each round, Order and Discord secretly draw and keep a search result from their respective envelopes for each continent they control. For each continent the Spoilers control they secretly draw from the envelopes of both Order and Discord, record what they found, and put the cards back.

Control of a continent is defined as the leader of the accumulated sums for each alliance of victory points earned in matches held on that continent. In event of a tie, each of the tied alliances are considered to have control. If the Spoilers are among those tied, they draw and return their results before the other alliances pull from their envelopes.

ROUND PAIRINGS

Players are paired with an opponent for each match from another alliance as best as possible given the number of players. Teammates should only battle if no other set of pairings is possible. In that rare case, their alliance earns the lesser of the two players' victory points. The players though each claim their respective victory points toward the individual rankings.

First round pairings are randomly assigned across the alliances, optionally applying a seeding to bias toward matching players of similar ability. Starting with the Legions of Discord, then the Forces of Order, and then the Spoilers, the alliances then alternate choosing a pairing and assigning it to a continent. The opposing alliance responds with a table for that match.

In the second and third rounds, the alliances choose pairings. Alternating in order by total victory points, each alliance puts forward a continent and an unmatched player as the attacker. The opposing alliance with the most unmatched players in the attacker's win/loss/draw bracket responds with a defending player and a table for the match. If the opposing alliances have an equal number of unmatched players in the bracket then one alliance is randomly selected to respond. The defender must be chosen from the alliance's unmatched players in the same bracket as the attacker. If there are no such players then the defender must be chosen from the closest possible win/loss/draw bracket. No two players may ever be matched more than once.

Each continent may only be assigned a limited number of matches per round: The number of players divided by three and rounded up. Once that many

matches have been assigned to a continent, pairings may only be assigned to the other continents.

COVERT MISSIONS

In the second and third rounds, the trailing alliances are given covert missions to complete and make progress toward their strategic campaign objectives despite tactical battlefield losses.

Before pairings are assigned to continents for those rounds, the alliance with the least accumulated victory points secretly draws a card from its covert mission deck. Every player in that alliance may complete the given mission objective in their match to gain the specified bonus for their alliance. Following the round that covert mission is discarded and cannot be selected again, i.e., for the third round.

In a campaign with three alliances, the middle alliance by accumulated victory points also draws a covert mission before the second and third rounds in the same fashion. However, it may only be attempted by the half of that alliance's players with the least points, rounding down.

VICTORY!

At the conclusion of *The Debacle*, an alliance has won a campaign victory if it achieved its campaign objective and no other alliance did as well. An alliance that controls the majority of the continents has won a strategic victory. Finally, the alliance with the greatest sum total victory points has won a tactical victory. Each of these outcomes influences the other components of the *Caldor IV* campaign. Celebrate the victors, but prepare for the battles still ahead!



ORDER SEARCH (1)

PRECISE LOCATION:
APOLLON,
FORGE PRIME.

The Magos is bunkered deep in the bowels of Caldor IV's largest and oldest forge with his bodyguards.



ORDER SEARCH (2)

PRECISE LOCATION:
APOLLON,
NORTH STARPORT.

Mechanicum forces are fighting to sustain a desperate holdout at the complex in hopes of evacuation.



ORDER SEARCH (3)

PRECISE LOCATION:
HERMEA,
HIVE PARGNOSIS.

Witnesses cite the Magos cowering among the squalor and innumerable civilians of the lower hab blocks.



ORDER SEARCH (4)

PRECISE LOCATION:
JUNO,
THE SCAR.

The Magos is leading a frantic excavation at the bottom of one of Caldor IV's most unnatural features.



ORDER SEARCH (1)

CLUE:
APOLLON.

A planetary defense company saw the Magos board a ground transport near Sub-Forge Praxus.



ORDER SEARCH (2)

CLUE:
APOLLON.

A small group of Skitarii, bodyguards of the Magos, were seen fighting on the outskirts of the North Starport.



ORDER SEARCH (3)

CLUE:
HERMEA.

Shuttle pilots logged delivery of the Magos' entourage to the continent at the onset of the recent fighting.



ORDER SEARCH (4)

CLUE:
JUNO.

A badly corrupted distress signal from the Magos' closest protege claims he was headed to The Scar.



ORDER SEARCH (1)

CLUE:
APOLLON.

Entry records show the Magos recently interfaced with the noosphere from a terminal in Sub-Forge Maurus.



ORDER SEARCH (2)

CLUE:
APOLLON.

Requisitions document that the Magos ordered an orbital lifter prepared but it was later damaged.



ORDER SEARCH (3)

CLUE:
HERMEA.

Official records indicate the Magos had scheduled an oversight meeting with one of the hive regents.



ORDER SEARCH (4)

CLUE:
JUNO.

The expedition's future dimming, of late the Magos had been obsessed with several sites in the wasteland.



ORDER SEARCH

NO RESULT.

