



VALE RENEGADES
BATTLE LEAGUE 2017
RULES PACK
VERSION 1.1

Introduction

Introducing the Vale Renegades Ninth Age Fantasy Battles 2017 Battle League. It's that time of year again to get your competitive head on and clash on the table top to see who is our number 1 at the club, can anyone dethrone Guem and his Scourge of Wrath.

The league will be adopting a different format this year with divisions being put in place to ensure the league doesn't drag on too far. You will all be placed in a division depending on your estimated skill level and amount of games played (please don't be offended where you end up). The different divisions will be officiated by Andy and Ash, and with one of the officials playing in the league they will obviously not officiate a division they are included in.

Entry Fee

The cost of entry is £10 and is payable via PayPal to valerenegades@gmail.com. Payment must be made on or before Sunday 12th February.

Schedule

List Submission and Entry Fee Deadline Date: Sunday 12th February

League Start Date: Tuesday 21st February

League End Date: Saturday 27th May

Presentation Date: Tuesday 30th May

Army Composition

For all rules references we use the full Ninth Age rules and restrictions, these can be found on the ninth age website (www.the-ninth-age.com).

Points Limit: 4500 Points

Standard army restrictions will be used as explained in the ninth age rulebook.

List Submission

The league list submission deadline is Sunday 12th February. The deadline for cup list submission is as follows:

Last 16 and Quarter Finals: Sunday 12th February

Semi-Final and Final: Sunday 30th April

All Lists must be submitted in a clear and concise format to valerenegades@gmail.com, any lists not clear and concise will be returned. Please ensure that you put your name and division in the email title. Failure to send your lists in on time will result in a deduction in points from your league total. Failure to submit a cup list after the first round will mean you will have to use your originally submitted list.

Modelling and Painting Requirements

All models are expected to be WYSIWYG to a reasonable standard. Exceptions will be made for themed units or armies. Using a proxy for a model is not allowed. Using a reasonable substitute to "Counts As" another model is allowed.

Awards

1st and 2nd Place in each division

Overall Sportsmanship Award

Knockout Ninth Age Cup Winner

Knockout Ninth Age Cup Runner-up

Best Painted Individual Model*

*On presentation night there will be a painting competition open to all players who placed in the leagues (any dropouts will not be able to take part). The competition will be for a single individual model and that model must be a model included in your league or cup army list (summoned units do not count). All details for the competition will be revealed closer to the date.

Battle League Format

The battle league will be using the full up to date Ninth age rules (www.the-ninth-age.com). The league will be using a W/L/D format. Each scenario has 1 Win Condition worth 17 battle points and 3 secondary battle points as defined in the scenario. The player that achieves the most battle points during the course of the game is the winner. Both players note their battle points on their scoresheet. In the case of both players having the same amount of battle points, the game is scored as a tie.

The player with the highest league score IN each division at the end of the league is the relevant divisions 2017 battle league champion. In the case of a tie then head-to-head records will be taken in to account. If players are still not separated then the player who won the most primary objectives in a scenario will finish higher. If on the rare occasion the players are still not separated then both players will play each other once more to determine the higher finisher.

Scenario Overview

Scenario 1 - Breakthrough

Scenario 3 - Dawn Attack

Scenario 5 - Vanguard Strike

Scenario 2 - Hold The Ground

Scenario 4 - Battleground

Scenario 6 - Flank Attack

Results Submission

Using the scoresheets provided in the mission pack, each player must submit their results to the relevant division organiser. This can be done by copying the scoresheet details in to a forum message or by simply giving your scoresheet to the organiser in person. Either way ensure this is done by both players or the result will not be counted. Please ensure you fill everything in on the scoresheet because the organisers do not want to have to chase people up.

Promotion and Relegation

At the end of each season the bottom placed player from each division will be relegated (unless already placed in the lowest division) to the division below them. Additionally the top placed player of every division will be promoted (unless already placed in the highest division) to the division above them. The players placed 7th in each division will play against the 2nd placed player of the division below them as a play-off for promotion/relegation. If there is no division below then no play-off is played. This will then decide who will be in what division for the summer edition of the battle league.

Fixtures

The fixtures will be drawn 1 week after the list submission deadline and posted up on our club website. Each fixture has no set date to be played and can be played at any time during the league period. To be eligible for end of league awards and placings each player must play at least 4 games, any games after the 4th game not played will use average scoring to determine each players scores. If a player is found to be actively avoiding playing one player then they will be heavily penalised (don't do this!).

Timed Games

In each fixture each player will have a total of 4 hours to complete the entire game. The best way to record this is for each player to time the game or set an alarm for the finishing time. This cannot be enforced but it will be noticed if any player tries to avoid timed games and a penalty will be incurred if a player is time wasting. This has been implemented to help the games reach a proper conclusion so adhere to the rules as best you can please.

