



Vale Renegades – Narrative Campaigns Strategy Points – Round 2



This pack explains how Strategy Points are used in Narrative Campaigns to increase the abilities of your army, or block your opponent's abilities. The pack contains the rules for strategy points (page 2), a list of the strategies you can use (pages 3-7), and some reference guided that you can print off and use for your games (pages 8-9).

For Round 2 some new strategies are available to players – you will see a  symbol next to these strategies.

The overall goal of strategy points is to reward those who play in a narrative way. A general who focuses on the goals they been set will earn new strategies to use in future games. Generals who ignore their goals will find their abilities are limited. Players will find strategy points restrict the number of formations you can take, and reward those who don't take formations at all by giving them abilities to use within each game.

Each round new strategies will be unlocked, allowing you to use different units / special rules. It's wise, therefore, to try and ensure you have strategy points left at the end of Round 2.

Strategy points work in a similar way to Psychic Powers. As with Psychic Powers you can use Strategy Points to provide abilities to your army and as with Psychic Powers your opponent will have an opportunity to try and prevent your using those abilities. However, unlike Psychic Powers, strategy points can be used at various points during a game and there's no rolling to determine if a strategy goes off, or if it's blocked – these happen automatically when you spend the required amount of Strategy Points.

Round 2 Strategy Points

All players keep any strategy points they have left over at the end of Round 1. In addition, at the start of Round 2, players will earn a number of additional strategy points depending on which Alliance they belong to. These have been allocated based on how successful each Alliance has been when achieving their Round 1 goals.

Tyrannid Alliance – earn 5 strategy points

Imperium Alliance – earn 4 strategy points

Tau/Eldar Alliance – earn 3 strategy points

Chaos – earn 3 strategy points

Tracking Strategy Points

There are a few ways you can keep track of Strategy Points. In **Appendix B** (page 9) you'll find a reference sheet you can use to calculate your strategy points for each game, as you go along, based on the 6 steps, below. However, you may find it easier to track strategy points with a tool we're all familiar with – dice! Just like many players do in the Psychic Phase, keep some dice to one side / in a corner of the battlefield to represent the strategy points you have. You could turn the dice to show the number of strategy points you have, but it's probably easy to have 1 dice per strategy point (you might also want to use counters). The descriptions below assume you are using 1 dice per strategy point.

Strategy Points are not transferrable between Alliances. If a player wishes to change their Alliance, they lose all the existing strategy points and must start from 0, unless they are doing this at the start of a new Round, in which case they are allowed to take the strategy points that Alliance has earned that round.

Strategy Points – step by step

1. At the start of the game determine how many strategy points you have and place that many dice in your strategy point pool.
The number of strategy points you start with will usually equal the number of points you ended the last game with, but **on your first game of the round, you will have earned a number of new strategy points, depending on which Alliance you are playing for.**
There's a score sheet in **Appendix A** (page 8) which you can print off to record how many strategy points you have at the start and end of each game, as well as how many strategy points you have at the start of each round.
2. Determine if you've paid any strategy points in building your army (see **Spending Strategy Points in Army Construction** on page 3). If you have, remove that many dice from your strategy point pool.
3. Determine if you've earned any strategy points in building your army (see **Earning Strategy Points when Building your Army** on page 4). If you have, add that many dice to your strategy point pool.
4. During the game you will have the opportunity to spend strategy points either for your own army, or to block your opponent's strategies (see **Spending Strategy Points during the Game** on page 5). If you use any strategies during the game remove a dice from your strategy point pool every time you use a strategy point.
5. Once the game is over, you will earn strategy points depending on how well you performed in the game (see **Earning Strategy Points at the end of a Game** on page 7). For each strategy point you earn add a dice to your strategy point pool.
6. Finally count up the number of strategy points you have in your pool and write this number in the "post game" box for the game you are playing on the Strategy Points score sheet (**Appendix B** – page 8). This will usually be the number of strategy points you start the next game with (see step 1).

Step 2: Spending Strategy Points in Army Construction

Strategy Points must be spent in order to allow any of the following in your army. If you don't have the strategy points to spend, then you won't be able to use all the characters, factions and formations you want to. Bear this in mind as you construct your army.

