

Wargaming Rebel Glory-seeker Mission System

Alternate 40k mission format

Glorious missions, glorious games

Version 1.9 - [changes in pink](#)

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Mission summary

- Each battle is composed of several factors and objectives that offers players with ways to accumulate *Victory Points*.
 - The **Primary Mission** defines the table set-up, how armies are deployed and each has a unique way to score victory points.
 - The **Secondary Mission** is chosen by your opponent from two options that you give them, but their decision is kept secret until the end of the third battle round!
 - The **Glory Contest** is an ongoing dispute between players to see who can score the most glory points and can earn a variable amount of extra victory points!
 - **Killing the Warlord**, as usual, also scores victory points.

Primary Mission details

- On each tournament round one global Primary Mission is selected for all players.
- These missions detail their unique deployment, initiative and victory conditions on their mission sheets.
- These missions always have a winner, with detailed tie-breakers in their mission sheet.
- The player that is declared winner of the Primary Mission earns **4 Victory Points**.
- The loser earns no victory points.

Secondary Mission details

- Before the beginning of the first battle round each player must pick two options from the Secondary Mission table and hand their choices to their opponent.
 - Their opponents will then secretly choose and note one of the two presented choices to be valid, the other will be ignored.
 - This choice is kept secret until the start of the fourth battle round, when both players reveal their choice to their opponent.
 - From the fourth battle round and on, any player who meets the requirements of the secondary mission at the game's end (be it on the 4th or 5th round) are considered to have completed their secondary mission.
 - Those that complete their secondary mission earn **3 victory points**.
 - Games that are not completed to end of the fourth battle round are not eligible to score secondary mission goals.

Glory Contest details

- The Glory Contest allows players to accumulate glory points for meeting a varied set of conditions on each Battle Round.

- At each Battle Round players may score glory points for meeting the criterion listed on the global glory list or in the current Battle Round glory list.
 - Each Glory can only be fulfilled once per Battle Round, but there is no limit to how many glories can be fulfilled at total.
 - Each Glory has an associated Glory Points keep a tally of how many Glory Points are earned by each player throughout the game.
 - At the end of the last Battle Round, players must add up all the glory points they scored and score a victory point for every glory they have.

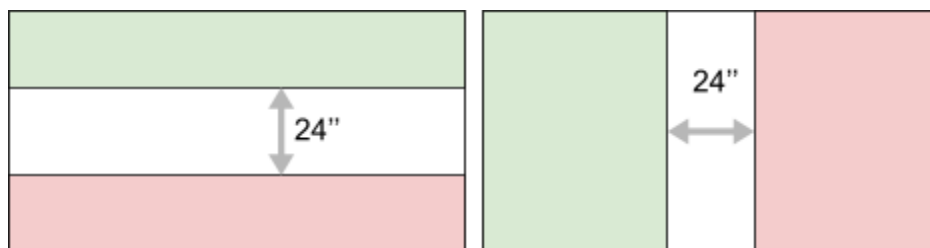
Final Scoring summary

- Each player then adds up all their victory points (VP) to determine the final battle result.
 - +4 VP for the winner of the primary mission
 - +3 VP for each player who completed a secondary mission
 - +2 for each opponent Warlord killed by the player during the game
 - +X variable amount from the Glory Contest

Primary Mission List

Total Carnage

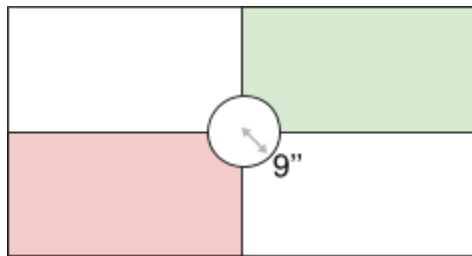
- **Mission summary:**
 - Deploy in table halves. Normal initiative.
 - No objectives, at the end of the game, the player with more models at the center of the battlefield wins the game!
- **Game Setup:**
 - Discuss with your opponent the narrative of why your armies are disputing this valued ground.
 - Discuss with your opponents the effects of the terrain.
 - Roll a dice to determine who has deployment priority.
- **Deployment:**



