



# LEGACIES

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

## Rocketship Games

# INTRODUCTION

*Legacies* is an unofficial, team-oriented skirmish campaign for Games Workshop's *Warhammer 40,000*. Its core is a set of eight thematic missions designed for *Recon Squad*, an unofficial skirmish variant of *40k* similar to Games Workshop's *Kill Team* rules. In a *Recon Squad* game, players field only a squad or two on a small board with dense terrain, and all of their models act independently. This makes for a very different *40k* experience, focused on the heroics and sacrifices of everyday grunts and squad leaders, while still using the standard gameplay rules you already know and the models you love.

Those skirmish missions are woven into a campaign by a set of eight *Legacies*, specific missions the recon squads are striving to complete for their alliance. The climax of the campaign is the Cataclysm, in which all the recon squads and some reinforcements fight alongside their alliance teammates in a final joint battle while also trying to fulfill their legacy.

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

## OVERVIEW

*Legacies* is played as four rounds of *Recon Squad* skirmishes, each capturing a small but pivotal incident in a larger battle, followed by a closing Cataclysm team battle. Rules for *Recon Squad* are here:

<http://rocketshipgames.com/40k/recon-squad/>

Each recon 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;

## Recon Squad

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- **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**  
**Assassination**  
**Battlefield**  
**Breakthrough**

**Encirclement**  
**Excavation**  
**Installation**  
**Skirmish**

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



# ORGANIZATION

This section describes how to conduct a *Legacies* campaign, and is mostly intended for the organizer.

## SCHEDULE

Recon Squad games can be easily run in about 60 minutes in an event setting with boards pre-arranged and armies unpacked before the clock starts for each round. Generally matches take at most 90 minutes even at a very casual pace with no preparation beforehand. The Cataclysm game can be comfortably played in 4 hours including setup. It's therefore feasible to run *Legacies* over either several evenings, or a single full day. A sample schedule for a single-day is:

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



## ALLIANCES & STORY

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

The concept behind the campaign is that each recon squad is a team of veterans or other distinguished warriors tasked with several special operations as part of a larger battle or war. In the course of those missions their paths eventually all cross, resulting in the larger final battle. Any specific background story is up to the organizer and players, enabling a range of narratives with more or less detail.

## SETUP

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

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

With anything but a very small number of players, it's probably easier to have players record results separately from the mission sheets, especially as the latter might be used multiple times. In that case, print and cut apart enough copies of the scorecards at the

end of this section to have one for each match. Finally, if using the scoring mechanism described here, also print and cut apart enough copies of the ballots and tickets from the end of this section to have one painting ballot per player and as many sportsmanship tickets as you think might be necessary.

## LEGACIES

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

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

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

## ROUND PAIRINGS

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

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



### THE GREATER GOOD

*Shas'ui Ke'ssai crouched behind the crude rubble barricade. His hooves trembled with the clamorous approach of the humans' ugly, stinking, smoking vehicles. In that moment, he realized he hated them. He hated them for their violence, and he hated them for what they'd done to his world. But most of all, he hated them for teaching him to hate.*



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

## CATACLYSM

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

**Board.** The table for the Cataclysm game should be 4' wide as usual, and roughly as many feet long as there are players in the campaign. So an 8-player campaign would conclude on an 8'x4' table. One idea



to consider is simply moving together boards used in the Recon Squad rounds, so that the battle thematically continues directly over the same terrain.

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

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

It is also important to ensure that enough time is reserved within each alliance's turn to resolve the assault phase. Players and armies focused on close combat might otherwise be disadvantaged. The organizer should make sure alliances move on to the assault phase with time to resolve combats as necessary, even if it means cutting short their other actions.

**Teams.** All players in an alliance select and field their own separate army lists following the rules given in the Cataclysm mission. For all gameplay purposes except as specifically noted by the Cataclysm rules and mission, the combined forces of an alliance are considered a single army comprised of multiple detachments and the team a single player.

**Allies.** Regardless of factions, players consider their teammates' models to be allies of convenience to their own army. Interactions between a player's own models are governed by the allies matrix as usual.