| Army Composition Strategy | Strategy Points required to unlock |
|---|---|
| <p>Use a named, unique named character (they can't be everywhere, you know!)</p> <p>Note you do not have to spend a strategy point to include a Harlequin Solitaire.</p> | 1 Strategy point |
| <p>Use a force from more than one faction</p> <p>For clarification where a single book provides multiple different army lists these are considered separate factions. E.g. <i>Ultramarines</i> are a different faction to <i>Imperial Fists</i>; <i>Death Guard</i> are a different faction to <i>Word Bearers</i>.</p> | <p>1 Strategy point for every faction after the first</p> <p>E.g. <i>An army that includes Ultramarines and Imperial Fists would cost 1 strategy point. An Army that includes Death Guard, Word Bearers and Chaos Daemons would cost 2 strategy points.</i></p> |
| <p>Include a formation</p> | <p>2 Strategy points per formation rule (not restriction) given by the formation. A formation rule with either be a universal special rule (USR) or a unique rule with its own description. The name of each USR or unique rule is usually given in Bold.</p> <p>E.g. <i>the Necron Canoptek Harvest formation gives the USRs Move Through Cover and Relentless as well as the unique rule Adaptive Subroutines. As this formation gives 3 formation rules in total it costs 6 strategy points to include in your army.</i></p> <p>You need not pay the cost if the rule cannot be used (e.g. some rules require the formation to include certain units to benefit)</p> |
| <p>Use a squadron (usually of vehicles or monstrous creatures) which provides a special benefit if the number of models equals or exceeds a certain value (e.g. 3 Space Marine Vindicators or a Death from the Skies Flyer Wing)</p> | <p>1 strategy point per special rule given by the squadron, if the squadron contains the required number of models to earn that special rule</p> <p>E.g. <i>a squadron of 3 Whirlwinds gains the Suppressive Bombardment special rule if there are 3 or more models in the unit and this would cost 1 strategy point.</i></p> |

Note that strategy point costs can stack.

For example, *the Hammer of Caliban Dark Angels formation gives the formation 4 formation rules, but also requires a squadron of 3 vehicles which itself gains a special rule. Therefore, taking this formation will cost 9 strategy points in total.*

Step 3: Earning Strategy Points when Building your Army

A well-constructed army may earn you additional strategy points for use in your game. However, note that strategy points earned in army construction cannot be used in the build or your army. For example, if you start the game with 0 strategy points, and unlock 1 strategy point in building my army, that would not allow you to immediately use that strategy point in your army – for example by including a Special Character.

Strategy Points earned for army construction. These only apply in standard 40k games. Games of Kill Team and Zone Mortalis are not standard games, and so no strategy points can be earned from these games.

For standard games – **a player can only score one of the following:**

| Army Composition | Strategy Points Earned |
|---|-------------------------------|
| If your army contains 1 or more force-organisation-chart-based detachments* but also includes 1 or more formations. <i>E.g. 1 CAD and 1 formation</i> | 1 Strategy Point |
| If your army contains more than 1 force-organisation-chart-based detachments* and no formations. <i>E.g. 1 CAD, 1 Allied Detachment and 0 formations</i> | 2 Strategy Points |
| If your army is entirely built using 1 force-organisation-chart-based detachment* and no formations. <i>E.g. 1 CAD</i> | 3 Strategy Points |

A player who builds their army using formations only, will not earn any Strategy Points for Army Construction

* A force-organisation-chart detachment will provide a number of “slots” per unit type (HQ, Elite, Troops, Fast Attack, Heavy Support, Lord of War, Fortifications). Some detachments may not permit all slots. It will also state a minimum number of slots that must be taken. The most common force-organisation-chart detachments are the Combined Arms Detachment (CAD) and the Allied Detachment. However, some scenarios and armies have their own unique force-organisation-chart-based detachments e.g. the Ravenwing Strike Force and the Zone Mortalis Defenders detachment.

Step 4: Spending Strategy Points during the game

Strategy Points can be spent in-game to provide bonuses for your army or they can be used to block your opponent's strategies.

There is a section for each type of strategy, below. Remember that in Warhammer 40,000 a dice can only be re-rolled once (unless specifically stated, such as when both players roll the same result in a roll-off).

Blocking Strategies

Strategies played in the game can be **Blocked**.

When your opponent declares they are using a strategy during the game, you may declare that you are blocking the strategy before any dice are rolled. Your opponent must give you the opportunity to block a strategy. If they fail to do so, you may block the strategy even after dice have been rolled.

Blocking a Strategy costs 1 more strategy point than the cost of the strategy being played. When this is used, the strategy cannot be used, but the player who declared the strategy must still pay the cost for the strategy, as well as the player who blocks the strategy.

For example: your opponent declares they are playing a strategy worth 2 strategy points. Before any dice are rolled you are given the opportunity to block that strategy. To do this will cost you 3 strategy points. If a block is declared, your opponent loses 2 strategy points and you will lose 3 strategy points. Both players remove these dice from their strategy point pool.