- The player who has deployment priority divides the table in two deployment zones, he rolls a dice to determine if this is done by long (1,2,3) or short (4,5,6) table edges.
- Players must make their deployment 12" away from the middle of the table across the chosen edge.
- The player who has priority setup starts by setting-up their first unit and players alternate until all units have been deployed.
- **Initiative:**
 - After deployment is finished, players roll dice to determine who gets to play the first turn. The player who finished his deployment first gets a +1 to his roll.
 - The winner chooses who plays the first turn.
- **Primary Mission:**
 - The player with more models 9" from the center of the table is the winner.
 - Tie breakers:
 - 1st - More troop unit type models at 6" of the center of the table.
 - 2nd - Closest character at 6" of the center of the table.
 - 3rd - The character with most remaining wounds at 6" of the center of the table.
 - 4th - The player who has won initiative.

Dominate and Conquer

- **Mission Summary:**
 - Corner quadrants deployment zone, but fast attack units can be placed outside.
 - Five objectives: one in each quadrant and one in the center. Score points at the start of every turn and the central objective is worth more than the others.
 - The player who has scored more points at the end of the game is the winner.
- **Game Setup:**
 - Discuss with your opponent the narrative of why your armies are fighting for the tactical positions and what are they searching for on this battlefield.
 - Discuss with your opponents the effects of the terrain.
 - Roll a dice to determine who has deployment priority.
- **Deployment:**



- The player who has deployment priority divides the table in four quadrants and rolls a dice to determine which pair will be used, the one on his right and the opposite quadrant (1,2,3) or the one on his left and the opposing quadrant (4,5,6).
 - The player who has deployment priority selects which quadrant from the two available will be his and his opponent must use the one across the table from it.
 - A player's deployment zone is the whole quadrant, excluding the area 9" away from the center of the table.
 - The player who has priority setup starts by setting-up their first unit and players alternate until all units have been deployed.
- **Special Deployment:**
 - Fast Attack units can be placed on any location 9" away from other enemy models, 9" away from the center of the table and 9" away from the enemy deployment zones.
 - **Initiative:**
 - After deployment is finished, players roll dice to determine who gets to play the first turn.
 - Players earn +1 bonus for this roll for each fast attack unit they have on the battlefield that is outside of their deployment zone.
 - The winner chooses who plays the first turn.
 - **Primary Mission:**
 - Placing objectives:

- Before the first turn begins, players place a central objective at the center of the table. After that, each player sets up an objective marker on their own deployment zone, starting with the player who has won initiative. Finally, each player places one more objective on each remaining quadrant so that each quadrant has one objective marker beyond the central one.
- Objective markers must be set-up more than 6" from the table edge and at least 12" away from each other.
- Scoring points
 - At the beginning of each turn players score points based on the objectives they control.
 - The central objective awards 3 tactical points.
 - The other objectives award 1 tactical point.
- The player who has accumulated more tactical points at the end of the battle is the winner.
- Tie-breakers:
 - 1st - The player who controls the central objective.
 - 2nd - The player who controls more total objectives.
 - 3rd - The player who controls the objective on his enemy deployment zone.
 - 4th - The player who has the most models in a 6" area at the center of the table.
 - 5th - The player who has won initiative.

Total Annihilation

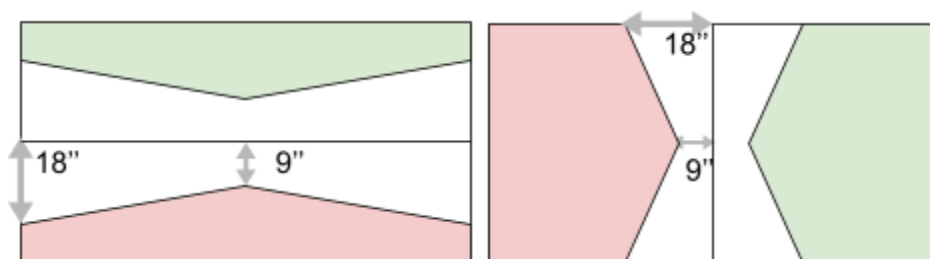
- **Game Summary:**

- Deploy in table half spears. Normal initiative.
- No objectives, whomever kills more wins. Kills after the 4th battle round has begun are worth double!

