

2018

DOUBLE TAP 3 MISSION PACK



V1.0

VALE RENEGADES MISSION RULES

SCORING

Each mission has a primary, secondary and critical mission objective. These objectives are scored separately from each other and must be tracked separately as well. At the end of every game all of the victory points you score are combined together for a final victory point score. The team with the most victory points will be the winning team and the other team the losing team. The losing teams' victory points total is deducted from the winning teams' victory points total to get the victory points differential. This is then used to determine the mission points each team will score. The maximum mission points a team may score is 20 and the lowest a team may score is 0.

PRIMARY OBJECTIVE

This is a progressive scoring objective and must be calculated during the game. Each team will score victory points for achieving 'start of team turn' and 'end game' objectives as laid out on each mission sheet.

SECONDARY OBJECTIVE

This objective is chosen by the teams during the pre-game setup and must be recorded throughout the game. Each team must pick 3 choices from the secondary objectives list on page 3 to be their secondary objectives. They must then record the victory points they score for these objectives using the scoresheet provided. It is recommended that you check your secondary objectives at the end of every team turn. The maximum you may score for each chosen objective is 4 victory points, meaning that the secondary objective is worth between 0 and 12 victory points and may never exceed that.

VICTORY POINTS AND MISSION POINTS

Victory points are scored during a game and will determine what each team's mission points at the end of the game will be. Mission points are added to the tournament points total to determine a players final standing.

OBJECTIVE PLACEMENT

When placing objectives, all objectives are considered to be on the ground floor, and may not be placed inside of enclosed buildings. Move terrain if necessary to accommodate this requirement. Objective counters can be no wider than 2" in diameter and when measuring distances to objectives use the full size of the marker rather than just the centre of the marker.

CRITICAL OBJECTIVE

This objective can only be scored by one team and once achieved is no longer available. This objective is scored immediately and the victory points awarded are added at the end of the game. Each mission will explain how to score this objective and it is worth +3 victory points to the team who achieves it and -3 victory points to their opponent.

TABLING YOUR OPPONENT

If a team is tabled then the game ends at the end of the current battle round and the primary objective for this round will be scored as if it was the end of the game. In addition to this the team who achieved the tabling will score +3 victory points and their opponent -3 victory points. Note: The team who was tabled **does** still score the victory points they had scored throughout the game.

CONCEDING

If a team concedes before the natural conclusion of the game, their opponent will count as achieving both the critical objective and a tabling. They will additionally score the end game victory points so long as they have units and turns available to achieve the objectives.

SECONDARY OBJECTIVES LIST

1	Headhunter	Score 1 victory point (up to a maximum of 4) for each enemy character killed.
2	The Reaper	Score 1 victory point (up to a maximum of 4) for every 20 enemy models you kill.
3	Big Game Hunter	Earn 1 victory point (up to a maximum of 4) for killing an enemy unit worth 100+ points.
4	Behind Enemy Lines	Score 1 victory point (up to a maximum of 4) if at the end of your team turn you have 2 or more of your units at least partially within 12" of your opponents' rear most and longest board edge.
5	Death by a Thousand Cuts	Earn 1 victory point (up to a maximum of 4) for every 3 enemy units destroyed.
6	Strategical Strike	Earn 1 victory point if your opponents army is reduced to below 75% of its starting troops units (rounding up), earn an additional 1 victory point if its reduced below 50% of its starting troops units (rounding up), earn a further 1 victory point if its reduced below 25%, and finally a further 1 victory point if your opponent has no troops units left. If your opponent starts with no troops units in their army then you achieve full points for this secondary.
7	Old School	Earn 1 victory point for each of the following: First Strike: An enemy unit was destroyed in the first battle round. Slay the Warlord: The enemy warlord is destroyed at the end of the game. Linebreaker: Have one or more of your models within your opponents' deployment zone at the end of the game. Last Laugh: Kill an enemy unit during the last battle round.
8	Gang Busters	Select an enemy unit consisting of multi-wound models. Score 1 victory point (up to a maximum of 4) for the following: <ul style="list-style-type: none"> - Each enemy model in the chosen unit destroyed that started the game with 5 or more wounds. - Every two enemy models in the chosen unit destroyed that started the game with 2 to 4 wounds.

MISSION 1 - POWER STRUGGLE

PRE-GAME SETUP

- 1.) Both teams must pick warlord traits, psychic powers and spend any pre-deployment command points, recording any additional relic choices. Players reveal these simultaneously.
- 2.) Roll off for deployment map. The winner will randomly determine which of the standard deployment maps shown in the main rulebook (pg. 216-217) will be used and then chooses their deployment zone.
- 3.) Place objectives as explained under the objective placement rules.
- 4.) Each team must choose 3 secondary objectives from the secondary objectives list on pg. 3 and record them on their scoresheet. Teams reveal these simultaneously.
- 5.) The team who did not choose deployment zones from step 2 may choose who deploys first.
- 6.) Teams alternate deploying 1 unit at a time.
- 7.) Roll off for first turn, the team who finished deploying first gets a +1 modifier to this roll. The winner of the roll off chooses who goes first or second.
- 8.) The team going second may choose to seize the initiative on a roll of a 6 on a D6. This mission will last a maximum of 6 battle rounds.