The Magos' personal logs are recovered but are woefully outdated and yield no hint of his location.



ORDER SEARCH

NO RESULT.

Contact is made with a servant of the Magos but the line breaks before they can exchange any information.



ORDER SEARCH

NO RESULT.

None of the senior adepts still alive and reachable have seen or heard from the Magos in quite some time.



TRASH

THROW THIS PLACEHOLDER
CARD AWAY, IT IS NOT USED IN
THE CAMPAIGN.

*Thought for the day:
Sacrifice is best done for others.*



DISCORD SEARCH (2)

PRECISE LOCATION:
JUNO,
THE SCAR.

Scans show The Scythe largely intact under mountains of dirt, but even if it can be uncovered, will it fly again?



DISCORD SEARCH (1)

PRECISE LOCATION:
JUNO,
HOUSE ETRAKUS.

Entombed in rubble, a single alcove in the buried library is lit by shafts of light suspending a luminescent blade.



DISCORD SEARCH (3)

PRECISE LOCATION:
HERMEA,
HIVE PARGNOSIS.

Deep in the lowest sub-foundation, the mighty war engine has quietly powered the entire hive for eons.



DISCORD SEARCH (4)

PRECISE LOCATION:
APOLLON,
FORGE PRIME.

The Scythe has lain unrecognized in the Mechanicum's vaults for decades, a colossal failure of imagination.



DISCORD SEARCH (2)

CLUE:
JUNO.

Analysis of radiation patterns from metals unburied across the continent point to a spectacular crash site.



DISCORD SEARCH (1)

CLUE:
JUNO.

A burnt data chip plays the never before heard saga The Warsong of Lord Etrakus and then quickly melts.



DISCORD SEARCH (3)

CLUE:
HERMEA.

A beautiful tapestry allegorizes The Scythe shielding HerMEA's houses from staggering attacks.



DISCORD SEARCH (4)

CLUE:
APOLLON.

A faded manifest for sub-annex 42A of the original expedition complex lists wonders beyond belief.



DISCORD SEARCH (2)

CLUE:
JUNO.

Only something massive and moving incredibly fast could have ripped those gouges into the planet.



DISCORD SEARCH (1)

CLUE:
JUNO.

Stone lythos from the continent predating the Imperium depict an illuminated warrior astride the world.



DISCORD SEARCH (3)

CLUE:
HERMEA.

Early texts chart the lineage of the population centers back to the survivors of the founding houses.



DISCORD SEARCH (4)

CLUE:
APOLLON.

An empty docking interface for The Scythe is found, with Mechanicum extraction equipment nearby.



DISCORD SEARCH

NO RESULT.

The long sought-for vault's contents begin crumbling immediately upon exposure to atmosphere.



DISCORD SEARCH

NO RESULT.

Only false beliefs and nonsense spew from the hoary integrated librarian before you end his delusions.



DISCORD SEARCH

NO RESULT.

Your servants are imbeciles, useful as little more than scrap meat.



TRASH

THROW THIS PLACEHOLDER CARD AWAY, IT IS NOT USED IN THE CAMPAIGN.

*Thought for the day:
Sacrifice is best done by others.*

COVERT MISSION



INTERROGATION

Command has ordered you to capture and interrogate prisoners. It's against your usual "No mercy" philosophy, but they're in charge.

Mission: After all deployment concludes, secretly select and record an enemy character. You succeed if that character is removed as a casualty and you pass a D6 test against its role:

HQ 2+ **Elite** 3+ **Troop** 5+
Fast 4+ **Heavy** 4+

Success: Your alliance pulls a search result for each continent on which a player achieved this mission as though it shared control.

COVERT MISSION



SWEEP & SCAN

Your troops are on the roll, rapidly covering ground in the hunt for intel. You might miss something moving so fast, but time's up.

Mission: At the end of each of your turns beginning with Turn 2, secretly make a note for each primary objective marker outside your deployment zone which you control and have not previously controlled. If by the end of the game you have controlled at least two at some point, you succeed.

Success: Your alliance pulls a search result for each continent on which a player achieved this mission as though it shared control.

COVERT MISSION



DATA PORT

You've detected an active, unsecured data port among the wreckage strewn about. If you can hold it long enough, you might be able to extract something useful.

Mission: After all deployment concludes, secretly select and record a primary objective marker outside your deployment zone. You succeed if you control it at the end of your turn for any two turns in a row, excluding Turn 1.

Success: In addition to the points you earn as usual, your alliance gains half the maximum victory points possible for this match toward its overall and this continent.

COVERT MISSION



SIGNALS

You're tracking an enemy HQ signal. If you can triangulate it, you'll know where they're based.

Mission: After all deployment concludes, secretly select and record a table quarter not on your table edge. At game end if you have a scoring unit in that quarter and your opponent does not, you succeed. Units with Objective Secured trump those without.