In-game strategies

| In Game Strategy | When Used | Cost to use | Cost to Block |
|---|---|-------------------|-------------------|
|  Give 1 Unit in your army Objective Secured – may not be a HQ or Lord of War. Max 1 per game | Before the player who is deploying first, deploys any units. | 2 Strategy Points | 3 Strategy Points |
|  Re-roll the dice for Night Fighting. If both players wish to change the result then, for a cost of 1 strategy point each, the result can be automatically changed, without needing to roll. | Immediately after the roll for Night-Fighting has been made | 1 Strategy Point | 2 Strategy Points |
|  Extend Night Fighting to last until the end of turn 2 | Immediately after Night Fighting has been successfully rolled for (or declared if one player has an ability to auto-choose if it is Night Fighting) | 1 Strategy Point | 2 Strategy Points |
| Fortify – select a single piece of terrain. A model that gain a cover save from that piece of terrain during the game (friend or foe) adds +1 to that model's cover save. Max 3 per game. You may not Fortify a piece of terrain that has had its cover save already improved. | After table sides have been determined, but before any models are deployed | 1 Strategy Point | 2 Strategy Points |
| Re-roll one of your reserve rolls (passed or failed) Max 1 per turn | Immediately after a reserve roll has been made | 1 Strategy Point | 2 Strategy Points |
| Re-roll table edge for Outflank for one of your units Max 1 per turn | Immediately after an outflank roll has been made. | 1 Strategy Point | 2 Strategy Points |
| Re-roll a deep strike scatter roll for one of your units Max 1 per turn | Immediately after a scatter has been rolled and the player has had a chance to determine the impact of the scatter. | 1 Strategy Point | 2 Strategy Points |
|  Auto "Hit" on a deep strike scatter – no need to Scatter Max 1 per turn | Immediately before a deep strike scatter is rolled | 2 Strategy Points | 3 Strategy Points |
| Re-roll a deep strike mishap result for one of your units Max 1 per turn | Immediately after a deep strike mishap roll has been made | 1 Strategy Point | 2 Strategy Points |

| In Game Strategy | When Used | Cost to use | Cost to Block | | | | | | | | |
|---|--|-------------------|--|-------|----------|---|---|--|---|-------------------|-------------------|
| Discard a tactical objective that you have drawn and draw a new one Max 1 per turn | Immediately after all new tactical objectives have been drawn for that turn. | 1 Strategy Point | 2 Strategy Points | | | | | | | | |
| Give one of your units Preferred Enemy (everything) for the duration of a single phase Max 1 per phase | At any point during the phase. May not affect any dice already rolled. | 2 Strategy Points | 3 Strategy Points | | | | | | | | |
| Artillery Strike A single attack with the following profile. <table border="1" data-bbox="206 507 855 603"> <thead> <tr> <th>Range</th> <th>S</th> <th>AP</th> <th>Rules</th> </tr> </thead> <tbody> <tr> <td>Infinite</td> <td>7</td> <td>4</td> <td>Heavy 2, Barrage, Small Blast, Ordinance, Pinning.</td> </tr> </tbody> </table> Treat as if being fired in-directly, and therefore scatter fully if a Hit is not rolled. Max 1 per turn | Range | S | AP | Rules | Infinite | 7 | 4 | Heavy 2, Barrage, Small Blast, Ordinance, Pinning. | At any point during your shooting phase | 3 Strategy Points | 4 Strategy Points |
| Range | S | AP | Rules | | | | | | | | |
| Infinite | 7 | 4 | Heavy 2, Barrage, Small Blast, Ordinance, Pinning. | | | | | | | | |
| Re-roll dice for variable game length If both players wish to change the result then, for a cost of 1 strategy point each, the result can be automatically changed, without needing to roll. | Immediately after the variable game length dice roll is made | 1 Strategy Point | 2 Strategy Points | | | | | | | | |



Step 5: Earning Strategy Points at the end of a Game

Players will earn strategy points depending on how well they performed in each game played.

| How you Performed | Strategy Points Earned |
|--------------------------|-------------------------------|
| Victory! | 3 Strategy Points |
| A Draw | 2 Strategy Points |
| Defeated | 1 Strategy Point |

Most missions will award additional strategy points for focusing on the specific mission goals, even if you lost the game – e.g. for holding objectives, or including certain units in your army. In Round 2 there's the opportunity to earn 2 additional strategy points per mission.



Appendix A: STRATEGY POINT SCORE SHEET



- At the start of each round, record the number of strategy points you start the round with.
- Before each game, record the number of strategy points you have in the “pre-game” box.
- After the each game is over, record the new total strategy points in the Post-game.

| Round 1 | Game 1 | Game 2 | Game 3 | Game 4 | Game 5 | Game 6 | Game 7 |
|--|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| Starting Points <div style="font-size: 48pt; text-align: center;">10</div> | Pre-Game |
| | 10 | | | | | | |
| | Post-Game |

| Round 2 | Game 1 | Game 2 | Game 3 | Game 4 | Game 5 | Game 6 | Game 7 |
|------------------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| Starting Points | Pre-Game |
| | Post-Game |

| Round 3 | Game 1 | Game 2 | Game 3 | Game 4 | Game 5 | Game 6 | Game 7 |
|------------------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| Starting Points | Pre-Game |
| | Post-Game |

| Grand Finale | Game 1 | Game 2 | Game 3 | Game 4 | Game 5 | Game 6 | Game 7 |
|------------------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| Starting Points | Pre-Game |
| | Post-Game |



