



Renegade Open GT Primer Missions v2.0

All Games within will be played with the following changes to the standard WH40k format.

ALL GAMES WILL HAVE A 150 Minute or 2 Hour 30 Minute TIME LIMIT PER ROUND AT OUR EVENT.

- In a Scenario involving Modified Maelstrom each player rolls for 2 Objectives at the beginning of each GAME TURN, reroll any doubles keeping the first die rolled. You may NOT voluntarily discard one to reroll. Players may only score their own Objectives and are scored at the End of Player Turn. Any UNSCORED objectives at the end of GAME TURN are discarded and new ones are rolled. These are random at all times and you may end up with multiple turns with the same objectives, this is fine. The choices are as follow (they can be found on each mission sheet as well):
 - ❖ 1) Hold Maelstrom Objective (Placed on Table by Player 1)
 - ❖ 2) Hold Maelstrom Objective (Placed on Table by Player 2)
 - ❖ 3) Have a unit at least partially in enemy deployment zone
 - ❖ 4) Destroy at least 1 Enemy Infantry, Jump, Bike, Jetpack, Jetbike, Beast, or Swarm Unit
 - ❖ 5) Destroy at least 1 Enemy Vehicle/Flyer/SHW or Monstrous Creature/FMC/GC
 - ❖ 6) Have at least 3 of your own units partially in your own Deployment Zone with no enemy units.
- In a scenario involving Objective Markers: the Objective Markers must be placed more than 12 inches from any table edge and more than 12 inches from any other Objective Markers.
- In a scenario involving Assassination: write down on your mission sheet after Deployment but 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. Open to your opponent after the game.
- In a scenario involving Table Quarters: Divide the table into four 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: BOTH PLAYERS MAY EARN THIS OBJECTIVE. To score this you must kill at least a whole enemy unit similar to scoring a kill point WITHOUT giving one up in the same GAME TURN.
 - ❖ Example: An Imperial Guard (IG) army kills a whole enemy unit on Top of Game Turn 1, but the opposing 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 and both players have earned this objective.

Pre-Game Setup

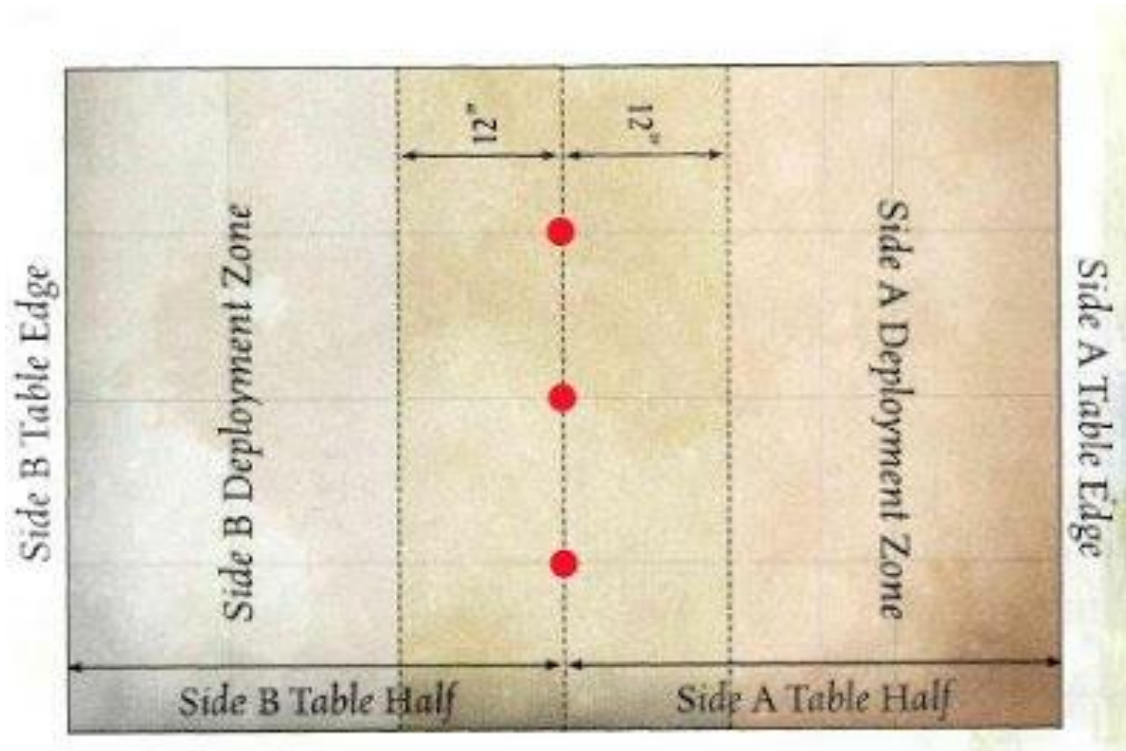
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1. All Scenarios will start with Pre-Game functions listed here.
2. Exchange army lists and go over them together (It is highly recommend to ask questions now as opposed to during the game in order to save time).
3. Discuss Terrain Effects for your game using the reference on pg. 108 WH40kRB.
4. Roll for Table Side Selection (we encourage 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).
5. Place Terrain in order of Table Side Selection, going back and forth until all terrain is placed.
 - Placed Terrain MUST adhere to the following restrictions:
 - ❖ Must be more than 6 inches from the table edge
 - ❖ Must be more than 5 inches from another piece of terrain
 - ❖ If a piece could not be placed players may "bump" terrain to mutual satisfaction in order to place the missing piece.
 - ❖ Fortifications are NOT considered terrain and are deployed with your army.
6. Roll for Pre-Game Abilities in the order of Warlord Traits, Psychic Powers, and then codex specific rolls.
7. Place Objective Markers if needed.
8. Roll for Night Fighting Rules.
9. Roll for First Turn.
10. Deploy Armies.
11. Infiltrate.
12. Scouts Redeploy.
13. Seize the Initiative.