- **Game Setup:**

- Discuss with your opponent the narrative of why your armies have met with the intention of wiping each other out.
- Discuss with your opponents the effects of the terrain.
- Roll a dice to determine who has deployment priority.

- **Deployment:**



- The player who has deployment priority divides the table in two deployment zones, he rolls a dice to determine if this is done by long (1,2,3) or short (4,5,6) table edges.
- Players must make their deployment within an area defined by a central point 9" away from the center of the table towards their table edge and two points 18" away from the middle of the table across the two table edges right and left of his deployment zone.
- The player who has priority setup starts by setting-up their first unit and players alternate until all units have been deployed.

- **Initiative:**

- After deployment is finished, players roll dice to determine who gets to play the first turn. The player who finished his deployment first gets a +1 to his roll.
- The winner chooses who plays the first turn.

- **Primary Mission:**

- At the end of every player turn, if that player has killed at least one enemy unit, that player scores a tactical point.
- At the end of every battle round, if a player has killed more enemy units than the other, he scores an additional tactical point.
- From the 4th battle round and onwards, the tactical points awarded are doubled.
- The player who has accumulated more tactical points at the end of the game is the winner.
- Tiebreakers:
 - 1st - Most expensive character destroyed (Power Level).

- 2nd - Most expensive unit destroyed (Power Level).
- 3rd - Largest quantity of models destroyed.
- 4th - The player who has won initiative.

The Ascension

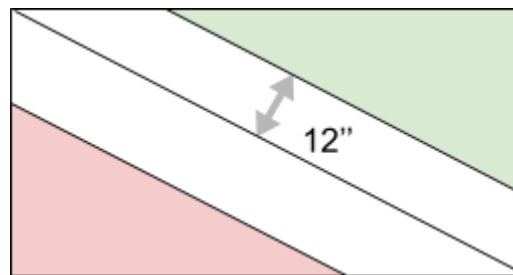
- **Mission Summary:**

- Diagonal deployment. Normal initiative.
- There is a single objective at the center. Any character can claim it to get special powers. Players Score points for killing other characters with the one that claimed the objective or by killing the objective carrier.

- **Game Setup:**

- Discuss with your opponent the narrative of what artifact or source of power has attracted their warlords to this battlefield.
- Discuss with your opponents the effects of the terrain.
- Roll a dice to determine who has deployment priority.

- **Deployment:**



- The player who has deployment priority divides the table in two deployment zones, he rolls a dice to determine what diagonal to divide the table by. The one starting at the corner to his right (1,2,3) or to his left (4,5,6) table edge.
- Players must make their deployment 12" away from the middle of the table across the chosen diagonal.
- The player who has priority setup starts by setting-up their first unit and players alternate until all units have been deployed.

- **Initiative:**

- After deployment is finished, players roll dice to determine who gets to play the first turn. The player who finished his deployment first gets a +1 to his roll.
- The winner chooses who plays the first turn.