OBJECTIVE PLACEMENT - 4 OBJECTIVES

Setup 2 objectives on the centre line of the rolled deployment type each measured 18" from the centre point. When using the search and destroy deployment map instead place the 2 objectives in the centre of the 2 neutral zones. Both teams then deploy 1 objective anywhere in their deployment zone (these objectives are the respective players' home objectives). All objectives must be placed 6" away from any board edge.

CRITICAL OBJECTIVE

Control your home objective and your opponents' home objective at the end of any team turn. This cannot be achieved on the first and last turns of the game.

PRIMARY OBJECTIVE

Turns 2-6	
These are calculated by the active team at the start of each team turn and will award the victory points shown.	
Objective	VP's
Each objective controlled	1
Control more objectives than your opponent	1
End Game	
These are calculated at the end of the game .	
Objective	VP's
Control your home objective	1
Each neutral objective controlled	2
Control your opponents home objective	3

SECONDARY OBJECTIVE

Choose your 3 secondary objectives from the choice of secondary objectives shown on pg. 3.

MISSION 2 - THE RELIC

PRE-GAME SETUP

1.) Both teams must pick warlord traits, psychic powers and spend any pre-deployment command points, recording any additional relic choices. Players reveal these simultaneously.
2.) Roll off for deployment map. The winner will randomly determine which of the standard deployment maps shown in the main rulebook (pg. 216-217) will be used and then chooses their deployment zone.
3.) Place objectives as explained under the objective placement rules.
4.) Each team must choose 3 secondary objectives from the secondary objectives list on pg. 3 and record them on their scoresheet. Teams reveal these simultaneously.
5.) The team who did not choose deployment zones from step 2 may choose who deploys first.
6.) Teams alternate deploying 1 unit at a time.
7.) Roll off for first turn, the team who finished deploying first gets a +1 modifier to this roll. The winner of the roll off chooses who goes first or second.
8.) The team going second may choose to seize the initiative on a roll of a 6 on a D6. This mission will last a maximum of 6 battle rounds.

OBJECTIVE PLACEMENT - 3 OBJECTIVES

Setup 1 objective in the centre of the board to represent the Relic. Then deploy a further 2 objectives in each team's deployment zone starting with the team who chose deployment zones. All objectives must be placed 6" away from any board edge.

THE RELIC

An **Infantry** model can carry the Relic by moving in to contact with it - that model then automatically picks it up. From that point, the Relic remains with the model (move the Relic with the model to show this) until it is dropped, which only happens if the model is slain or flees. A model with the Relic cannot embark in a **Transport**, leave the battlefield, or move further than 9" in any single phase for any reason.

CRITICAL OBJECTIVE

Control all 3 objectives at the end of any team turn, except the first and last battle round.

PRIMARY OBJECTIVE

Turns 2-6	
These are calculated by the active team at the start of each team turn and will award the victory points shown.	
Objective	VP's
Each table quarter controlled	1
Control more objectives than your opponent	1
End Game	
These are calculated at the end of the game .	
Objective	VP's
Each objective (excluding the Relic) controlled	2
Control the Relic	4

SECONDARY OBJECTIVE

Choose your 3 secondary objectives from the choice of secondary objectives shown on pg. 3.

MISSION 3 - WARZONE

PRE-GAME SETUP

1.) Both teams must pick warlord traits, psychic powers and spend any pre-deployment command points, recording any additional relic choices. Players reveal these simultaneously.
2.) Roll off for deployment map. The winner will randomly determine which of the standard deployment maps shown in the main rulebook (pg. 216-217) will be used and then chooses their deployment zone.
3.) Place objectives as explained under the objective placement rules.
4.) Each team must choose 3 secondary objectives from the secondary objectives list on pg. 3 and record them on their scoresheet. Teams reveal these simultaneously.
5.) The team who did not choose deployment zones from step 2 may choose who deploys first.
6.) Teams alternate deploying 1 unit at a time.
7.) Roll off for first turn, the team who finished deploying first gets a +1 modifier to this roll. The winner of the roll off chooses who goes first or second.
8.) The team going second may choose to seize the initiative on a roll of a 6 on a D6. This mission will last a maximum of 6 battle rounds.

OBJECTIVE PLACEMENT - 6 OBJECTIVES

Setup each objective in the centre of each table sixth. Then starting with the team who did not choose deployment sides, both teams must choose an objective to be their home objective.

CRITICAL OBJECTIVE

Control 4 non-home objectives at the end of any team turn. This cannot be achieved on the first and last turns of the game.

PRIMARY OBJECTIVE

<u>Turns 2-6</u>	
These are calculated by the active team at the start of each team turn and will award the victory points shown.	
Objective	VP's
Each objective Controlled (excluding home objectives)	1
Control more objectives than your opponent	1
<u>End Game</u>	
These are calculated at the end of the game .	
Objective	VP's
Each home objective controlled	2
Each objective controlled (excluding home objectives)	1

SECONDARY OBJECTIVE

Choose your 3 secondary objectives from the choice of secondary objectives shown on pg. 3.