

Vengeance v1.0.0

Missions

Primary (15pts) – Vengeance (see below)

Secondary (10pts) – Objectives (D3+2). Place using normal rules (pg. 121), and claiming them using normal rules (pg. 123).

Tertiary (5pts) – Table quarters. Have more scoring units wholly in a table quarter than the opponent to claim each quarter.

Quaternary (+1pt) – For each unit of yours valued at 3 KPs or more alive at the end of the game. See Vengeance noted below regarding unit KP value.

Vengeance

This is kill points (KP), with the following modification. For every kill point a unit gains it becomes valued at an additional kill point. Example, Squad A kills off 3 enemy units and so Squad A is now valued at 4 kill points (1 normally + 3 for each KP they gained). If an enemy unit kills off Squad A then that player gains 4 KP and the unit becomes worth 2 KP themselves (1 normally + 1 KP for killing Squad A).

To be clear, whatever unit landed the killing blow that eliminated an enemy unit is the unit that becomes valued an additional KP. This includes an IC attached to a squad. If the IC landed the killing blow then the IC is valued higher, not the squad. Additionally, whatever unit that last shot at an enemy unit which failed morale and ran off the board, or was considered destroyed at the end of the game, becomes the unit valued higher.

Additionally, some situations may arise where it's unclear who landed the killing blow. In these situations the unit that has a higher KP value is the unit gains the extra KP. If both units/models are valued the same then your opponent chooses which unit/model gets the KP.

Kill Points

For each enemy unit destroyed you get 1 KP (kill point). ICs and dedicated transports are also worth a KP. Units that have fled off the board, or are fleeing at the end of the game, are worth KP. Also any units in ongoing reserves at the end of the game are also worth KP.

* All objectives are completely impassable. They cannot be moved upon by anything whatsoever, no exceptions.

** If a mission is tied or neither player achieve it, with the exception of the quaternary, then both players split the points for that mission rounding up. Also, If you table your opponent (destroy his/her entire army), then you may use the remaining turns, if there are any left, to achieve the missions. Tabling your opponent is not an automatic win, you still need to accomplish the missions.

Deployment: Vanguard Strike (pg. 119)

Game Length: Standard game length (pg. 122), or time, whichever comes first.

Special Rules: Night Fighting (pg. 124), Reserves (pg. 124)