# STRIKE TEAM

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*Strike Team* is an unofficial 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 official *Kill Team* rules.

Those missions are interesting in their own right

In Recon Squad games, armies are only Rather than the usual

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 dizzier 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.

**Recon Squad**

An unofficial supplement for Games Workshop's Warhammer 40,000

**Rocketship Games**

## 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 | | Defender | |
| **Encirclement** | | | | Attacker | | | 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.

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.

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.

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 | ❏ |
| Assassination | Defender | ❏ |
| Breakthrough | Attacker | ❏ |

**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 | ❏ |
| Excavation | Either | ❏ |
| Installation | Either | ❏ |

**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 | ❏ |
| Assassination | Attacker | ❏ |
| Excavation | Either | ❏ |

**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 | ❏ |
| 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.

**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 | ❏ |
| Breakthrough | Attacker | ❏ |
| Installation | Attacker | ❏ |

**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 | ❏ |
| Excavation | Either | ❏ |
| Skirmish | Either | ❏ |

**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 | ❏ |
| 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 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 | ❏ |
| Encirclement | Defender | ❏ |
| Skirmish | Either | ❏ |

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

## 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. At the start of their deployment, the defender gains a convoy vehicle for their army.

## MISSION RULES

Half of the attacker's army by the number of models, rounding up, arrives from reserve on Turn 1. The remainder arrive from reserve as usual.

    The convoy vehicle has armor 11/11/10, 3 hull points, and may not move Flat Out. It ignores all results on the Vehicle Damage table, only losing the hull point when damage is incurred. On a failed dangerous terrain test it loses a hull point and cannot move further that phase but is not immobilized. The vehicle, or its wreck, also acts as an objective marker. While the vehicle is 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 vehicle is destroyed and they control its wreck. Defender if the vehicle or its wreck is within 12" of the attacker table edge and they control it. |
| ☐ | ☐ | **Minor Victory:** Attacker if the vehicle is not destroyed but they control it. Defender if they control the vehicle or its wreck, but it is not within 12" of the attacker table edge. |
| ☐ | ☐ | **Draw:** The vehicle 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. 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 VIP model.

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

## MISSION RULES

The VIP is an infantry character with WS2 BS2 S3 T3 W3 I2 A1 LD8, a 2+ armour save and 4+ invulnerable, Eternal Warrior, Fearless, and a laspistol.

    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 it.

| 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:** 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

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** |
| ☐ | ☐ | **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:** 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

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 attacker models are in the defender's 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 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** |
| ☐ | ☐ | **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 equal 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. 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

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 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** |
| ☐ | ☐ | **Major Victory:** Player controls the building/ruins. |
| ☐ | ☐ | **Minor Victory:** Attacker if the building is ruined and contested; defender if the building is not ruined but is contested. |
| ☐ | ☐ | **Draw:** Neither player contests or holds the building or its ruins. |
| ☐ | ☐ | **Bonus Point:** Opponent's leader is a casualty. |
| ☐ | ☐ | **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.

| 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 each table corner. |