

# Renegade Open GT Primer Missions



All Games within will be played with the following changes to the Standard WH40k Format.

ALL GAMES WILL HAVE A 135 Minute or 2 Hour 15 Minute TIME LIMIT PER ROUND AT OUR EVENT. Please allow for an approximately 30 minute lunch and for 15 minutes between rounds (Modify this item as needed for your location and store hours).

- In a Scenario involving Big Guns Never Tire (BGNT) the Heavy Support units for an army are Denial Units in addition to being Scoring Units. Heavy Support units will still offer up an additional Kill Point (KP) in scenarios where both BGNT & KP are used as per the Heavy Metal entry (pg. 128 WH40kRB). Flyers can NEVER be scoring or denying.
- In a Scenario involving Scouring. Each player will have 3 objective markers to place one that is worth 3 points, one that is worth 2 points, and one that is worth 1 point. Fast Attack units for an army are Denial Units in addition to being Scoring Units. Fast Attack units will still offer up an additional Kill Point (KP) in scenarios where both Scouring & KP are used as per the Fast Recon entry (pg. 129 WH40kRB). Flyers can NEVER be scoring.
- In a scenario involving Assassination write down on your mission sheet before the Start of Game Turn 1, three (3) enemy units that are marked for Assassination. The complete destruction of these units becomes your objective.
- In a scenario involving Stack'em Like Cordwood. This objective is determined by the percentage of models destroyed in the army divided by the number of models that were in the army BEFORE the start of Game Turn 1. Note this means that spawned units will neither counts towards nor against this objective.

- In a scenario involving Table Quarters. Divide the table into 4 parts that are 24"W x 36"L. To be considered in a Table Quarter the majority of the models must be COMPLETELY in that table quarter. Example: A 1 model unit must be COMPLETELY in 1 Table Quarter to score it or deny it, you cannot sit astride 2 Table Quarters and contest/score both or either.
  - In a scenario involving Solo-Blood. THIS CAN BE EARNED BY BOTH PLAYERS. To score this you must kill at least a whole enemy unit just like for kill points WITHOUT giving one up in the same GAME TURN. Example: Imperial Guard(IG) army kills a whole enemy unit on Top of Game Turn 1, but Dark Eldar army does NOT kill a whole enemy unit on Bottom of Game Turn 1. IG earns this point at this time. But later in game on Game Turn 4 (same game as before) IG player makes no whole enemy unit kills on Top of Game Turn 4 but DE player does make a whole enemy unit kill on Bottom of Game Turn 4. Now the DE player has earned this as well. Both Players have earned this objective. (This was done to replace First Blood but be earnable by both players)
  - In a scenario involving King Maker. This is earned by killing all Head Quarter(s) (HQ) slot units and the Most Expensive (by points used to purchase it) unit. (NOTE: Slotless HQ unit(s) do NOT count as HQ(s) but MAY count for Most Expensive non-HQ unit)
1. All Scenarios will start with Pre-Game functions.
  2. Exchange Lists and go over them together (Highly recommend asking questions now as during the game will slow it down and we have a limited budget of time per round). You may still ask during the round we just recommend getting familiar first.
  3. Roll for Table Side Selection (we encourage you the players to make this roll before the round officially begins if possible to allow for time to move your army to the other side if desired).
  4. Roll up Pre-Game Abilities. Psychic Powers, Warlord Traits, etc.
  5. Place Objective Markers if needed.
  6. Discuss Terrain Effects for your game Reference pg. 18 WH40kRB, also note bottom left paragraph on pg. 105 WH40kRB about Hill Crests (while you can ask

the Judges to tell you what Terrain is we ask that you go over it with your opponent and decide amongst yourselves).

