



2018

ECHOES OF WAR 2 MISSION PACK

SPONSORS:



22/01/2018

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VALE RENEGADES MISSION RULES

SCORING

Each mission has a primary, secondary and tertiary mission objective. These objectives are scored separately from each other and must be tracked separately as well. The objectives are scored as explained below.

PRIMARY OBJECTIVE

This is the end game objective and must only be calculated at the end of the game. Each player must add up their primary points by following the rules laid out in each mission. Then using the scoresheet provided by the tournament organisers they must work out the differential and record their appropriate mission points. The primary objective is worth between 0 and 12 mission points.

SECONDARY OBJECTIVE

This is the progressive objective and must be recorded throughout the game. Each player must record the maelstrom points they earn each turn as explained on each mission sheet (using the gaming aides provided in their player packs if they wish), then once the game is finished they must record their totals and work out the differential between each players score. This must then be used to identify both players' mission points' score using the scoresheet provided by the tournament organisers. The secondary objective is worth between 0 and 12 mission points.

TERTIARY OBJECTIVE

The tertiary objective is power level kill points, which are worth between 0 and 6 mission points. When a unit is destroyed during a game they are worth their cost in power level as kill points. Each player must record their kill points throughout each round and at the end of each game total up each other's scores. The differential from these scores will determine how many mission points each player scores (we have included your full army lists in your player packs to make calculating this easier). An example is shown below:

Example:

Player A has killed a conscript unit, a commissar and a leman russ, the conscripts are power level 3, the commissar is power level 2 and the leman russ is power level 11, therefore player A would score a total of 16 kill points.

MAELSTROM SUDDEN DEATH OBJECTIVE

If at the end of any battle round a player is 3 or more maelstrom points ahead of their opponent, they **may** choose to trigger the maelstrom sudden death objective. If triggered then the following battle round will be the last battle round and the game will be prematurely ended, all other scores will be calculated as normal as if the following battle round was the last.

TABLING YOUR OPPONENT

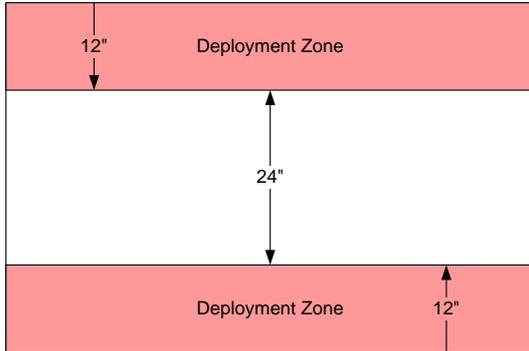
If a player is tabled then the game ends at the end of the current battle round. The primary and tertiary objectives are scored as normal with the current battle round being the last. The secondary objective is scored as normal but the player who achieved the tabling scores additional maelstrom points depending on the tabling turn number, these are as follows:

Turn Number	1	2	3	4	5	6	7
Maelstrom Points	7	6	5	4	3	2	1

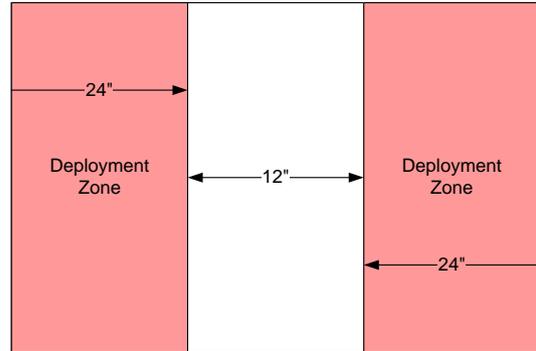
Note: The player who was tabled **does** still score their maelstrom points they had scored throughout the game.