Success: In addition to the points you earn as usual, your alliance gains half the maximum victory points possible for this match toward its overall and this continent.

THE DEBACLE: MISSION PACK

ARMY CONSTRUCTION

Armies must be selected to at most 1500 points. All up to date sources¹ are permitted. No requirements or constraints are placed on detachments or force organizations. Forge World units and armies eligible for standard *Warhammer 40,000* are permitted.

Models need not be painted, but objective painting scores will be applied to reward finished armies.

Models must be WYSIWYG, but identifiable and thoughtful conversions are welcome. Contact the tournament organizer(s) beforehand about any uncertain models. "Counts-as" proxies and undistinguishable or confusing stand-ins are not permitted.

SUPPORTING MATERIALS

You must have an official, legal, complete physical or digital copy on hand for all army, unit, and other sources you are using. You should bring printed copies of relevant pages of any electronic sources. Don't forget errata and FAQs for your sources.²

You must bring any dice, templates, and markers you need to facilitate playing your army, as well as five typed copies of your army roster with points listed.

STARTUP SEQUENCE

Each mission will use the following setup process:

- Clarify terrain and exchange lists
- Determine warlord traits, then psychic powers, and then other pre-game effects and choices
- D6 roll off to select deployment zones
- Place primary objective markers
- D6 roll off to choose first or second deployment
- Deploy main armies in that order
- Deploy any Infiltrators (pg. 167)
- Secretly choose and record secondary objectives from the options listed for the mission
- Make any Scout redeployments (pg. 171)
- Reveal secondary objectives
- First to deploy chooses to play first or second
- Seize the Initiative roll, if desired

MISSION RULES

The following special rules will be applied to each mission, in addition to any given by the mission definition or otherwise specified, e.g., for a particular table.

Easy Recon. Players add +1 to their roll to choose first or second deployment for each superheavy vehicle or gargantuan creature in the opposing army.

Reserves. As defined on page 135 of the main *Warhammer 40,000* rulebook.

Seize the Initiative. As defined on page 132 of the main *Warhammer 40,000* rulebook.

Variable Game Length. As defined on page 133 of the main *Warhammer 40,000* rulebook.

All In. Units/models in reserve at game end count as completely destroyed/removed as a casualty.

SCORING

Match results are determined by scoring primary, secondary, and tertiary objectives as given for each mission. Any unit or faction specific rules granting victory points *to a player's opponent* also apply.

The winner of a match is the player with the most victory points. Ties are broken in favor of the player with the most army points on the table at game end, including embarked units and claimed fortifications.

Tournament standings are determined first by win/loss records and then the sum total victory points achieved across all three missions. No more than 20 victory points may be earned per mission toward these standings, though any additional victory points won do count toward determining the match winner.

THE DEMANDS OF THIRSTY GODS

Carragon stood for a moment after the voice in his head faded away. Even by the standards of his pirate band this last request was excessive, unnecessary. But the rewards...



¹Partial list maintained by Redcap's Corner and PAGE: <http://bit.ly/1uWkFHz>

²Available from The Black Library: <http://www.blacklibrary.com/faqs-and-errata.html>

MISSION 1: CONTACT

Armies collide as the vanguards of opposing sides make contact in the burgeoning planetary war.

TABLE SETUP

Deployment zones are **Vanguard Strike**, as defined on page 131 of the main *Warhammer 40,000* rulebook. Vanguard Strike may be approximated by deploying within a 33.5" x 50" table corner triangle. The player that wins the zone roll off may pick any of the four corners, and the other player takes that diagonally opposite.

After determining deployment zones, place one primary objective marker at the center of the table and one at each of the two table quadrant centers outside the deployment zones, i.e., 18" from the short table edge and 12" from the long table edge in the corners opposite the deployment zones. There are thus three primary objective markers along the diagonal dividing the no man's land between the two deployment zones.

MISSION SPECIFIC RULES

The following mission specific rules apply, in addition to those applied to all missions in this pack.

Nightfighting. All units have Stealth on Turn 1.

SCORING

This mission is scored by objectives achieved, as follows.

Primary Objectives. At the conclusion of the game, players score 3 victory points for each primary objective marker they control, as defined by the standard rules (page 134 of the main rulebook).

Secondary Objectives. After deployment, both players simultaneously choose and then reveal a single secondary objective for themselves from the list below. Any necessary selections are chosen and then revealed with the objective unless noted otherwise. No more than 6 victory points may be earned via any secondary.

- *Seek and Destroy.* Choose and declare a Battlefield Role other than Troop. Score 2 victory points for each enemy unit of this role completely destroyed or falling back at the end of the game.
- *Seize Ground.* Choose two terrain pieces not in your deployment zone. Do not declare these now, but do secretly record your selection unambiguously! Reveal these at game end and score 3 victory points for each piece that you control, treating them as objective markers. Note that this means a single unit cannot claim both a primary objective marker and a terrain piece simultaneously.
- *Reconnaissance.* At the end of the game, score 2 victory points for each friendly scoring unit with the Scout or Infiltrate USR completely within 12" of your opponent's table edge.