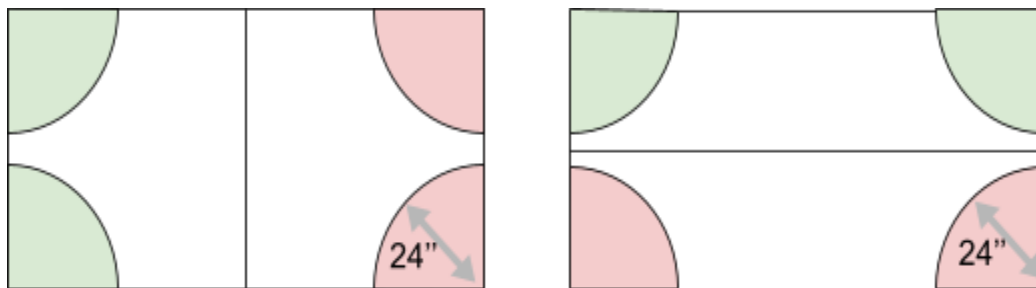
- **Primary Mission:**

- Players place a single objective marker at the center of the table.
- Only a character may claim that objective by touching it at the end of any movement. When a character does so, remove the objective from the battlefield and set it aside.
- When a character claims the objective, he gains the following special rules:
 - **Heroic conviction:** The character gains an invulnerable save of 5+ and must use this invulnerable save instead of any other invulnerable saves he may have. He may still use his armour save if applicable.

- **Priority target:** The character may be targeted in the shooting phase as if he had a wounds statistic of 10.
 - **Acquired power:** In the shooting phase, the character may select either: any enemy model within 12" or all enemy models at 6". After that choice roll a d6 for each eligible target of the chosen method. He deals a mortal wound to the target on a 3+, two mortal wounds on a 5+ and three mortal wounds on a 6+. He cannot shoot any weapons when using this power.
 - **Determined blows:** Instead of attacking on the fight phase the character can simply select a unit within 1" of it and roll three dice, dealing D3 mortal wounds for each roll of 2+.
 - **Epic stride:** The character may not, for any reason, move more than a total of 9" on any phase. I may also not enter any transports or leave the battlefield for any means. If forced to do so by a game state, the character is slain and triggers **Glorious Death**.
 - **Glorious Death:** If the character that claimed the objective is slain or flees the battle, deal 2D3 damage to all units with 6" of it before removing him from the battlefield. Place the objective marker where the model was afterwards.
- A player scores 1 ascension point for each Character destroyed by a character that has claimed the objective marker.
 - The player with more ascension points at the end of the game is the winner.
 - Tiebreakers:
 - 1st - The player who has killed the most characters that have claimed the objective.
 - 2nd - The player who has a character that claimed the objective and is still alive.
 - 3rd - Closest character to the objective.
 - 4th - Fastest character closest to the objective.
 - 5th - Whoever still has their Warlord alive.
 - 6th - The player who has won initiative.

Sudden Strike

- **Mission summary:**
 - Armies are divided in three groups and arrive at the deployment, 2nd and 3rd turn. Normal initiative.
 - 2 Objectives at the center of the table. Heavy Support units are considered objective secured.
 - Score points at the start of every turn. The player who has more points at the end of the game is the winner.
- **Game Setup:**
 - Discuss with your opponent the narrative of how your two armies have suddenly met and what is so valuable that needs to be recovered from this battlefield.
 - Discuss with your opponents the effects of the terrain.
 - Roll a dice to determine who has deployment priority.
- **Deployment:**



- The player who has deployment priority divides the table in two deployment zones, he rolls a dice to determine if this is done by long (1,2,3) or short (4,5,6) table edges.
- Their deployment zones are area 24" away from the corners of their table edge.
- Each player then divides their army in three groups with the same number of units (one group may have one unit more, or less).
 - Group 1 is their garrison and must, if possible, have 2 troops and 1 HQ unit.
 - Group 2 is the patrol and must, if possible, contain all Fast Attack and Flyer units.
 - Group 3 is the main force and must, if possible, contain all Heavy Support and Elites.
 - Any unit with more than 14 wounds must belong to group 3, superseding the above restrictions.
 - Transports are considered to belong to the battlefield role of any units they are transporting.
 - Fortifications do not belong to any groups.
- During deployment, players set-up only the units on Group 1.

