

2018

**SEEDS OF DESTRUCTION 3
MISSION PACK**



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 player with the most victory points will be the winning player and the other player the losing player. The losing players' victory points total is deducted from the winning players' victory points total to get the victory points differential. This is then used to determine the mission points each player will score. The maximum mission points a player may score is 20 and the lowest a player may score is 0.

PRIMARY OBJECTIVE

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

CONTROLLING TABLE QUARTERS

A table quarter is controlled by having more units wholly within a table quarter than your opponent. In the case of a draw, the player with the most models in a table quarter will control the table quarter. For the purposes of controlling table quarters, objective secured type units (TROOPS and models with similar special rules) count as 2 units and objective secured models count as 2 models.

CONTROLLING OBJECTIVES

An objective is controlled by having more models within 3" of an objective than your opponent.

SECONDARY OBJECTIVE

This objective is chosen by the players during the pre-game setup and must be recorded throughout the game. Each player 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 player 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 player'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 player and once achieved is no longer available. This objective is scored immediately and the victory points awarded are added/subtracted at the end of the game. Each mission will explain how to score this objective and it is worth +3 victory points to the player who achieves it and -3 victory points to their opponent.

TABLING YOUR OPPONENT

If a player is tabled then the game ends immediately with the current battle round counted as the last. In addition to this the player who achieved the tabling will score all end game objectives and will gain +3 victory points and their opponent will be applied -3 victory points. Note: The player who was tabled **does** still score the victory points they had scored throughout the game.

CONCEDING

If a player concedes during turns 1-4, their opponent will score a full mission point victory (20-0). If they concede with 2 or less turns remaining, then they count as achieving both the critical objective and a tabling, whilst also scoring all end game objectives available to them. 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

*Secondaries marked with an asterisk may not earn points from more than one secondary mission for destroying any one unit. If such a unit would award points for multiple secondaries, you must decide which it scores at the time it is destroyed. For example, if you chose Marked for Death and Big Game Hunter, and marked an enemy Rhino, you must decide which Secondary Mission you earn a single point for when you destroy it.

NOTE: Each secondary objective is worth a maximum of 4 victory points each, meaning that the secondary objective is worth between 0 and 12 victory points and may never exceed that.

1	*Headhunter	Score 1 victory point for each enemy Character killed.
2	*Kingslayer	Choose an enemy model that is a Character . Score 1 victory point for every 2 wounds of damage it loses, cumulatively. <ul style="list-style-type: none"> - In the instance where a Character may regenerate wounds or resurrect during the course of the game, total wounds it loses over the course of the game are counted towards this mission. - If the model selected has the Character and Vehicle or Monster keywords, you score 1 victory point for every 4 wounds it loses instead of 1 victory point for every 2 wounds it loses. - If the Character is also your opponent's Warlord, score 1 additional victory point if it is destroyed. - For the purposes of this mission, Celestine and her Geminae are treated as a single model. Any wounds dealt to her or her Geminae count for this mission.
3	The Reaper	Score 1 victory point for every 20 enemy models you kill. <ul style="list-style-type: none"> - You count each model when they are destroyed. In the instance of models coming back into play after being destroyed during the course of a game, you may count them each time they are destroyed.
4	*Big Game Hunter	Score 1 victory point for each enemy unit with the Vehicle or Monster keyword destroyed.
5	Behind Enemy Lines	Score 1 victory point if at least one of your units is wholly within the enemy Deployment Zone at the start of your turn. A unit is wholly within if every model in the unit is at least partially in the enemy Deployment Zone.
6	Butcher's Bill	Score 1 victory point for each time you destroy 2+ enemy units during a player turn.
7	Recon	Score 1 victory point if you have a unit at least partially in each table quarter at the end of your player turn. A unit may only count as being in one table quarter at a time for the purposes of this rule.
8	Old School	Score 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.
9	*Marked for Death	Choose 4 of your opponent's units with a Power Level of 7+, you score 1 victory point for each of these units destroyed. <ul style="list-style-type: none"> - In order to score this point against a unit that splits into multiple units during the course of play, you must destroy each individual component unit. If a unit joins with another unit during the course of play, to earn this point you must destroy the entire conjoined unit.
10	*Titan Slayers	For every 8 wounds lost by enemy units with the Titanic keyword in total throughout the course of the game, score 1 victory point. You may choose when to count wounds dealt to any one Titanic model but as soon as you do, that model will no longer yield points for any other non-stacking secondary mission. <i>Example: One enemy Titanic model loses 4 wounds on turn 1, and a different enemy Titanic unit loses 12 wounds on turn 2 for a total of 16 wounds lost in total to enemy Titanic models. You choose to count those wounds and earn 2 victory points towards this objective but neither of those Titanic units may give up victory points for other non-stacking secondary missions.</i>

