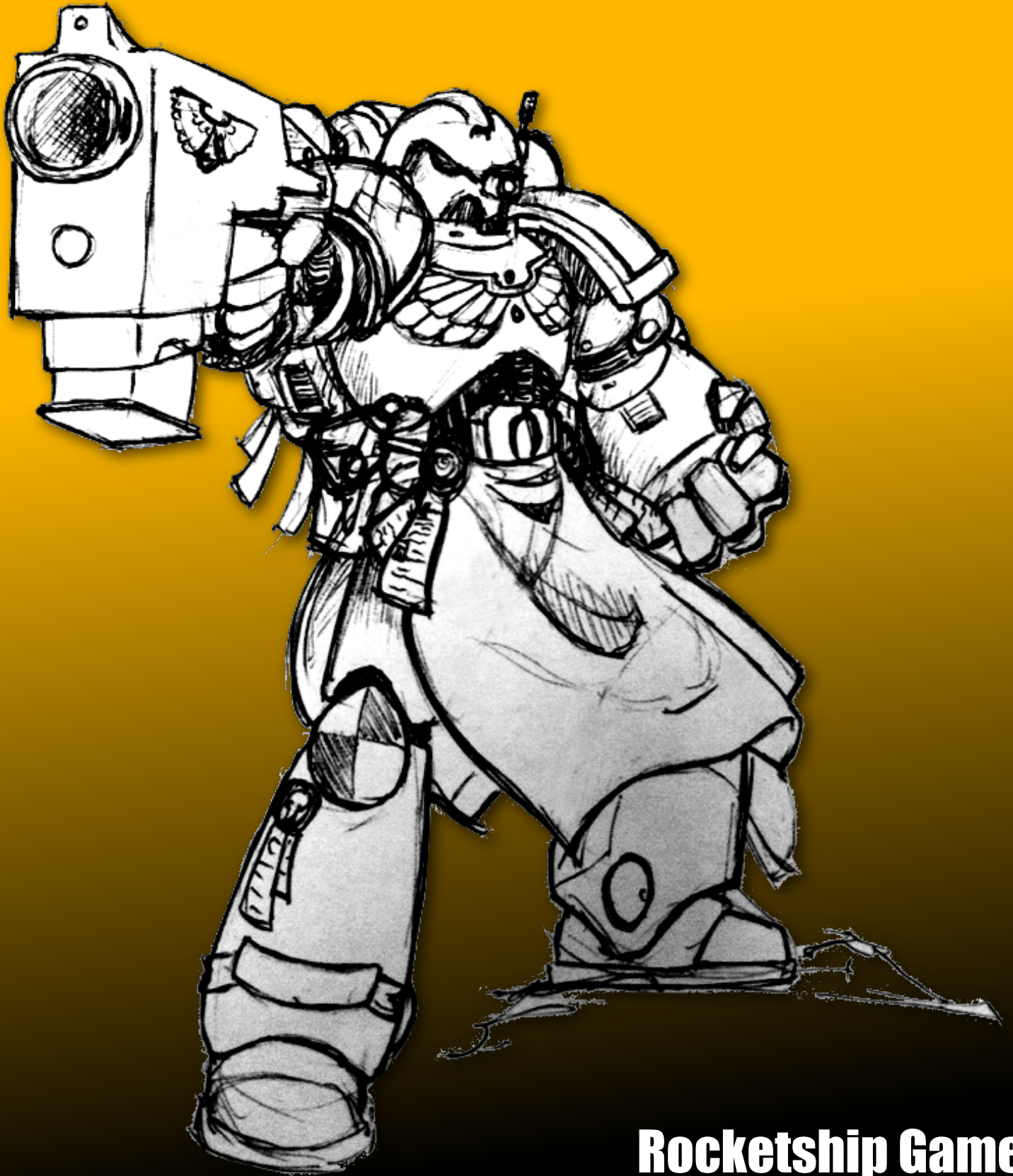


Recon Squad

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



Rocketship Games

RECON SQUAD

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

ARMY SELECTION

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

- Army lists may consist of at most 200 points, selected as a single Recon Squad Detachment with a force organization of 0–1 HQs, 0–2 Troops, 0–1 Elite, 0–1 Fast Attack and all its units and models chosen from a single faction.
- Armies must include at least 4 non-vehicle models and may have at most 20 total models.
- No models with more than 3 wounds/hull points.
- No vehicles with total armor (front + side + rear) of more than 33.
- No models with both a 2+ Armor and 3+ Invulnerable save or better are permitted.
- No flyers, flying monstrous creatures, super-heavy vehicles, or fortifications are permitted.
- No psykers of mastery level 2 or greater.
- No unique independent characters or unique wargear is permitted.



For the Emperor.

TRAITS

Leader. Each army's leader is its non-vehicle model with highest leadership; designate one if several tie.