DEPLOYMENT MAPS

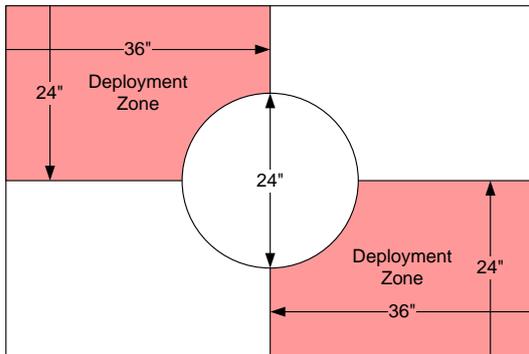
Map 1



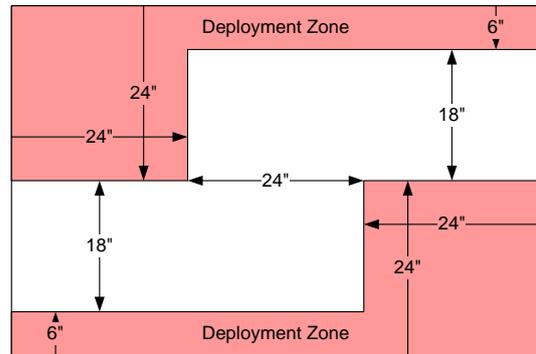
Map 2



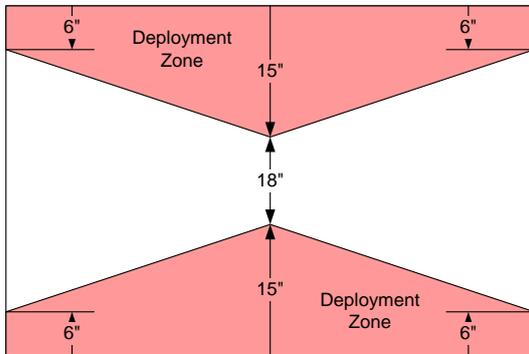
Map 3



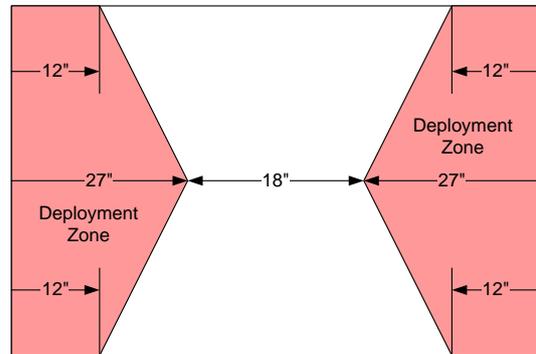
Map 4



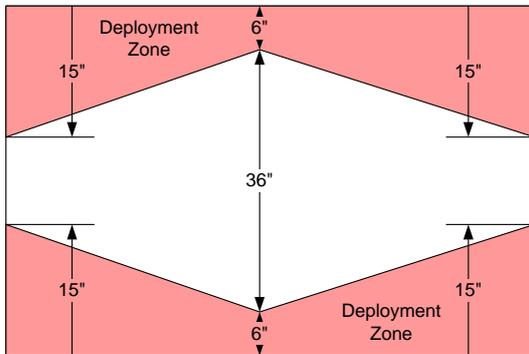
Map 5



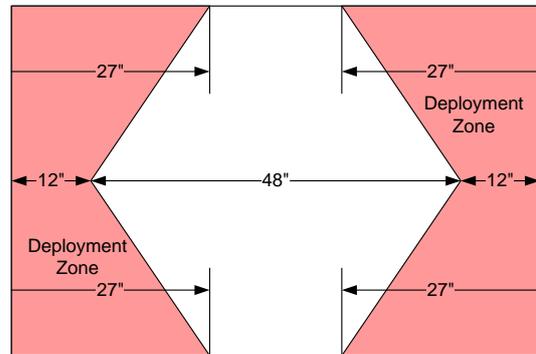
Map 6



Map 7



Map 8



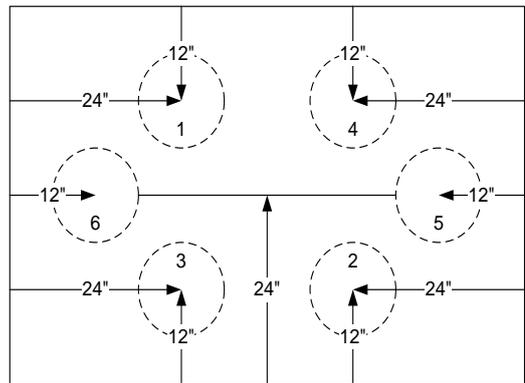
MISSION 1 - CLEANSE AND CONTROL

PRE-GAME SETUP

1.) Place objectives as explained under the objective placement rules.	7.) Players alternate deploying 1 unit at a time. The player who finishes deploying first adds +1 to their first turn roll.
2.) Pick warlord traits and psychic powers.	
3.) Roll off for choosing deployment map, the winner may choose from maps 1 + 7.	8.) Roll off for first turn (applying the above modifier). The winner of the roll off chooses who goes first or second. Variable game length is used as described in the rulebook.
4.) Roll for deployment sides, the winner may decide who chooses table sides to deploy on.	
5.) The player who did not choose deployment sides may choose who deploys first.	9.) The player going second may choose to seize the initiative on a roll of a 6 on a D6.