Tertiary Objectives. Both players apply all of the following tertiary objectives. No more than 5 total victory points may be earned by a player across all of the tertiary objectives.

- *Slay the Warlord.* If the opposing army has a Lord of War character or a Warlord of any type and either has been removed as a casualty or is falling back at the end of the game, score 2 victory points.
- *Linebreaker.* Score 2 victory points if a model from any friendly scoring unit is completely within 12" of your opponent's table edge.
- *First Blood.* As defined on page 133 of the main *Warhammer 40,000* rulebook.
- *Victory Through Attrition.* Score 1 victory point for each unsaved hull point or wound taken from any opposing superheavy vehicle or gargantuan creature by any means, including explosions and other indirect effects. These points are earned at the end of any phase in which such damage occurs, and thus include any repaired or regenerated later.

MISSION 2: GROUND AT ANY COST

Warriors lock into combat as they desperately fight to carve out space for their army on the battlefield.

TABLE SETUP

Deployment zones are **Dawn of War**, as on page 131 of the *Warhammer 40,000* rulebook (12" long edges).

After determining deployment zones, six primary objective markers are put down. Each player receives three markers which they alternate placing, beginning with the winner of a D6 roll off, in the following order:

- Your first marker is worth 3 victory points and must be placed in either deployment zone.
- Your second marker is worth 2 victory points and must be placed in the opposite zone from your first.
- Your third marker must be placed on the table centerline, i.e., anywhere 24" from both long edges.

All other placement rules apply as given on page 134 of the main *Warhammer 40,000* rulebook. After placement, randomly select one of the two centerline markers to be worth 4 victory points. The other centerline marker is worth 1 victory point. Make sure to unambiguously record the value of all markers.

MISSION SPECIFIC RULES

There are no mission specific rules for this mission.

SCORING

This mission is scored by objectives achieved, as follows.

Primary Objectives. At the conclusion of the game, for each primary objective marker a player controls they score the number of victory points it is worth as determined during table setup.

Secondary Objectives. There are no secondary objectives for this mission.

Tertiary Objectives. Both players apply all of the following tertiary objectives. No more than 5 total victory points may be earned by a player across all of the tertiary objectives.

- *Slay the Warlord.* If the opposing army has a Lord of War character or a Warlord of any type and either has been removed as a casualty or is falling back at the end of the game, score 2 victory points.
- *Linebreaker.* Score 2 victory points if a model from any friendly scoring unit is completely within 12" of your opponent's table edge.
- *First Blood.* As defined on page 133 of the main *Warhammer 40,000* rulebook.
- *Victory Through Attrition.* Score 1 victory point for each unsaved hull point or wound taken from any opposing superheavy vehicle or gargantuan creature by any means, including explosions and other indirect effects. These points are earned at the end of any phase in which such damage occurs, and thus include any repaired or regenerated later.

MISSION 3: THE FINAL GRIND

Tired, near breaking, armies make desperate gambles in the waning throes of conquest or defeat.

TABLE SETUP

Deployment zones are **Hammer and Anvil**, as defined on page 131 of the main rulebook (24" short edges).

In each of the four table corners place a primary objective marker 12" from both of the table edges of that corner. Place a fifth primary objective marker at the center of the table.

MISSION SPECIFIC RULES

The following mission specific rules apply, in addition to those applied to all missions in this pack.

The Longest Day. After Turn 4 roll a D6; on a 4+ all units have Stealth for the remainder of the game. Do this again after Turn 5 if it did not take effect. This rule automatically takes effect after Turn 6.

SCORING

This mission is scored by objectives achieved, as follows.

Primary Objectives. At the conclusion of the game, players score 2 victory points for each primary objective marker they control in a table corner, and 1 victory point for controlling the marker at table center.

Secondary Objectives. After deployment, both players simultaneously choose and then reveal a single secondary objective for themselves from the list below. Any necessary selections are chosen and then revealed with the objective unless noted otherwise. No more than 6 victory points may be earned via any secondary.

- *Seek and Destroy.* Choose and declare a Battlefield Role other than Troop. Score 2 victory points for each enemy unit of this role completely destroyed or falling back at the end of the game.
- *Meatgrinder.* Score 1 victory point for each opposing Troop unit completely destroyed or falling back at the end of the game.
- *Assassination.* Score 1 victory point for each opposing character model removed as a casualty or falling back at the end of the game. Note that this is not limited to just independent characters.

Tertiary Objectives. Both players apply all of the following tertiary objectives. No more than 5 total victory points may be earned by a player across all of the tertiary objectives.