- Units in group 2 and 3 are placed in special reserve and must arrive to the battlefield according to the mission rules.
- The player who has priority setup starts by setting-up their first unit and players alternate until all units have been deployed.
- **Initiative:**
 - After deployment is finished, players roll dice to determine who gets to play the first turn. The player who finished his deployment first gets a +1 to his roll.
 - The winner chooses who plays the first turn.
- **Special Reserves:**
 - Group 2 (Patrol) arrives at the start of a player's second movement phase.
 - Place the units touching any table edge 12" away from enemy units and from their deployment zones.
 - These units can move normally on their movement phase, but are considered to have moved even if they remain where they have been deployed.
 - Group 3 (Main Force) arrives at the start of a player's third movement phase.
 - Place all arriving units touching your table edge.
 - These units can move normally on their movement phase, but are considered to have moved even if they remain where they have been deployed.
- **Primary mission:**
 - Placing Objectives:
 - Players alternate putting two objective markers 9" away from the center of the battlefield and 12" away from each other. The first is placed by the player who won initiative and the other by his opponent.
 - Scoring points
 - At the beginning of each turn players score 1 tactical point for each objective they control.
 - **Domination through weight:** Heavy Support units counts as having objective secured for this mission.
 - The player who has accumulated more tactical points at the end of the battle is the winner.
 - Tie-breakers:
 - 1st - Player with most Heavy Support units 3" or less from an objective.
 - 2nd - Player with more objectives under his control.
 - 3rd - Player with more Heavy Support units on the battlefield.
 - 4th - The player who has won initiative.

Secondary Mission List

Secondary Mission <ol style="list-style-type: none"> 1) Pick two and hand the choice to your opponent. 2) From your opponents choices given to you, chose one. 3) Reveal your choice for his mission at the start of the 4th battle round. 	
Break Enemy Lines	Have at least one unit 12" away from your opponent's edge of the board.
Keep the Battlelines	Do not allow any enemy units to be within 12" of your table edge.
Bounty Hunter	Destroy the most expensive enemy unit in Power Level.
Survive and witness	Keep your Warlord alive.
Gather Intel	Have the highest model count 12" of the center of the battlefield.
Steal the relic	Destroy an enemy unit that possesses a Relic from their army.

Glory List

Name	When	Description	Points
Just a Scratch	Defending against an attack	Survive a wound caused by a S7+, AP-3 or better hit that can potentially deal enough damage (in a single blow) to kill a model in the unit. Invulnerable Saves cannot be used to score this glory.	1
Final Retribution	When a vehicle/monster explodes	Eliminate the unit that destroyed the vehicle/monster with the resulting explosion.	2
The price we pay	Shooting with dangerous weapons	Lose a model to a dangerous weapon (similar to overcharged plasma) but still eliminate a model from the targeted unit.	2
At all costs	Making a save	Make a save roll that requires a 5+ on a re-roll.	2
Tactical Supremacy	Anytime	End a Battle round with 0 Command Points left	1
Power and Precision	Shooting or attacking with a character	Hit and Wound with all attacks from a single character	1
Power beyond limits	Casting a psychic power	Roll a warp charge of 11+	1
Power beyond control	Casting a psychic power	Lose a Psyker to Perils of the Warp	2
Priority Target	Shooting Phase	Shoot with all units and all weapons at the same target, but it doesn't die.	1
Boundless rage	Declaring a charge	Fail a charge that is declared against a unit that has lost models in the shooting/psychic phase that resulted in a longer charge distance	1
Killer impetus	Making a charge	Execute a charge of 11+ inches	1
Down your nemesis	Shooting Overwatch	Eliminate a unit on Overwatch	1
Witness carnage	Morale Phase	Make a successful morale test that could wipe your unit on a failed roll of 3+	1
Champion	End of your turn	End your turn with your warlord as close to enemy units as any other units in your army.	1

Turn 1 exclusive Glories			
Name	When	Description	Points
Focused firepower	End of turn	Destroy a model or single enemy unit that collectively has more than 12 wounds.	2
Lightning charge	End of Turn	If you have won the initiative, make a charge that allows you to be within your enemy deployment zone and survive	1
Keep your ground	End of Turn	Don't leave and don't allow anyone to enter your deployment zone	1