Mission 1: Assassination

Three enemy units are holding something you need to move on with your war campaign plans for this planet. Kill them.

Deployment: Hammer & Anvil (pg. 131 WH40kRB)



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

Primary Objective: Assassination (pg 1 Game Packet): 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 this objective. If both sides have killed all 3 enemy units then both players have earned this objective.

Secondary Objective: Modified Maelstrom: At the beginning of each GAME TURN, both players roll twice on this table. Reroll the second if the same as the first.

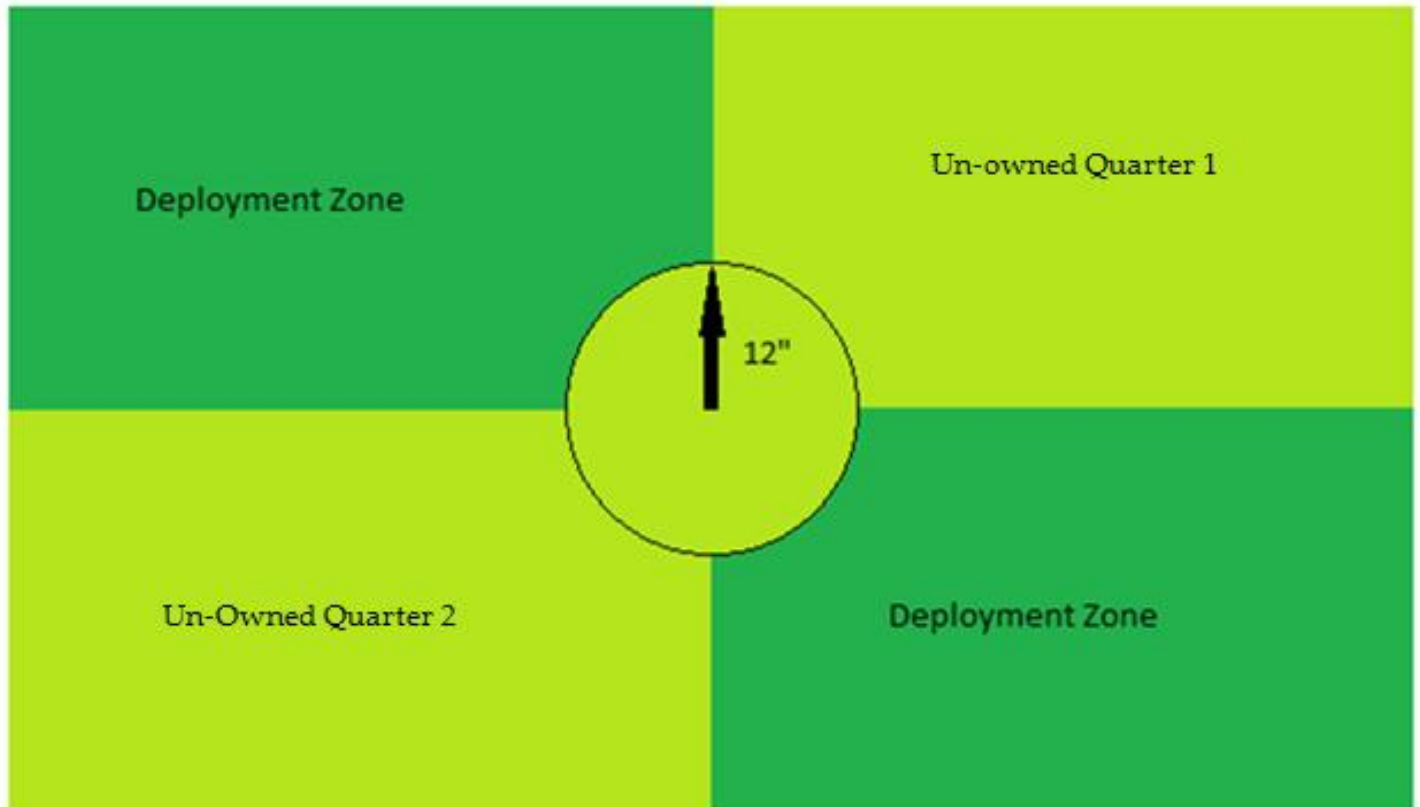
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- ❖ 3) Have a unit at least partially in enemy deployment zone
- ❖ 4) Destroy at least 1 Enemy Infantry, Jump, Bike, Jetpack, Jetbike, Beast, or Swarm Unit
- ❖ 5) Destroy at least 1 Enemy Vehicle/Flyer/SHW or Monstrous Creature/FMC/GC
- ❖ 6) Have at least 3 of your own units partially in your own Deployment Zone with no enemy units.