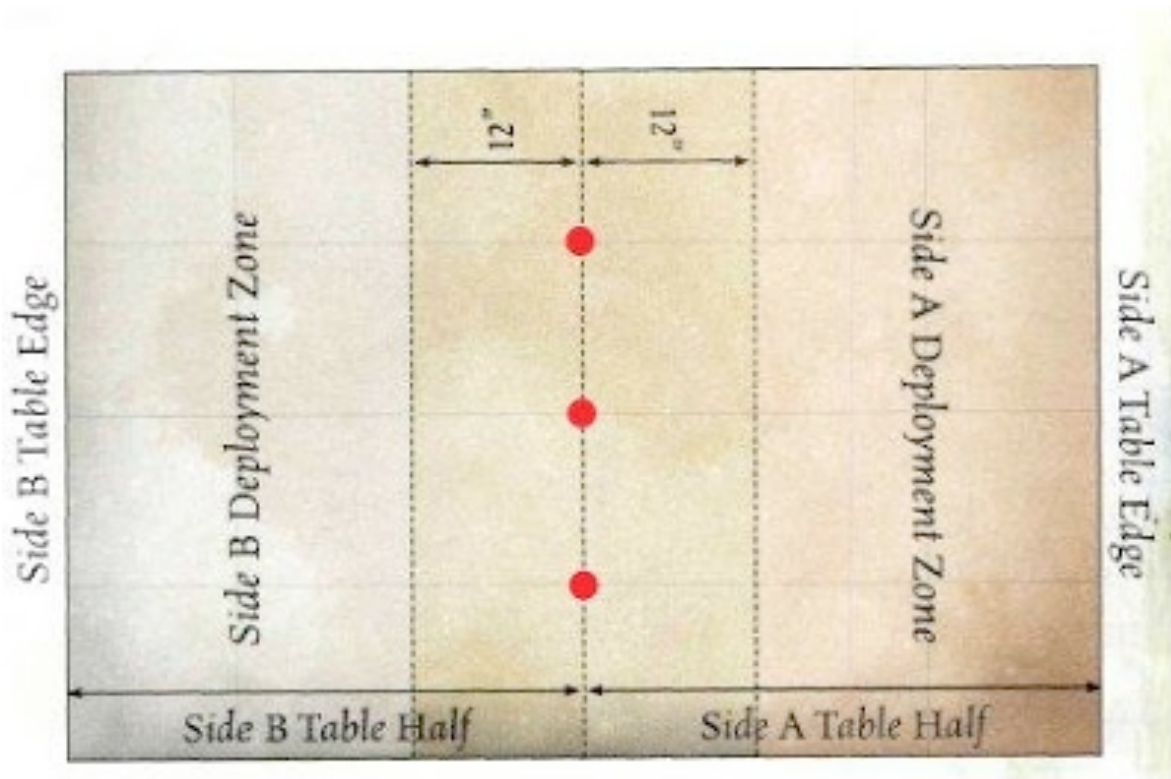
7. Roll for Night Fighting Rules
8. Roll for First Turn
9. Deploy Armies
10. Seize the Initiative

11.

## Mission 1: Assassination

One enemy unit is holding something you need to move on with your war campaign plans for this planet. Kill them.

Deployment: Hammer & Anvil (pg. 119 WH40kRB)



Special Rules: Follow all rules for a standard game of WH40K (WH40kRB)

Primary Objective: Assassination: Pick Three (3) enemy units they must ALL be completely destroyed to earn this. If neither side has killed all 3 enemy units no points are awarded for 4pts this objective. If both sides have killed all 3 enemy units then both players have earned this objective.