Specialists. The leader and 3 other non-vehicle models are also designated as specialists. Each is given a specialist trait from the following USRs, with no repetitions, selected as part of the army list.

Acute Senses	Lance †
Adamantium Will	Master-Crafted †
Armourbane †	Move Through Cover
Blind †	Night Vision
Concussive †	Pinning †
Counter-Attack	Poisoned (4+) †
Crusader	Preferred Enemy (All)
Eternal Warrior	Rage
Fear	Rampage
Fearless	Relentless
Feel No Pain	Rending †
Fleet	Scout
Fleshbane †	Shred †
Furious Charge	Shrouded
Hammer of Wrath	Skilled Rider
Hatred (All)	Sniper †
Haywire †	Soul Blaze †
Hit & Run	Stealth
Ignores Cover	Strikedown †
Infiltrate	Stubborn
Interceptor	Tank Hunter

† Designate 1 weapon to which the rule will apply.

Stratagem. Before either player deploys, each simultaneously declares one of the following stratagems.

- *Just As Planned:* Seize the Initiative on a 4+.
- *Change Of Plans:* D3+2 non-vehicle models gain Scout (but still may not deploy in reserve).
- *Tactical Genius:* D3+2 non-vehicle models, and their dedicated transports if embarked, may deploy in reserve and gain Outflank.
- *We Came Here For You:* D3+2 non-vehicle models gain Preferred Enemy (All).
- *This Far, No Farther:* D3 models gain Fearless.
- *Hero Exemplar:* Units within 12" of the leader may use its leadership for breaking point morale checks (below) if the leader passed its own.

SETUP AND GENERAL PLAY

Army Of One. Before deployment, every model in the player's army list is separated into individual units. This includes models purchased as upgrades, such as Tau Drones. These individual model units are deployed and play as normal units for all game purposes. Unless specifically noted otherwise, the original army list unit selections are not considered.

No Holding Back. Models may not be placed into reserve unless specifically noted otherwise in the Recon Squad or mission rules. All units that must start in reserve per their rules but are not permitted to do so by these rules are deployed on the table as any other unit. Units that enter ongoing reserves are removed from the game and count as a casualty.

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

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

MOVEMENT PHASE

We All Die Alone. At no point are independent characters allowed to join units.

Get To The 'Choppa! Multiple units may embark in a transport, up to its usual model capacity. Only independent characters and units from the same original army list selection may deploy embarked in a dedicated transport chosen with that selection.

Everyone Falls The First Time. Any model may attempt to jump across gaps of up to 6" between terrain. Non-vehicles take an Initiative test with a -1 penalty for each full inch of gap after the first. Vehicles take a dangerous terrain test with the same penalty. If successful the model may cross the gap but otherwise moves as usual, i.e., must adhere to its distance limit. Difficult terrain applies as well, based on the starting and ending terrain, rolled before declaring a jump.

If the model fails, place it at the bottom of the gap in (base) contact with the near edge. It immediately suffers an automatic Strength X hit, where X is the distance fallen in inches, rounding up. If the distance is greater than 10 a Strength 10 hit is suffered but no saves are allowed. Vehicles are hit on their rear armor as well as immobilized by the failed dangerous terrain test as usual. The vertical distance fallen does

not count toward the model's movement, and it may continue moving as usual if it survives and is able.

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

PSYCHIC PHASE

Cast A Spell On You. Each turn, a single model from each original army list unit selection with the Brotherhood of Psykers/Sorcerers rule may act as a Psyker (Mastery Level 1). That rule has no other effect.

SHOOTING AND ASSAULT PHASES

Unload. Shooting attacks with multiple shots may be divided and allocated across multiple target units, provided each target is within 3" of the first. This must be declared and done before any rolls to hit or scatter.

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

Dogs Of War. Units may assault targets other than those at which they shot. All other restrictions apply.

ENDGAME

Boots On The Ground. Vehicles and buildings are not scoring units unless specifically noted so by mission rules. Embarked scoring units may score objective markers, measuring from the hull or main wall.

Breaking Point. From the start of the controlling player's turn in which less than 50% of its units remain, an army is considered broken. Before any other action, each of its units must take a morale check, beginning with the leader. Units within 6" of the leader may use its leadership for this if the leader passed.

CODEx SPECIFIC ADAPTATIONS

Astra Militarum. Orders are issued to a single model unit and, if successful, applied to that model and all models from the same army list selection within 3".

Chaos Daemons and Space Marines. The Warp Storm and Champion of Chaos rules are not applied.

Dark Eldar. Models with the Power from Pain special rule earn one Pain Token for every 3 non-vehicle models they have killed. Necron models only count after having failed their Reanimation Protocols.

Necrons. Necron models to be removed as casualties are marked with a counter. Reanimation Protocol rolls are made for each such model within 6" of a friendly Necron model, excluding other casualties; otherwise reanimation fails automatically. If successful the model continues with 1 wound; otherwise it is removed. Remove the counter in either case.