OBJECTIVE PLACEMENT

The layout to the right shows 6 circles each with an objective number in, these circles are 6" in radius measured from the centre points shown. Firstly place each objective in the centre of each circle as shown, and then players must roll off to determine who will set the first objective. Starting with the player who won the roll off players will then take it in turns to set a chosen objective. Setting an objective is done by picking an objective not already set and moving it to anywhere within the 6" circle it is within, ensuring that it remains wholly within the circle and 12" away from any other objective or 6" of any board edge.



PRIMARY OBJECTIVE

At the end of the game you score primary points for the following objectives achieved. Use the scoresheet to determine the final mission points each player scores for the primary objective.

Objective	Primary Points
Each objective controlled	3
Each opposing elites choice destroyed	1

SECONDARY OBJECTIVE

At the start of every player turn the active player must check to see if they have achieved any of their secondary objectives and record them where necessary, then they must roll 3D6 and pick 1 objective from each of the tables below. If a player wishes they may choose to keep **one** of their objectives from the previous turn and carry it over for this round, but only if they failed to achieve it last turn.

Secondary Table 1		Secondary Table 2	
D6	Objective	D6	Objective
1	Secure objective 1	1	Secure 2 odd numbered objectives
2	Secure objective 2	2	Kill an enemy unit
3	Secure objective 3	3	Have a unit at least partially in your opponents deployment zone
4	Secure objective 4	4	Have the most models within 6" of the centre of the board
5	Secure objective 5	5	Kill an enemy unit
6	Secure objective 6	6	Secure 2 even numbered objectives

TERTIARY OBJECTIVE

Power Level Kill points - See mission rules (pg.2) for a detailed explanation. During and at the end of the game ensure that you record your kill points scored.

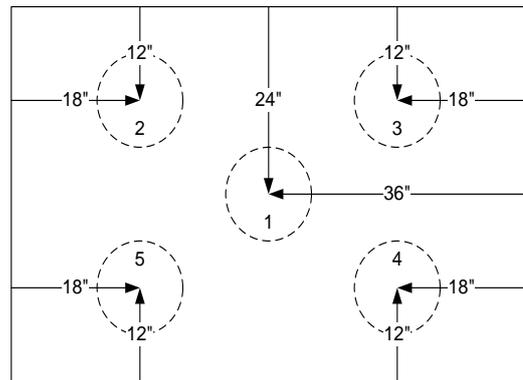
MISSION 2 - THE RELIC

PRE-GAME SETUP

2.) Place objectives as explained under the objective placement rules.	8.) Players alternate deploying 1 unit at a time. The player who finishes deploying first adds +1 to their first turn roll.
3.) Pick warlord traits and psychic powers.	
4.) Roll off for choosing deployment map, the winner may choose from maps 3 + 4.	9.) Roll off for first turn (applying the above modifier). The winner of the roll off chooses who goes first or second. Variable game length is used as described in the rulebook.
5.) Roll for deployment sides, the winner may decide who chooses table sides to deploy on.	
6.) The player who did not choose deployment sides may choose who deploys first.	10.) The player going second may choose to seize the initiative on a roll of a 6 on a D6.

OBJECTIVE PLACEMENT

The layout to the right shows 6 circles each with an objective number in, these circles are 6" in radius measured from the centre points shown. Firstly place each objective in the centre of each circle as shown, and then players must roll off to determine who will set the first objective. Starting with the player who won the roll off players will then take it in turns to set a chosen objective. Setting an objective is done by picking an objective not already set and moving it to anywhere within the 6" circle it is within, ensuring that it remains wholly within the circle and 12" away from any other objective or 6" of any board edge.



PRIMARY OBJECTIVE

At the end of the game you score primary points for the following objectives achieved. Use the scoresheet to determine the final mission points each player scores for the primary objective.