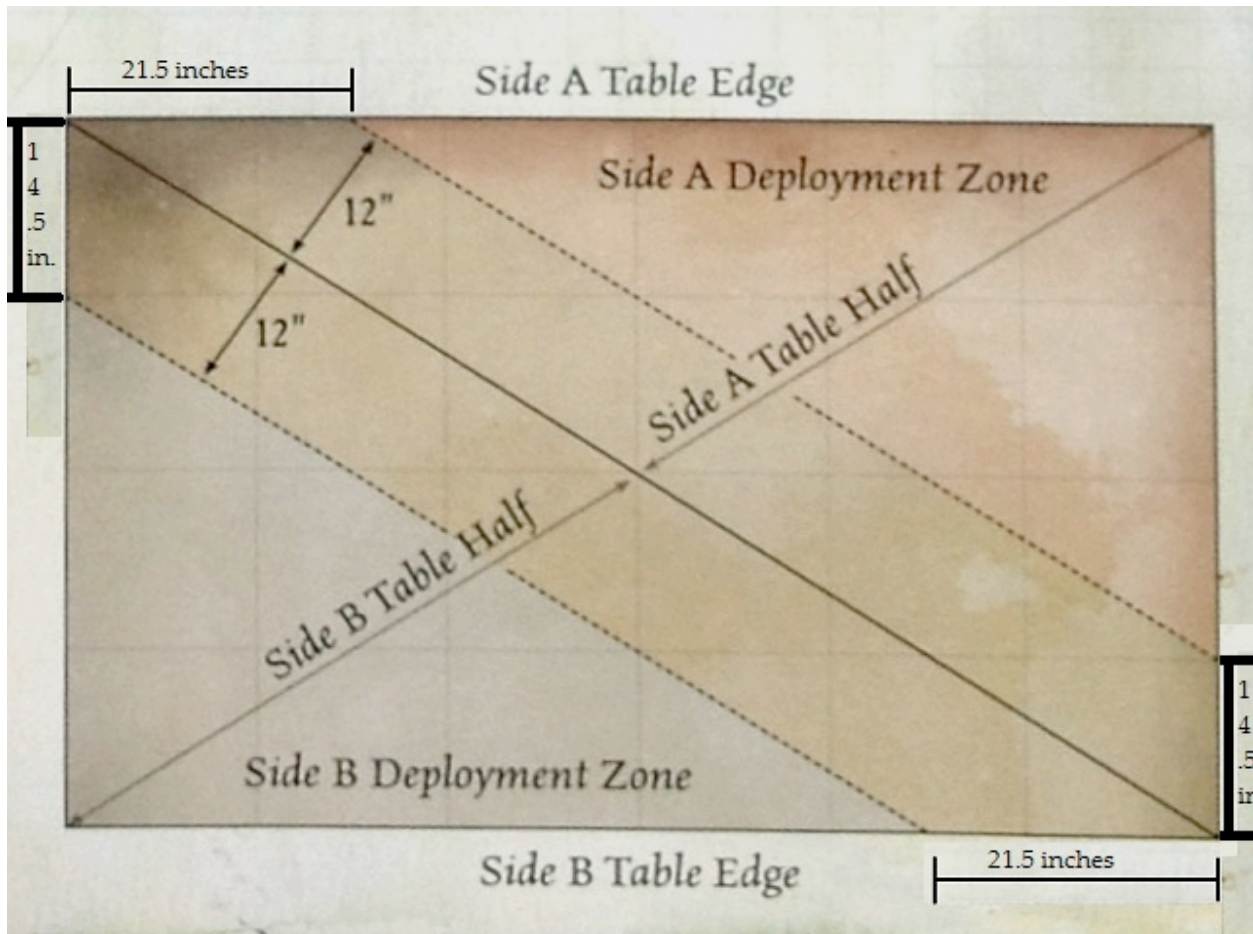
Secondary Objective: 3 Objective Markers (Objectives): Place the first objective marker at the center of the table. Then each player (starting with the Player the won choice of side) 3pts place one objective marker on the table. The markers cannot be within 9" of a table edge, or within 12" of another objective marker. The player that holds the most objective markers wins the Secondary Objective.

Tertiary Objectives: (1 point is awarded for accomplishing each of these) Solo-Blood (pg 3 Renegade Open Primer Mission Packet), Slay the Warlord (pg. 122 WH40kRB), 3pts Line Breaker (pg. 122 WH40kRB)

## Mission 2: Control the Map

Get the Relic and hold the map for the good of our army and to the pain of our enemies!