- *Slay the Warlord.* If the opposing army has a Lord of War character or a Warlord of any type and either has been removed as a casualty or is falling back at the end of the game, score 2 victory points.
- *Linebreaker.* Score 2 victory points if a model from any friendly scoring unit is completely within 12" of your opponent's table edge.
- *First Blood.* As defined on page 133 of the main *Warhammer 40,000* rulebook.
- *Victory Through Attrition.* Score 1 victory point for each unsaved hull point or wound taken from any opposing superheavy vehicle or gargantuan creature by any means, including explosions and other indirect effects. These points are earned at the end of any phase in which such damage occurs, and thus include any repaired or regenerated later.

THE TWILIGHT OF CALDOR IV

Following the events of *The Debacle on Caldor IV* it has become clear that the legendary *Scythe of Unbound Light* exists and is immeasurably important. This discovery has spun the maelstrom of conflict on Caldor IV to even dizzy velocities. Unfortunately, the destruction of the planet is also now inevitable with the Imperium having begun Exterminatus. With every army shattered and communication all but impossible, it is up to the individual commanders and warriors in the field to rise to the moment. *The Twilight of Caldor IV* plots the heroics of small bands of warriors furiously moving into position to help their alliance claim the relic before the end.

OVERVIEW

The Twilight of Caldor IV is played as four rounds of Recon Squad skirmishes, each capturing a small but pivotal incident in the closing chapters of the war. Full rules for Recon Squad are available here:

rocketshipgames.com/games/recon-squad/

Each squad is working toward a particular legacy inside the grand history of the greater conflict:

- **Bodyguards:** Fierce defenders of critical battlefield leaders and personnel;
- **Excavators:** Daring explorers, technical experts, and artifact raiders *par excellence*;
- **Headhunters:** Precision instruments of assassination and targeted violence;
- **Killers:** Shattered fighters disconnected from anything but maniacal bloodshed;
- **Penetrators:** Sharpened blades able to break through any armor or defense;
- **Scouts:** Reckless adventurers dancing in the jaws of death for more information;

- **Sentinels:** Implacable defenders and masters of impromptu fortification building;
- **Warriors:** Hardened veterans that have been through everything and haven't seen the end.

Their path toward those legacies is defined by the missions they tackle, as attackers or defenders:

Ambush	Encirclement
Assassination	Excavation
Battlefield	Installation
Breakthrough	Skirmish

Successes and failures at those challenges will define both the squad's place in history, and their alliance's ability to secure *The Scythe*.

SETUP

For each alliance, print and cut apart enough sets of the 8 legacy cards at the end of this section to have at least one card per player. The players in each alliance then choose cards together, one per player. Note that this is a choice, not a random pull. No card type may be selected twice within an alliance unless all types have been chosen at least once.

LEGACIES

Each legacy has three Twilight missions, a Cataclysm objective, and a legacy bonus. To achieve their legacy, players must accomplish the Cataclysm objective in that battle of the next campaign component. If they win at least two of the three Twilight missions in the given role of attacker, defender, or either then they will receive their legacy bonus in The Cataclysm.

Players' legacy cards, their results, and whether or not they succeeded at their Twilight missions are all public knowledge throughout the campaign.

Mission	Bodyguards	Excavators	Headhunters	Killers	Penetrators	Scouts	Sentinels	Warriors
Ambush	Defender	Either	Attacker			Attacker		
Assassination	Defender		Attacker		Attacker			
Battlefield				Either				Either
Breakthrough	Attacker			Attacker	Attacker		Defender	
Encirclement							Defender	Defender
Excavation		Either	Either			Either		
Installation		Either			Attacker		Defender	
Skirmish				Either		Either		Either

Twilight mission and role requirements for the legacies.

ROUND PAIRINGS

Players are paired with an opponent for each match from another alliance as best as possible given the number of players. Teammates should only battle if no other set of pairings is possible. In that rare case, their alliance earns the lesser of the two players' victory points. The players though each claim their respective victory points toward the individual rankings as well as credit toward their Twilight missions.

Before each round the alliances alternate nominating a player, mission, and role (attacker or defender). For the first round the alliances alternate in order of total victory points from the end of *The Debacle*, but those victory points are not actually carried forward into this campaign component. In the second and third rounds the alliances alternate in order by total accumulated victory points.

The opposing alliance with the most unmatched players in the same win/loss/draw bracket as the nominated player then responds with an opponent and a table for the match. If the opposing alliances

have an equal number of unmatched players in the bracket then one alliance is randomly selected to respond. The opponent must be chosen from that alliance's unmatched players in the same win/loss/draw bracket as the nominated player. If there are no such players then the opponent must be chosen from the closest possible win/loss/draw bracket. No two players may ever be matched more than once.

Alliances can nominate any players, missions, and roles they like. However, they should use those nominations to ensure their players get chances to complete the Twilight missions for their legacy.