League Scoring Guidelines

Each scenario is scored as explained on the scenario sheet. Players exact scores from a fixture will be used to determine a players league position. Additionally a player will be awarded 3 extra battle points for a scenario victory, 2 battle points for a scenario tie and 1 point for a scenario loss.

Sportsmanship

Once you have finished every league and cup game you had to play then you must pick your top 3 best games based on sportsmanship. A first best will award 15 sports points, a second best 10 sports points and a third best 5 sports points. The player with the highest sports score at the end of the league will win the sportsmanship award.

Knockout Ninth Age Cup

During the league window there will be a knockout cup where all divisions players will be entered in to. It will be a straight knockout cup with set windows for each round to be played in. The draw for the cup will be made once all cup lists have been submitted and will be posted up on the webpage. This will be updated for every round as and when the lists change.

Schedule

1st Round: Tuesday 21st February - Sunday 26th March

Quarter Final: Monday 27th March - Sunday 30th April

Semi-Final: Monday 1st May - Saturday 27th May

Final: Sunday 28th May

Cup Format

Every knockout cup round will be using random scenarios, so roll a D6 at the start of the game to determine which scenario from the 6 available you will play and follow the scenario instructions from then on.

Cup Draw (Updated: 15/02/2017)

First Round		
Nathan	vs	Michal
Gary	vs	Andy
Adam	vs	Guiem
Rob	vs	Drew
Mal	vs	James
Ollie	vs	Chris
Alex	vs	Beef
Jay	vs	Craig
Quarter Finals		
Ollie	vs	Craig
Beef	vs	James
Andy	vs	Rob
Guiem	vs	Michal
Semi Finals		
	vs	
	vs	
Final		
	vs	

Scenario 1: Meeting Engagement

1. Roll a D6 and use a map from the options below. Build your battlefield using the Ninth Age Map Pack.
 - 1) Frontline Clash 3
 - 2) General Map 3
 - 3) General Map 1
 - 4) Frontline Clash 4
 - 5) General Map 2
 - 6) General Map 4
2. Deployment type **Frontline Clash** is used as explained in the ninth age rulebook.
3. The secondary objective for this scenario is **Hold the Ground** as explained in the ninth age rulebook.
4. Roll off to determine deployment zones, the player that wins chooses.
5. Generate spells as explained in the ninth age rulebook.
6. Begin the deployment phase as per the ninth age rulebook.

Primary Objective: Victory Points

Use the standard victory points as explained in the ninth age rulebook to determine what the outcome of the primary objective is and use the table below to determine how many battle points are achieved by each player.

Victory Points Difference	Battle Points	
	Winner	Loser
0-225	10	10
226-450	11	9
451-900	12	8
901-1350	13	7
1351-1800	14	6
1801-2250	15	5
2251-3150	16	4
>3151	17	3

Secondary Objective: Hold the Ground

The player with the most Scoring Units within 6" of the centre point of the Board at the end of the game wins this Secondary Objective.

Tertiary Objective: Progressive Secure Target

After determining Deployment Zones, both players place one marker on the Battlefield, starting with the player that picked Deployment Zone. Each player has to place the marker more than 12" away from their Deployment Zone and 24" away from the other marker. At the end of each game turn, the player controlling the most markers scores an additional 100 victory points which go towards the primary objective. A marker is controlled by the player with the most Scoring Units within 6" of the markers. If a unit is within 6" of both markers, it only counts as within 6" of the marker which is closest to its centre (randomize if both markers are equally close).

Player Names				
Primary Objective Battle Score + Total Victory Points				
Secondary Objective Battle Score				
Sports Score (0-10)				
Tertiary Objective Battle Score (Don't forget to add this score to the primary objective battle score)	Turn 1		Turn 4	
	Turn 2		Turn 5	
	Turn 3		Turn 6	

Scenario 2: Break the Line

1. Roll a D6 and use a map from the options below. Build your battlefield using the Ninth Age Map Pack.

- 1) Frontline Clash 1
- 2) General Map 7
- 3) General Map 5
- 4) Frontline Clash 2
- 5) General Map 6
- 6) General Map 8

1. Deployment type **Frontline Clash** is used as explained in the ninth age rulebook.
2. The secondary objective for this scenario is **Capture the Flags** as explained in the ninth age rulebook.
3. Roll off to determine deployment zones, the player that wins chooses.
4. Generate spells as explained in the ninth age rulebook.
5. Begin the deployment phase as per the ninth age rulebook.

Primary Objective: Victory Points

Use the standard victory points as explained in the ninth age rulebook to determine what the outcome of the primary objective is and use the table below to determine how many battle points are achieved by each player.