Objective	Primary Points
Controlling the relic (Objective 1, the relic may NOT be moved)	7
Controlling an away objective (objective in opposing player's deployment zone)	4
Each focal point controlled (objective outside both player's deployment zones)	3
Controlling a home objective (objective in your own deployment zone)	2

SECONDARY OBJECTIVE

At the start of every player turn the active player must check to see if they have achieved any of their secondary objectives and record them where necessary, then they must roll 3D6 and pick 1 objective from each of the tables below. If a player wishes they may choose to keep one of their objectives from the previous turn and carry it over for this round, but only if they failed to achieve it last turn.

Secondary Table 1		Secondary Table 2	
D6	Objective	D6	Objective
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3	Secure objective 3	3	Have a unit at least partially in your opponents deployment zone
4	Secure objective 4	4	Have the most models within 6" of the centre of the board
5	Secure objective 5	5	Kill an enemy unit
6	Secure objective 1	6	Secure 2 even numbered objectives

TERTIARY OBJECTIVE

Power Level Kill points - See mission rules (pg.2) for a detailed explanation. During and at the end of the game ensure that you record your kill points scored.

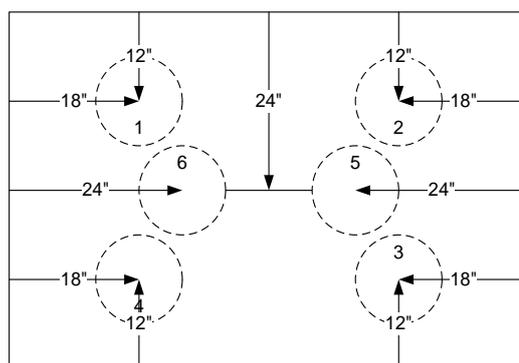
MISSION 3 - COMMAND STRIKE

PRE-GAME SETUP

3.) Place objectives as explained under the objective placement rules.	9.) Players alternate deploying 1 unit at a time. The player who finishes deploying first adds +1 to their first turn roll.
4.) Pick warlord traits and psychic powers.	
5.) Roll off for choosing deployment map, the winner may choose from maps 2 + 6.	10.) Roll off for first turn (applying the above modifier). The winner of the roll off chooses who goes first or second. Variable game length is used as described in the rulebook.
6.) Roll for deployment sides, the winner may decide who chooses table sides to deploy on.	
7.) The player who did not choose deployment sides may choose who deploys first.	11.) The player going second may choose to seize the initiative on a roll of a 6 on a D6.

OBJECTIVE PLACEMENT

The layout to the right shows 6 circles each with an objective number in, these circles are 6" in radius measured from the centre points shown. Firstly place each objective in the centre of each circle as shown, and then players must roll off to determine who will set the first objective. Starting with the player who won the roll off players will then take it in turns to set a chosen objective. Setting an objective is done by picking an objective not already set and moving it to anywhere within the 6" circle it is within, ensuring that it remains wholly within the circle and 12" away from any other objective or 6" of any board edge.



PRIMARY OBJECTIVE

At the end of the game you score primary points for the following objectives achieved. Use the scoresheet to determine the final mission points each player scores for the primary objective.

Objective	Primary Points
Each objective controlled	3
Each opposing HQ choice destroyed	1

SECONDARY OBJECTIVE

At the start of every player turn the active player must check to see if they have achieved any of their secondary objectives and record them where necessary, then they must roll 3D6 and pick 1 objective from each of the tables below. If a player wishes they may choose to keep one of their objectives from the previous turn and carry it over for this round, but only if they failed to achieve it last turn.

Secondary Table 1		Secondary Table 2	
D6	Objective	D6	Objective
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4	Secure objective 4	4	Have the most models within 6" of the centre of the board
5	Secure objective 5	5	Kill an enemy unit
6	Secure objective 6	6	Secure 2 even numbered objectives

TERTIARY OBJECTIVE

Power Level Kill points - See mission rules (pg.2) for a detailed explanation. During and at the end of the game ensure that you record your kill points scored.