Players should use the checkboxes on their legacy cards to record victories toward the Twilight mission requirements. It does not matter if the player was nominated or the responding opponent. They simply have to win that mission in that role at some point in this campaign component. Similarly, a player can attempt a mission and role pair multiple times. However, they gain nothing by winning the same mission and role pair multiple times.

THE TWILIGHT: MISSION PACK

All of the missions are played on a 4'x4' table.

The variable game length rule is used in all missions unless noted otherwise.

A major victory is worth 10 points to the winner and 0 to the loser. Victory is 7 and 3 Draw is 5 and 5 Plus the two bonus points.

Better victories trump others, e.g., meeting the conditions for a major victory trumps the conditions for a minor victory.

Missions to be specified in more detail...

AMBUSH

The Defender is given an AV10/10/10 HP2 truck with 5 embarked NPCs with sub-Guardsman stats. The truck takes dangerous terrain tests on a 2+ and always takes a dangerous terrain test if it moves flat out. The truck starts at one end of the board and it or the NPCs must make it to the far edge. The Attacker Outflanks.

ASSASSINATION

An NPC with Guardsman-ish stats is placed in control of the Defender, who loses if it dies.

BATTLEFIELD

Kill points with Dawn of War setup.

BREAKTHROUGH

Attacker has to break into the defender's deployment zone.

ENCIRCLEMENT

Kill points with the defender starting at the center of the table and the attacker all around.

EXCAVATION

Similar to the scouring, several objectives of randomized value are randomly placed inside a square at table center. The defender starts deployed in that square, the attacker is around the edges.

INSTALLATION

A single objective is put forward slightly from the defenders leading edge, inside an AV11 HP3 Small building. The defender wins if they hold that objective. Otherwise the attacker wins.

SKIRMISH

The basic mission from the Recon Squad packet: Vanguard and three objectives.



LEGACY: BODYGUARDS

Our lives for you, my liege.

Twilight Missions:

Ambush	Defender	<input type="checkbox"/>
Assassination	Defender	<input type="checkbox"/>
Breakthrough	Attacker	<input type="checkbox"/>

Cataclysm Objective: After all deployment, publicly pledge to one of your alliance's warlords other than your own. You succeed if that warlord is in play at game end.

Legacy Bonus: Your pledged warlord gains a 5+ Invincible save. When attached to one of your units it always passes Look Out, Sir rolls and your attached unit has Counter-Attack and Fearless.

Name: _____



LEGACY: EXCAVATORS

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

Twilight Missions:

Ambush	Either	<input type="checkbox"/>
Excavation	Either	<input type="checkbox"/>
Installation	Either	<input type="checkbox"/>

Cataclysm Objective: After all deployment ends, secretly select a primary objective marker not in your deployment zone and control it at the end of the game.

Legacy Bonus: Any model of yours that starts the movement phase in contact with *any* marker may move it up to 6" with the model's movement. Markers cannot leave the table or embark.

Name: _____



LEGACY: HEADHUNTERS

*Death comes for us all.
We come for you.*

Twilight Missions:

Ambush	Attacker	<input type="checkbox"/>
Assassination	Attacker	<input type="checkbox"/>
Excavation	Either	<input type="checkbox"/>

Cataclysm Objective: After all deployment, secretly select one of the opposing warlords. You succeed if that warlord is removed as a casualty by game end.

Legacy Bonus: All of your non-vehicle and walker models are considered to have Preferred Enemy, Precision Shot, and Precision Strike when attacking the selected warlord or an attached unit.

Name: _____



LEGACY: KILLERS

Kill. Maim. Burn.

Twilight Missions:

Battlefield	Either	<input type="checkbox"/>
Encirclement	Attacker	<input type="checkbox"/>
Skirmish	Either	<input type="checkbox"/>

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.

Legacy Bonus: All of your non-vehicle and walker models have Hatred and Fear when attacking that opponent's models.

Name: _____



LEGACY: PENETRATORS

Everything has a weak spot.

Twilight Missions:

Assassination	Attacker	<input type="checkbox"/>
Breakthrough	Attacker	<input type="checkbox"/>
Installation	Attacker	<input type="checkbox"/>

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

Legacy Bonus: After all deployment you may ruin a piece of terrain or an opposing fortification, degrading any associated cover save(s) by 1 to a 6+ at worst. All of your non-vehicle and walker models gain Tank Hunter.

Name: _____



LEGACY: SCOUTS

Let's go, on the move!

Twilight Missions:

Ambush	Attacker	<input type="checkbox"/>
Excavation	Either	<input type="checkbox"/>
Skirmish	Either	<input type="checkbox"/>

Cataclysm Objective: Over the course of the game—not necessarily simultaneously—control at least three different primary objective markers outside your deployment zone at the end of any of your turns except Turn 1.

Legacy Bonus: All of your non-vehicle and walker models gain Crusader, Move Through Cover, Scout, and Infiltrate.

Name: _____



LEGACY: SENTINELS

None shall pass.