Victory Points Difference	Battle Points	
	Winner	Loser
0-225	10	10
226-450	11	9
451-900	12	8
901-1350	13	7
1351-1800	14	6
1801-2250	15	5
2251-3150	16	4
>3151	17	3

Secondary Objective: Capture The Flags

Each player must choose 3 of their opponents scoring units. The player that has the highest number of its chosen scoring units still alive at the end of the game wins this Secondary Objective.

Tertiary Objective: Progressive Secure Target

After determining Deployment Zones, both players place one marker on the Battlefield, starting with the player that picked Deployment Zone. Each player has to place the marker more than 12" away from their Deployment Zone and 24" away from the other marker. At the end of each game turn, the player controlling the most markers scores an additional 100 victory points which go towards the primary objective. A marker is controlled by the player with the most Scoring Units within 6" of the markers. If a unit is within 6" of both markers, it only counts as within 6" of the marker which is closest to its centre (randomize if both markers are equally close).

Player Names				
Primary Objective Battle Score + Total Victory Points				
Secondary Objective Battle Score				
Sports Score (0-10)				
Tertiary Objective Battle Score (Don't forget to add this score to the primary objective battle score)	Turn 1		Turn 4	
	Turn 2		Turn 5	
	Turn 3		Turn 6	

Scenario 3: Dawn Attack

1. Roll a D6 and use a map from the options below. Build your battlefield using the Ninth Age Map Pack.

- 1) Refused Flank 4
- 2) General Map 11
- 3) General Map 9
- 4) Refused Flank 2
- 5) General Map 10
- 6) General Map 12

1. Deployment type **Refused Flank** is used as explained in the ninth age rulebook.
2. The secondary objective for this scenario is **Breakthrough** as explained in the ninth age rulebook.
3. Roll off to determine deployment zones, the player that wins chooses.
4. Generate spells as explained in the ninth age rulebook.
5. Begin the deployment phase as per the ninth age rulebook.

Primary Objective: Victory Points

Use the standard victory points as explained in the ninth age rulebook to determine what the outcome of the primary objective is and use the table below to determine how many battle points are achieved by each player.

Victory Points Difference	Battle Points	
	Winner	Loser
0-225	10	10
226-450	11	9
451-900	12	8
901-1350	13	7
1351-1800	14	6
1801-2250	15	5
2251-3150	16	4
>3151	17	3

Secondary Objective: Breakthrough

The player with the most Scoring Units within its opponent's Deployment Zone at the end of the game wins this Secondary Objective. The player who achieves this objective adds 3 battle points to their final score and deducts 3 battle points from their opponents score.

Tertiary Objective: Progressive Secure Target

After determining Deployment Zones, both players place one marker on the Battlefield, starting with the player that picked Deployment Zone. Each player has to place the marker more than 12" away from their Deployment Zone and 24" away from the other marker. At the end of each game turn, the player controlling the most markers scores an additional 100 victory points which go towards the primary objective. A marker is controlled by the player with the most Scoring Units within 6" of the markers. If a unit is within 6" of both markers, it only counts as within 6" of the marker which is closest to its centre (randomize if both markers are equally close).

Player Names				
Primary Objective Battle Score + Total Victory Points				
Secondary Objective Battle Score				
Sports Score (0-10)				
Tertiary Objective Battle Score (Don't forget to add this score to the primary objective battle score)	Turn 1		Turn 4	
	Turn 2		Turn 5	
	Turn 3		Turn 6	

Scenario 4: Battleground

1. Roll a D6 and use a map from the options below. Build your battlefield using the Ninth Age Map Pack.

- 1) Refused Flank 1
- 2) General Map 13
- 3) General Map 1
- 4) Refused Flank 3
- 5) General Map 2
- 6) General Map 14

1. Deployment type **Refused Flank** is used as explained in the ninth age rulebook.
2. The secondary objective for this scenario is **Hold the Ground** as explained in the ninth age rulebook.
3. Roll off to determine deployment zones, the player that wins chooses.
4. Generate spells as explained in the ninth age rulebook.
5. Begin the deployment phase as per the ninth age rulebook.

Primary Objective: Victory Points

Use the standard victory points as explained in the ninth age rulebook to determine what the outcome of the primary objective is and use the table below to determine how many battle points are achieved by each player.

Victory Points Difference	Battle Points	
	Winner	Loser
0-225	10	10
226-450	11	9
451-900	12	8
901-1350	13	7
1351-1800	14	6
1801-2250	15	5
2251-3150	16	4
>3151	17	3

Secondary Objective: Hold the Ground

The player with the most Scoring Units within 6" of the centre point of the Board at the end of the game wins this Secondary Objective.

Tertiary Objective: Progressive Secure Target

After determining Deployment Zones, both players place one marker on the Battlefield, starting with the player that picked Deployment Zone. Each player has to place the marker more than 12" away from their Deployment Zone and 24" away from the other marker. At the end of each game turn, the player controlling the most markers scores an additional 100 victory points which go towards the primary objective. A marker is controlled by the player with the most Scoring Units within 6" of the markers. If a unit is within 6" of both markers, it only counts as within 6" of the marker which is closest to its centre (randomize if both markers are equally close).