**Turns.** Alliance turns are player turns in all ways. Any actions not completed within turn time limits are forfeited. In game terms, each action happens sequentially as in a standard game: One unit moves, then another, then the game proceeds to the psychic phase and no more movements may be made, and so on. However, in the interest of time, in practice players with no more actions to take in a phase should carefully proceed to the subsequent phase, provided there will be no effect on another player's remaining

actions in the current phase. Alternatively, players without actions of their own to complete should help execute actions of their teammates, e.g., resolving multiple unrelated ongoing combats in parallel.

**Scope Limits.** Special rules that affect all units, all enemy units, or the entire table are not applied. Specific examples include the Chaos Daemons' Warp Storm table, the Lord of the Storm rules for the Necron's Imotekh the Stormlord, and the Necron Solar Pulse, none of which take effect.

Army-wide buffs apply only to that detachment of that player's forces, as in a usual game, regardless of other factions that may be present in the alliance. For example, nominating Vulkan He'stan as a warlord makes only that player's Melta weapons in Vulkan's detachment Mastercrafted and does not affect any other detachments or players in their alliance, including other Salamanders Space Marines.

**Psychic Phase.** In the psychic phase, a single D6 is rolled by the current alliance to determine the base warp charge from which all of the players generate their own individual pools, applying the usual rules to their own models. Players all use their own warp charge pool; teammates cannot combine or share warp charge. Any opposing player with models on the table may attempt to deny the witch, caveat that if a specific unit of enemy models is targeted, their player alone may attempt to block the spell.



## SCORING AND PRIZES

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

**Prizes.** Three prize categories are offered:

- Winners in each alliance by overall scores;
- Painting award based on player voting;
- Best squad leader by top game results.

**Overall Scores.** A total of 100 points are available for each player throughout the campaign:

- 60 points for game results;
- 20 points for painting and craftsmanship;
- 20 points for sportsmanship.

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

- Major victory: 10 points winner, 0 not-winner;
- Minor victory: 7 points winner, 3 not-winner;
- Draw: 5 points to both players.
- 2 bonus points are available in each mission.

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

- 7 points for winning their Cataclysm Objective;
- 3 points if they earned their Legacy Bonus;
- 2 points if their alliance won the Cataclysm.

**Painting and Craftsmanship.** Painting and craft work is scored objectively by the organizer applying this rubric to the entire army:

- All models assembled and primed: +5 pts
- All models three-color minimum: +5 pts
- All models based (paint/flock): +4 pts
- Advanced painting techniques present on any model (washes, drybrushing, etc.): +3 pts
- Advanced basing techniques present on any model (3D details, varied flock, etc.): +3 pts

Note that this goes solely toward overall scores. The painting award is based purely on player voting.

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

- Openly hostile or rude: -3 pts
- Unnecessarily competitive: -2 pts
- Sloppy measuring, line of sight, or dice: -2 pts
- Unreasonably late, slow, or inattentive: -1 pt
- Significantly unfamiliar with rules: -1 pt
- Not prepared with clear, typed army lists: -1 pt

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

**Painting Award.** The painting award is determined by player voting, not the painting scores. Each player must submit a ballot of what they consider the top three best-made armies, excluding themselves, awarding 3, 2, and 1 votes. The most votes wins.



### GAME RESULTS

Attacker: \_\_\_\_\_

Defender: \_\_\_\_\_

Attacker  
Defender

Outcome

- |                          |                          |               |
|--------------------------|--------------------------|---------------|
| <input type="checkbox"/> | <input type="checkbox"/> | Major Victory |
| <input type="checkbox"/> | <input type="checkbox"/> | Minor Victory |
| <input type="checkbox"/> | <input type="checkbox"/> | Draw          |
| <input type="checkbox"/> | <input type="checkbox"/> | Bonus Point   |
| <input type="checkbox"/> | <input type="checkbox"/> | Bonus Point   |



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Defender: \_\_\_\_\_

Attacker  
Defender

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**CRAFTSMANSHIP**

*My Name:* \_\_\_\_\_

*My votes for best army craftsmanship:*

1. \_\_\_\_\_ [3 votes]

2. \_\_\_\_\_ [2 votes]

3. \_\_\_\_\_ [1 vote]