RECON SQUAD MISSION: SKIRMISH

This is a good default, symmetric mission to play for your first games of Recon Squad or in pick-up play.

SUMMARY

Outriders patrolling the outskirts of their main forces have crashed into each other—contact is made! No quarter is given as the hot flames of war leap to life.

Campaign Play: Attacker and Defender roles are identical in this mission and have no effect in-game.

THE BATTLEFIELD

The mission is played on a 4'x4' table. A variety of ruins, woods, and other terrain should cover a quarter to a half of the board, roughly symmetrically.

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.

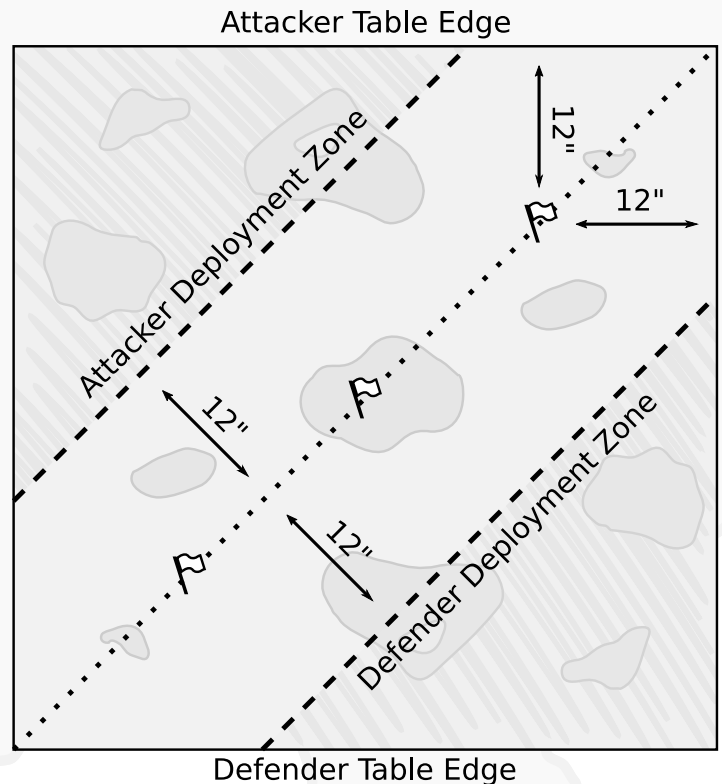
Objective markers are placed at the center of the table and the centers of the two table quadrants opposite the deployment zone corners.

MISSION RULES

Roll off to determine who decides which player deploys first. After both players deploy, the player that setup first chooses to play first or second. The player to go second may attempt to Seize the Initiative.

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

The Variable Game Length rule applies. At game end use the scoring chart to determine the victor!



		SCORING
Attacker	Defender	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 not on table.
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Point: Player has at least one model within 12" of each table corner.



Chaaarge!

NO REST FOR THE WEARY

No Rest for the Weary is a minimal two player campaign for Recon Squad using the following rules, playing out small actions within a larger ongoing battle.

CAMPAIGN

Establish a number of games to play, each a Skirmish or other mission. Recon Squad typically takes ~90 minutes, including setup and cleanup. The same army lists are used throughout. Players accumulate campaign points from each match as follows:

Result	Victorious	Defeated
Major Victory	+6	+0
Minor Victory	+4	+2
Draw	+3	+3
Bonus Points	+1 for each condition met	

Before each game, the player with the fewest total campaign points selects which aspect of the larger battle the match will affect: Reconnaissance, Combat, or Supply Chain. The first round is always Combat. Roll a D3 to determine the aspect if tied. Track campaign points earned in each aspect separately.

In addition, after each game both players permanently designate an additional specialist. On a major victory the winner designates a second additional specialist; on a minor victory they do so on a D6 of 4+. Specialist traits may never repeat in an army.

WAR NEVER-ENDING

Hulgurth swept ponderously back and forth, his chainsword idling wildly. Finding no foes in reach on which to slake his bloodthirst, he vented his frustration by crushing in the side of the smoking troop carrier next to him with the heel of his fist. Bellowing in rage, he began loping heavily, hungrily after the quickly retreating figures in the distance. This was not over. This would never be over.



If a player has no more non-specialist, non-vehicle models to designate, they may give an additional trait to an existing specialist. Models may not be given a third trait until all specialists have two, and so on.

VICTORY!

At the campaign's end a player wins by either:

- Having the most campaign points in Combat and one other aspect—a *strategic victory*!
- Or, having twice as many Combat campaign points as their opponent—*brute conquest*!

If neither condition is met, the battle grinds on in interminable stalemate—*there can be only war!!!*

DISCLAIMER

Recon Squad is completely unofficial, unauthorized, and unaffiliated with Games Workshop.

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