Player Names				
Primary Objective Battle Score + Total Victory Points				
Secondary Objective Battle Score				
Sports Score (0-10)				
Tertiary Objective Battle Score (Don't forget to add this score to the primary objective battle score)	Turn 1		Turn 4	
	Turn 2		Turn 5	
	Turn 3		Turn 6	

Scenario 5: Flank Attack

1. Roll a D6 and use a map from the options below. Build your battlefield using the Ninth Age Map Pack.

- 1) Encircle 1
- 2) Encircle 4
- 3) Encircle 2
- 4) General Map 3
- 5) Encircle 3
- 6) General Map 13

1. Deployment type **Encircle** is used as explained in the ninth age rulebook.
2. The secondary objective for this scenario is **Capture the Flags** as explained in the ninth age rulebook.
3. Roll off to determine deployment zones, the player that wins chooses.
4. Generate spells as explained in the ninth age rulebook.
5. Begin the deployment phase as per the ninth age rulebook.

Primary Objective: Victory Points

Use the standard victory points as explained in the ninth age rulebook to determine what the outcome of the primary objective is and use the table below to determine how many battle points are achieved by each player.

Victory Points Difference	Battle Points	
	Winner	Loser
0-225	10	10
226-450	11	9
451-900	12	8
901-1350	13	7
1351-1800	14	6
1801-2250	15	5
2251-3150	16	4
>3151	17	3

Secondary Objective: Capture The Flags

Each player must choose 3 of their opponents scoring units. The player that has the highest number of its chosen scoring units still alive at the end of the game wins this Secondary Objective.

Tertiary Objective: Progressive Secure Target

After determining Deployment Zones, both players place one marker on the Battlefield, starting with the player that picked Deployment Zone. Each player has to place the marker more than 12" away from their Deployment Zone and 24" away from the other marker. At the end of each game turn, the player controlling the most markers scores an additional 100 victory points which go towards the primary objective. A marker is controlled by the player with the most Scoring Units within 6" of the markers. If a unit is within 6" of both markers, it only counts as within 6" of the marker which is closest to its centre (randomize if both markers are equally close).

Player Names				
Primary Objective Battle Score + Total Victory Points				
Secondary Objective Battle Score				
Sports Score (0-10)				
Tertiary Objective Battle Score (Don't forget to add this score to the primary objective battle score)	Turn 1		Turn 4	
	Turn 2		Turn 5	
	Turn 3		Turn 6	

Scenario 6: Counterthrust

1. Roll a D6 and use a map from the options below. Build your battlefield using the Ninth Age Map Pack.

- 1) Counterthrust 1
- 2) Counterthrust 4
- 3) Counterthrust 2
- 4) General Map 12
- 5) Counterthrust 3
- 6) General Map 5

1. Deployment type **Counterthrust** is used as explained in the ninth age rulebook.
2. The secondary objective for this scenario is **Breakthrough** as explained in the ninth age rulebook.
3. Roll off to determine deployment zones, the player that wins chooses.
4. Generate spells as explained in the ninth age rulebook.
5. Begin the deployment phase as per the ninth age rulebook.

Primary Objective: Victory Points

Use the standard victory points as explained in the ninth age rulebook to determine what the outcome of the primary objective is and use the table below to determine how many battle points are achieved by each player.

Victory Points Difference	Battle Points	
	Winner	Loser
0-225	10	10
226-450	11	9
451-900	12	8
901-1350	13	7
1351-1800	14	6
1801-2250	15	5
2251-3150	16	4
>3151	17	3

Secondary Objective: Breakthrough

The player with the most Scoring Units within its opponent's Deployment Zone at the end of the game wins this Secondary Objective. The player who achieves this objective adds 3 battle points to their final score and deducts 3 battle points from their opponents score.

Tertiary Objective: Progressive Secure Target

After determining Deployment Zones, both players place one marker on the Battlefield, starting with the player that picked Deployment Zone. Each player has to place the marker more than 12" away from their Deployment Zone and 24" away from the other marker. At the end of each game turn, the player controlling the most markers scores an additional 100 victory points which go towards the primary objective. A marker is controlled by the player with the most Scoring Units within 6" of the markers. If a unit is within 6" of both markers, it only counts as within 6" of the marker which is closest to its centre (randomize if both markers are equally close).

Player Names				
Primary Objective Battle Score + Total Victory Points				
Secondary Objective Battle Score				
Sports Score (0-10)				
Tertiary Objective Battle Score (Don't forget to add this score to the primary objective battle score)	Turn 1		Turn 4	
	Turn 2		Turn 5	
	Turn 3		Turn 6	