Deployment: Vanguard (pg. 119 WH40kRB)



**Special Rules:** Follow all rules for a standard game of WH40K (WH40kRB)

**Primary Objective:** Purge the Alien: Kill Points (pg 127 WH40kRB) Heavy Metal: Heavy Support units are 4pts worth 2 Kill Points per Big Guns Never Tire(BGNT)

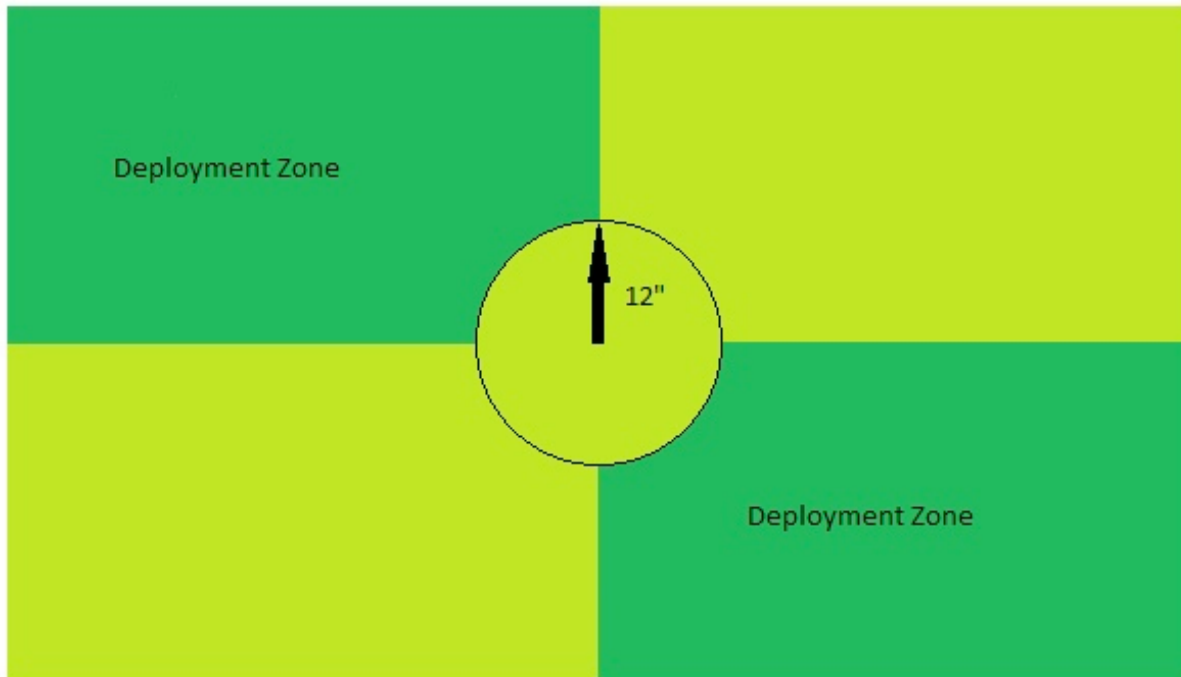
**Secondary Objective:** 3 Objective Markers (Objectives) Big Guns Never tire: Place the first objective marker at the center of the table. Then each player (starting with the Player the 3pts won choice of side) place one objective marker on the table. The markers cannot be within 9" of a table edge, or within 12" of another objective marker. The player that holds the most objective markers wins the Secondary Objective.

**Tertiary Objectives:** (1 point is awarded for accomplishing each of these) Solo-Blood (pg 3 Renegade Open Primer Mission Packet), Slay the Warlord (pg. 122 WH40kRB), 3pts Line Breaker (pg. 122 WH40kRB)

## Mission 3: Pile'em High!

The enemy wants to play a war of attrition. Make them regret that decision.

Deployment: Spear Head Deployment



Special Rules: Follow all rules for a standard game of WH40K (WH40kRB)

Primary Objective: Stack'em Like Cordwood: This objective is determined by the percentage of models destroyed in the army divided by the number of models that were in the army 4pts BEFORE the start of Game Turn 1. **NOTE:** this means that spawned units will neither counts towards nor against this objective.

Secondary Objective: Table Quarters: Divide the table into 4 parts that are 24"W x 36"L. To be considered in a Table Quarter the majority of the models must be COMPLETELY 3pts in that table quarter. Example: A 1 model unit must be COMPLETELY in 1 Table Quarter to score it or deny it, you cannot sit astride 2 Table Quarters and contest/score both or either.

Tertiary Objectives: (1 point is awarded for accomplishing each of these) Solo-Blood (pg 3 Renegade Open Primer Mission Packet), Slay the Warlord (pg. 122 WH40kRB), 3pts Line Breaker (pg. 122 WH40kRB)