*No voting for yourself!*

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Opponent: \_\_\_\_\_

**My opponent was (check any that apply):**

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

*Sportsmanship scores 5 pts per round by default.*

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# MISSIONS

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

*Recon Squad mission and role requirements for the legacies.*

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.*

### Recon Squad 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!*

### Recon Squad 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.*

### Recon Squad 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.*

### Recon Squad 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.*

### Recon Squad 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!*

### Recon Squad 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.*

### Recon Squad 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.*

### Recon Squad 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:** 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
<input type="checkbox"/>	<input type="checkbox"/>	<b>Major Victory:</b> 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.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Minor Victory:</b> 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.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Draw:</b> The vehicle or its wreck is contested.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> 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
<input type="checkbox"/>	<input type="checkbox"/>	<b>Major Victory:</b> Player has at least twice as many victory points as their opponent.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Minor Victory:</b> Player has more victory points.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Draw:</b> Players have equal victory points.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> 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
<input type="checkbox"/>	<input type="checkbox"/>	<b>Major Victory:</b> Player has at least twice as many victory points as their opponent.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Minor Victory:</b> Player has more victory points.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Draw:</b> Players have equal victory points.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> 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
<input type="checkbox"/>	<input type="checkbox"/>	<b>Major Victory:</b> Player has at least twice as many victory points as their opponent.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Minor Victory:</b> Player has more victory points.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Draw:</b> Players have equal victory points.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> 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
<input type="checkbox"/>	<input type="checkbox"/>	<b>Major Victory:</b> Player has at least twice as many victory points as their opponent.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Minor Victory:</b> Player has more victory points.x
<input type="checkbox"/>	<input type="checkbox"/>	<b>Draw:</b> Players have equal victory points.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> 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
<input type="checkbox"/>	<input type="checkbox"/>	<b>Major Victory:</b> Player controls the primary objective and has more victory points.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Minor Victory:</b> Player has more victory points.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Draw:</b> Players have equal victory points.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Opponent's leader is a casualty.
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> The primary objective marker is fully within your deployment zone.

# MISSION: INSTALLATION

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

**Attacker:** You must destroy it and control the site.

**Defender:** You must protect the installation.

## THE BATTLEFIELD

Deployment zones are 12" from opposing table edges, with the attacker choosing and the defender taking the opposite. Before their deployment, the defender's army gains a small building fortification.

## MISSION RULES

The defender deploys first but the attacker plays first. Seize the Initiative applies. The building cannot be placed within 6" of any table edge. It has armor 11 on each facing, 3 hull points, a transport capacity of 5, battlements on top, and access points on the sides and back. If the building is destroyed, its ruins or crater are treated as an objective marker.

Attacker Defender		SCORING	
		Condition	
<input type="checkbox"/>	<input type="checkbox"/>	<b>Major Victory:</b> Attacker if the building is destroyed and they control the wreckage. Defender if the building is not destroyed and they control it.	
<input type="checkbox"/>	<input type="checkbox"/>	<b>Minor Victory:</b> Attacker if the building is destroyed but contested, or intact but they control it. Defender if the building is destroyed but they control the wreckage.	
<input type="checkbox"/>	<input type="checkbox"/>	<b>Draw:</b> <i>There is no middle ground in this mission.</i>	
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Opponent's leader is a casualty.	
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Less than 25% of opponent's starting army remains, by 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	
<input type="checkbox"/>	<input type="checkbox"/>	<b>Major Victory:</b> Player controls at least two more objective markers than opponent, or opponent has been completely eliminated.	
<input type="checkbox"/>	<input type="checkbox"/>	<b>Minor Victory:</b> Player controls at least one more objective marker than opponent.	
<input type="checkbox"/>	<input type="checkbox"/>	<b>Draw:</b> Players control equal objective markers.	
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Opponent's leader is a casualty.	
<input type="checkbox"/>	<input type="checkbox"/>	<b>Bonus Point:</b> Player has at least one model within 12" of at least two table corners, not including their deployment corner.	

# THE CATACLYSM

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## ASSAULT PHASE

In the assault phase, the alliances alternate selecting combats to be resolved beginning with the currently active team. This ensures the current team cannot solely resolve their preferred combats before time runs out for the turn. In game terms, assaults are resolved in order one-by-one, as usual. In practice, assaults that cannot affect each other should be resolved simultaneously as possible.

Units may charge as usual into ongoing close combats including units from multiple other alliances. Combats are resolved in the assault phase of each alliance with engaged units, making combats with more than two alliances particularly deadly!