Turn 2 exclusive Glories			
Name	When	Description	Points
Maintain perimeter	On your opponent's movement phase	At the end of your opponent's movement phase, have your models in a way that would prevent any enemy models coming from reserves from entering inside your deployment zone.	1
Suddenly, no escape	End of Turn	At the end of your turn, have units within 1" of every enemy unit (enemy characters don't count)	1
Clear artillery	End of Turn	At the end of your opponent's turn don't allow any enemies to be within 1" of any vehicle/monster that did not move on your turn.	1

Turn 3 exclusive Glories

Name	When	Description	Points
Suddenly, no escape	End of Turn	At the end of your turn, have units within 1" of every enemy unit (enemy characters don't count)	1
Clear artillery	End of Turn	At the end of your opponent's turn don't allow any enemies to be within 1" of any vehicle/monster that did not move on your turn.	1
Total domain	End of Turn	Have a unit completely within your deployment zone, another inside an enemy deployment zone and another outside of any deployment zone.	1
Incredible endurance	End of Turn	Not have lost any unit until the end of the 3rd battle round.	1

Turn 4 exclusive Glories

Name	When	Description	Points
Total domain	End of Turn	Have a unit completely within your deployment zone, another inside an enemy deployment zone and another outside of any deployment zone.	1
Epic endurance	End of Turn	Not have lost any unit until the end of the 4th battle round.	2

Turn 5 exclusive Glories

Name	When	Description	Points
Legendary endurance	End of Turn	Not have lost any unit until the end of the 5th battle round.	5
The end nears	End of Turn	Have at least one model alive at the end of the 5th battle round.	1

Links and Appendix

[Print-friendly turn-by-turn Glory points sheets](#)

[Print-friendly secondary Mission Cards](#)

Goals

Below are listed the main goals of this ruleset.

- Create an alternate scoring rule system that diminishes the gap between skilled/experienced and unskilled/inexperienced players with as little detriment to their enjoyment of the game as possible when they get matched in events.
- Create a mission system that encourages players to play complete games (turn 4+) filled with memorable moments.
Designer Commentary: Too often I see players at events forfeiting a game that could have been won simply because they see a large points/kill advantage for the other player.
- Have a scoring system that rewards high-risk plays that results in exciting moments. Increasing the space for player narrative.
- Offer a mission package that favors a diverse array of unit types and army compositions, forcing players to spend a lot of time creating armies that balance firepower and mobility as well as burst damage and long-term sustainment. Specialized lists should face both a very favorable mission and another that puts them at a severe disadvantage. Take-all-comers lists should be able to shine on all kinds of missions.

Methodology

- **Uncertainty of scoring**, no real guarantees are given, but players are in direct control of increasing their odds of scoring high on a mission.
 - References: The board game *War of the Ring*, where players fight to corrupt or save frodo with their in-game actions. Victory is uncertain for both sides up until the very end, but player actions can increase the likeness of their victory by adding purity/corruption tokens in the shuffle bag that determines the final outcome.
- **Daring plays and emergent objectives**, there should be a system that takes the focus away from the main mission itself and rewards players for creating bold and high-risk, high-reward situations. Taking the players out of their comfort zones and offering multiple paths to victory.

- Reference: The multiple mission system of *Scythe* offers a diverse path to claiming overall victory. Gaslands also offers interesting rubber-banding mechanics that allows players that perform poorly to have some handicaps with their audience vote feature.
- **Opponent interaction**, the secondary mission system devised below aims at both forcing players to actively think about their upcoming match-up but also opens up room for some mind-games and bluffing.
 - Reference: In *Star Wars: Armada* players craft a set of objective cards to tag along with their fleets. At the beginning of each game one of the players will have to select a mission from his opponents set of choices, opening space for interactions and forcing players in the minds of their adversary.
- **Unique reserve and deployment rules**, favoring different unit and army building types to reward well-rounded and balanced armies but also allows for deep specialization.