Appendix B: STRATEGY POINT REFERENCE



| | |
|--|--|
| 1: Strategy Points at the start of the game. | |
|--|--|

2: Strategy Points Spent in Army Construction

| | |
|--|--------------|
| Does your Army include any Special unique named characters If yes, you must spend 1 strategy point per character. | Point Spent: |
| Does your Army include more than 1 faction? If yes, you must spend 1 strategy point for each faction after the first | Point Spent: |
| Does your Army include any Formations? If yes, you must spend 2 strategies points per special rule given by each formation. | Point Spent: |
| Does your Army include any Squadrons which give that squadron any special rules as a result of having a certain number of models (usually 3)? If yes, you must spend 1 strategy point per special rule given | Point Spent: |
| Total Strategy Points after Army Construction | |

3. Strategy Points Earned when Building your Army

| | |
|--|--|
| If your army contains 1 or more force-organisation-chart-based detachments* but also includes 1 or more formations, earn 1 Strategy Point | |
| If your army contains more than 1 force-organisation-chart-based detachments* and no formations, earn 2 Strategy Points | |
| If your army is entirely built using 1 force-organisation-chart-based detachment* and no formations, earn 3 Strategy Points | |
| Total Strategy Points After Building your Army | |

4. In-Game Strategies (you can use a tally  if you want to keep track of this here, during the game)

| | Cost to use/ block | Strategy Points Spent to use | Strategy Points Spent to Block | | | | | | | | |
|---|--------------------|------------------------------|--|-------|----------|---|---|--|-------|--|--|
| Give Objective Secured to 1 unit (not HQ or Lord of War) <i>Max 1 per game</i> | 2 / 3 | | | | | | | | | | |
| Re-roll the dice for Night Fighting. | 1 / 2 | | | | | | | | | | |
| Extend Night Fighting to last until the end of Turn 2 | 1 / 2 | | | | | | | | | | |
| Fortify – select a single piece of terrain to improve its cover save by +1 <i>Max 3 per game</i> | 1 / 2 | | | | | | | | | | |
| Re-roll one of your reserve rolls (passed or failed) <i>Max 1 per turn</i> | 1 / 2 | | | | | | | | | | |
| Re-roll table edge for Outflank for one of your units <i>Max 1 per turn</i> | 1 / 2 | | | | | | | | | | |
| Auto 'Hit' on deep strike scatter <i>Max 1 per turn</i> | 2 / 3 | | | | | | | | | | |
| Re-roll a deep strike scatter roll for one of your units <i>Max 1 per turn</i> | 1 / 2 | | | | | | | | | | |
| Re-roll a deep strike mishap result for one of your units <i>Max 1 per turn</i> | 1 / 2 | | | | | | | | | | |
| Discard a tactical objective that you have drawn and draw a new one <i>Max 1 per turn</i> | 1 / 2 | | | | | | | | | | |
| Give one of your units Preferred Enemy (everything) for the duration of a single phase <i>Max 1 per phase</i> | 2 / 3 | | | | | | | | | | |
| A single attack with the following profile. <table border="1" data-bbox="209 952 823 1077"> <thead> <tr> <th>Range</th> <th>S</th> <th>AP</th> <th>Rules</th> </tr> </thead> <tbody> <tr> <td>Infinite</td> <td>7</td> <td>4</td> <td>Heavy 2, Barrage, Small Blast, Ordinance, Pinning.</td> </tr> </tbody> </table> Treat as if being fired in-directly, and therefore scatter fully if a Hit is not rolled. <i>Max 1 per turn</i> | Range | S | AP | Rules | Infinite | 7 | 4 | Heavy 2, Barrage, Small Blast, Ordinance, Pinning. | 3 / 4 | | |
| Range | S | AP | Rules | | | | | | | | |
| Infinite | 7 | 4 | Heavy 2, Barrage, Small Blast, Ordinance, Pinning. | | | | | | | | |
| Re-roll dice for variable game length | 1 / 2 | | | | | | | | | | |
| Total Strategy Points at the end of the game | | | | | | | | | | | |

5. End of Game Awards

| Result | Victory! +3 | Draw +2 | Defeated! + 1 | Total Earned |
|---|----------------|------------|------------------|--------------|
| Other Points awarded (see mission pack) | | | | /5 |

| | |
|--|--|
| 6: Total Strategy Points for your next game | |
|--|--|