Twilight Missions:

Breakthrough	Defender	<input type="checkbox"/>
Encirclement	Defender	<input type="checkbox"/>
Installation	Defender	<input type="checkbox"/>

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

Legacy Bonus: After all deployment you may bolster a piece of terrain or a fortification in your deployment zone, improving any associated cover save by 1 to a 2+ at best. All of your non-vehicle and walker models gain Stubborn.

Name: _____



LEGACY: WARRIORS

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

Twilight Missions:

Battlefield	Either	<input type="checkbox"/>
Encirclement	Defender	<input type="checkbox"/>
Skirmish	Either	<input type="checkbox"/>

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

Legacy Bonus: All of your non-vehicle and walker models gain Feel No Pain (6+) and your vehicles gain It Will Not Die.

Name: _____

MISSION: AMBUSH

A supply convoy is moving through the area.

Attacker & Defender: You *need* those supplies.

THE BATTLEFIELD

The winner of a D6 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. All of the attacker's units gain Outflank and must be placed in reserve, except Infiltrators which may deploy as usual. Place a small vehicle with its forward edge 6" from the defender's edge and center 24" from the sides. Roll a D6 before any deployment. Night Fighting is in effect for Turn 1 on a 4+; on a 1 or 2 it takes effect on Turn 5 and thereafter.

MISSION RULES

The attacker plays first. The defender may not Seize the Initiative. Half of the attacker's army by the number of models, rounding up, arrives from reserve on Turn 1. The remainder arrive as usual.

The vehicle has armor 11/11/10, 3 hull points, and may not move Flat Out. It begins the game con-

trolled by the defender. Either player may take control of the vehicle by ending their turn with they alone having an unengaged model in base contact. Models do not need to remain in contact to keep control.

At game end, victory points are earned as follows:

- Each player gets 2 victory points for each 12" the vehicle is from their edge, rounding down.
- At least 50% of the opponent's army by points value or number of models are casualties: +2
- All of the opponent's models have been removed as casualties: +1

Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	Major Victory: Player has at least twice as many victory points as their opponent.
<input type="checkbox"/>	<input type="checkbox"/>	Minor Victory: Player has more victory points.
<input type="checkbox"/>	<input type="checkbox"/>	Draw: Players have equal victory points.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Player's leader survives.

MISSION: ASSASSINATION

A legendary commander has charged to the frontlines of the battle to bolster their forces.

Attacker: The commander must be slain.

Defender: They must be defended at all cost.

THE BATTLEFIELD

Deployment zones are 12" from opposing table edges. The winner of a D6 roll off chooses a side and the other player takes the opposite. Before deploying, the defender's army gains a commander model.

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

MISSION RULES

The winner of a D6 roll off decides to deploy first or second. After both players deploy, the player that deployed first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

The commander is an infantry character with WS1 BS1 S2 T4 W3 I1 A1, LD8, a 2+ armour save, a 4+ invulnerable save, Eternal Warrior, and Fearless.

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

Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	Major Victory: Player has at least twice as many victory points as their opponent.
<input type="checkbox"/>	<input type="checkbox"/>	Minor Victory: Player has more victory points.
<input type="checkbox"/>	<input type="checkbox"/>	Draw: Players have equal victory points.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	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 the 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

The winner of a D6 roll off decides to deploy first or second. After both players deploy, the player that deployed first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

Beginning with turn 5, roll a D6 before the start of the turn. On a 4+ Night Fighting is in effect for the remainder of the game.

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 value or number of models are casualties: +3
- The total number of wounds lost as a casualty by your opponent is more than you: +1
- All of your opponent's models have been removed as casualties: +1

Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	Major Victory: Player has at least twice as many victory points as their opponent.
<input type="checkbox"/>	<input type="checkbox"/>	Minor Victory: Player has more victory points.
<input type="checkbox"/>	<input type="checkbox"/>	Draw: Players have equal victory points.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Controls the objective marker.

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

The winner of a D6 roll off chooses a table edge and the other player takes the opposite. Deployment zones are 12" from the players' respective edges.

MISSION RULES

The winner of a D6 roll off decides to deploy first or second. After both players deploy, the player that deployed first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	Major Victory: Attacker if at least 50% of their starting army by points value or number of models is at least partially within 6" of the defender's table edge. Defender if attacker has no models within 6" of the defender's table edge.
<input type="checkbox"/>	<input type="checkbox"/>	Minor Victory: Attacker if more than 25% of their starting army by points value or number of models is at least partially within 6" of the defender's table edge. Defender if attacker has at most 25% of their starting army by points value or number of models within 6" of the defender's table edge.
<input type="checkbox"/>	<input type="checkbox"/>	Draw: Otherwise.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Player's leader is the closest model to the defender's 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

The winner of a D6 roll off decides to deploy first or second. After both players deploy, the player that deployed first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

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 value or number of models are casualties: +3
- The total number of wounds lost as a casualty by your opponent is more than you: +1
- All of your opponent's models have been removed as casualties: +1

Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	Major Victory: Player has at least twice as many victory points as their opponent.
<input type="checkbox"/>	<input type="checkbox"/>	Minor Victory: Player has more victory points.x
<input type="checkbox"/>	<input type="checkbox"/>	Draw: Players have equal victory points.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	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. The winner of a D6 roll off chooses a side and the other player takes the opposite.