MISSION 1 - POWER STRUGGLE

PRE-GAME SETUP

1.) Both players 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 player must choose 3 secondary objectives from the secondary objectives list on pg. 3 and record them on their scoresheet. Players reveal these simultaneously.
5.) The player who did not choose deployment zones from step 2 may choose who deploys first.
6.) Players alternate deploying 1 unit at a time.
7.) Roll off for first turn, the player 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 player 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 players then deploy 1 objective anywhere in their deployment zone (these objectives are the respective players' home objectives), starting with the player who chose deployment sides. 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 player 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 player at the start of each player 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 players 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 player must choose 3 secondary objectives from the secondary objectives list on pg. 3 and record them on their scoresheet. Players reveal these simultaneously.
5.) The player who did not choose deployment zones from step 2 may choose who deploys first.
6.) Players alternate deploying 1 unit at a time.
7.) Roll off for first turn, the player 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 player 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 player's deployment zone starting with the player 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 player 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 player at the start of each player turn and will award the victory points shown.	
Objective	VP's
Each table quarter controlled	1
Control the Relic	1
<u>End Game</u>	
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 - LEAD FROM THE FRONT

PRE-GAME SETUP

1.) Both players 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 player must choose 3 secondary objectives from the secondary objectives list on pg. 3 and record them on their scoresheet. Players reveal these simultaneously.
5.) The player who did not choose deployment zones from step 2 may choose who deploys first.
6.) Players alternate deploying 1 unit at a time.
7.) Roll off for first turn, the player 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 player 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 4 objectives in the centre of each table quarter.

CRITICAL OBJECTIVE

Control all 4 objectives at the end of any player 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 player at the start of each player turn and will award the victory points shown.	
Objective	VP's
Each table quarter controlled	1
Control more table quarters than your opponent	1
End Game	
These are calculated at the end of the game .	
Objective	VP's
Each objective controlled	2

SECONDARY OBJECTIVE

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

MISSION 4 - SABOTAGE

PRE-GAME SETUP

1.) Both players 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 player must choose 3 secondary objectives from the secondary objectives list on pg. 3 and record them on their scoresheet. Players reveal these simultaneously.
5.) The player who did not choose deployment zones from step 2 may choose who deploys first.
6.) Players alternate deploying 1 unit at a time.
7.) Roll off for first turn, the player 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 player 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

Starting with the player who chose deployment sides each player will setup 1 objective in their deployment zones, and a further 1 objective within their table half but outside their deployment zone. All objectives must be 18" away from each other and 6" from any board edge.

SABOTAGING/DEFUSING AN OBJECTIVE

Each objective placed by your opponent can be sabotaged and each objective placed by yourself can be defused if your opponent has sabotaged it already. To sabotage/defuse an objective you must control an objective at the end of any player turn (that is not during the first or last battle round) and must declare that you are sabotaging/defusing that objective (once an objective is sabotaged place a marker on it). If multiple objectives are sabotaged/defused on the same turn, the active player will choose the order in which they happen.

CRITICAL OBJECTIVE

Sabotage all of your opponents' objectives (an objective placed by your opponent). This cannot be achieved on the first and last turns of the game.

PRIMARY OBJECTIVE

Turns 2-6	
These are calculated by the active player at the start of each player 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
Each objective controlled	1
Each objective sabotaged	2

SECONDARY OBJECTIVE

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

MISSION 5 - WARZONE

PRE-GAME SETUP

1.) Both players 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 player must choose 3 secondary objectives from the secondary objectives list on pg. 3 and record them on their scoresheet. Players reveal these simultaneously.
5.) The player who did not choose deployment zones from step 2 may choose who deploys first.
6.) Players alternate deploying 1 unit at a time.
7.) Roll off for first turn, the player 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 player 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 player who did not choose deployment sides, both players must choose an objective to be their home objective.

CRITICAL OBJECTIVE

Control 4 non-home objectives at the end of any player 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 player at the start of each player turn and will award the victory points shown.	
Objective	VP's
Each objective controlled	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.