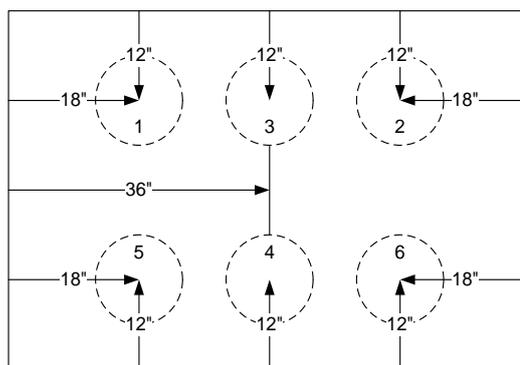
MISSION 4 - THE SCOURING

PRE-GAME SETUP

4.) Place objectives as explained under the objective placement rules.	10.) Players alternate deploying 1 unit at a time. The player who finishes deploying first adds +1 to their first turn roll.
5.) Pick warlord traits and psychic powers.	
6.) Roll off for choosing deployment map, the winner may choose from maps 2 + 8.	11.) Roll off for first turn (applying the above modifier). The winner of the roll off chooses who goes first or second. Variable game length is used as described in the rulebook.
7.) Roll for deployment sides, the winner may decide who chooses table sides to deploy on.	
8.) The player who did not choose deployment sides may choose who deploys first.	12.) The player going second may choose to seize the initiative on a roll of a 6 on a D6.

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PRIMARY OBJECTIVE

At the end of the game you score primary points for the following objectives achieved. Use the scoresheet to determine the final mission points each player scores for the primary objective.

Objective	Primary Points
Controlling objective 2 or 5	1
Controlling objective 3 or 4	3
Controlling objective 1 or 6	5
Each opposing fast attack choice destroyed	1

SECONDARY OBJECTIVE

At the start of every player turn the active player must check to see if they have achieved any of their secondary objectives and record them where necessary, then they must roll 3D6 and pick 1 objective from each of the tables below. If a player wishes they may choose to keep one of their objectives from the previous turn and carry it over for this round, but only if they failed to achieve it last turn.

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TERTIARY OBJECTIVE

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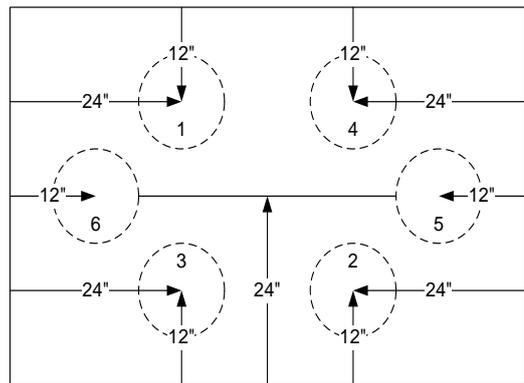
MISSION 5 - BIG GAME HUNTER

PRE-GAME SETUP

5.) Place objectives as explained under the objective placement rules.	11.) Players alternate deploying 1 unit at a time. The player who finishes deploying first adds +1 to their first turn roll.
6.) Pick warlord traits and psychic powers.	
7.) Roll off for choosing deployment map, the winner may choose from maps 1 + 5.	12.) Roll off for first turn (applying the above modifier). The winner of the roll off chooses who goes first or second. Variable game length is used as described in the rulebook.
8.) Roll for deployment sides, the winner may decide who chooses table sides to deploy on.	
9.) The player who did not choose deployment sides may choose who deploys first.	13.) The player going second may choose to seize the initiative on a roll of a 6 on a D6.

OBJECTIVE PLACEMENT

The layout to the right shows 6 circles each with an objective number in, these circles are 6" in radius measured from the centre points shown. Firstly place each objective in the centre of each circle as shown, and then players must roll off to determine who will set the first objective. Starting with the player who won the roll off players will then take it in turns to set a chosen objective. Setting an objective is done by picking an objective not already set and moving it to anywhere within the 6" circle it is within, ensuring that it remains wholly within the circle and 12" away from any other objective or 6" of any board edge.



PRIMARY OBJECTIVE

At the end of the game you score primary points for the following objectives achieved. Use the scoresheet to determine the final mission points each player scores for the primary objective.

Objective	Primary Points
Each objective controlled	3
Each opposing heavy support choice destroyed	1

SECONDARY OBJECTIVE

At the start of every player turn the active player must check to see if they have achieved any of their secondary objectives and record them where necessary, then they must roll 3D6 and pick 1 objective from each of the tables below. If a player wishes they may choose to keep one of their objectives from the previous turn and carry it over for this round, but only if they failed to achieve it last turn.

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TERTIARY OBJECTIVE

Power Level Kill points - See mission rules (pg.2) for a detailed explanation. During and at the end of the game ensure that you record your kill points scored.