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

MISSION RULES

The winner of a D6 roll off decides to deploy first or second. After both players deploy, the player that deployed first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

Any model that starts the movement phase in contact with the *primary* objective marker may move it up to a total of 6" in the movement phase with that 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
<input type="checkbox"/>	<input type="checkbox"/>	Major Victory: Player controls the primary objective and has more victory points.
<input type="checkbox"/>	<input type="checkbox"/>	Minor Victory: Player has more victory points.
<input type="checkbox"/>	<input type="checkbox"/>	Draw: Players have equal victory points.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: The primary objective marker is fully within your deployment zone.

MISSION: INSTALLATION

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

Attacker: You must seize control of the site.

Defender: You must protect the site.

THE BATTLEFIELD

Deployment zones are 12" from opposing table edges, with the attacker choosing and the defender taking the opposite. Place a small building, roughly 6"x6"x3", centered 12" from the defender's table edge. The defender may deploy units embarked in the building or on the battlements.

MISSION RULES

The defender deploys first but the attacker chooses to play first or second after all deployment concludes. Seize the Initiative applies.

Control of the building or its ruins is determined as an objective marker, including embarked models.

The building has armor 11 on each facing, 2 hull points, a capacity of 5, and battlements on top.

Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	Major Victory: Player controls the building/ruins.
<input type="checkbox"/>	<input type="checkbox"/>	Minor Victory: Attacker if the building is ruined and contested; defender if the building is not ruined but is contested.
<input type="checkbox"/>	<input type="checkbox"/>	Draw: Neither player contests or holds the building or its ruins.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent has less than 25% of their starting army remaining, by points value or number of models.

MISSION: SKIRMISH

Vanguards patrolling the outskirts of their main forces have crashed into each other—contact is made!

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. Roll off to determine who chooses a corner and their player table edge, the other player taking the opposite.

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

Roll a D6 before any deployment. Night Fighting is in effect for Turn 1 on a 4+; on a 1 or 2 it takes effect on Turn 5 and thereafter.

MISSION RULES

The winner of a D6 roll off decides to deploy first or second. After both players deploy, the player that deployed first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

Attacker Defender		SCORING
		Condition
<input type="checkbox"/>	<input type="checkbox"/>	Major Victory: Player controls at least two more objective markers than opponent, or opponent has been completely eliminated.
<input type="checkbox"/>	<input type="checkbox"/>	Minor Victory: Player controls at least one more objective marker than opponent.
<input type="checkbox"/>	<input type="checkbox"/>	Draw: Players control equal objective markers.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Player has at least one model within 12" of each table corner.

THE CATACLYSM AT CALDOR IV

MISSION

The core mission is the same as the Hold and Repel mission in the Cataclysm packet: Each alliance places three objectives, one each in their deployment zone, that of the alliance to the left, and neutral territory. Each of the primary objectives is a piece of *The Scythe* that the teams are trying to secure. They're worth varying points to each team because they've already had time to document ones they hold already, some are ruined in the fighting, others they believe are more valuable, etc..

Possible: If an alliance achieved a campaign victory in *The Debacle* (secured their target) then it can adjust all of the primary objective markers up to 6"? Objectives cannot be moved into or out of deployment zones.

Possible: If alliance won a strategic victory in *The Debacle* (controlled majority of continents), then its deployment bid is considered to be 5 minutes less for establishing the order, but not for how much time they actually have to deploy?

The alliance that won a tactical victory in *The Debacle* got a slight advantage of going first in choosing missions for the first round of *The Twilight*.

In turns 4, 5, and 6 there is increasing danger from the world falling apart: Random chance of earth-

quakes (all terrain difficult), falling debris from the space battle overhead (random blast hits), etc..

CAMPAIGN MECHANICS

Each player has their legacy card from *The Twilight*.

If they achieved two out of their three Twilight missions in the given role then they get the legacy bonus given on the card.

If there are multiple declarations to be made at the same time for the legacy objectives, e.g., "After all deployment," the alliances alternate in turn order having a player reveal their declaration.

Any secret selections must be unambiguously recorded.

Players must have a model still in the game to claim their Cataclysm objective.

SCORING

Campaign results for the alliances are based on control of the primary objectives (pieces of *The Scythe*).

Individual scores are the sum of victory points from the four Recon Squad missions (48 total), some points if their alliance wins the Cataclysm, some points if they achieved their Twilight missions, and a bunch of points if they achieved their personnel Cataclysm objective (12 points total).