Tertiary Objectives: (1 point is awarded for accomplishing each of these) Solo-Blood (pg 2 Renegade Primer Packet), Slay the Warlord (pg. 133 WH40kRB), Line Breaker (pg. 133 WH40kRB)

Mission 2: Table Quarters

Take what you can! Give nothing back!

Deployment: Spear Head Deployment



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

Primary Objective: Table Quarters and Center Area: The Table Quarters are abridged in the center by a 12 inch radius Center Area. This Center Area is to be treated as a Table Quarter for all rules.

Secondary Objective: Modified Maelstrom: At the beginning of each GAME TURN, both players roll twice on this table. Reroll the second if the same as the first.

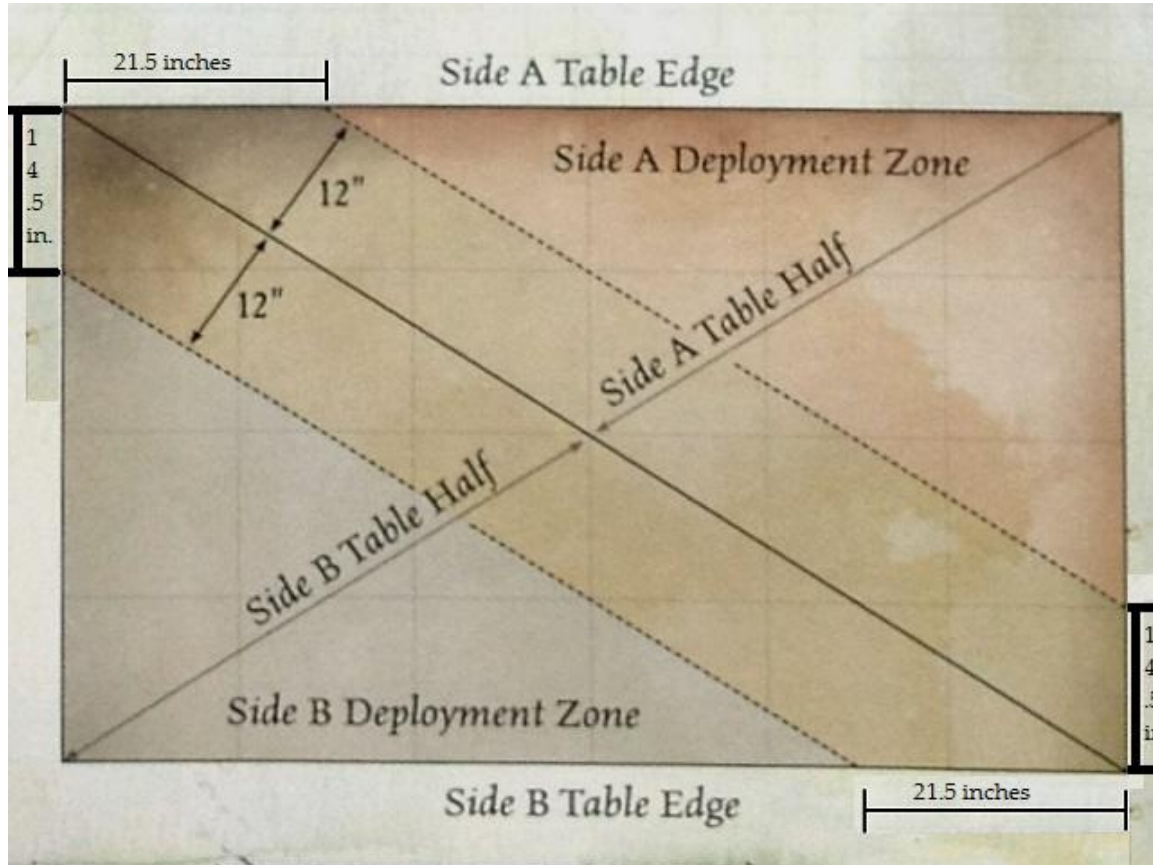
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- ❖ 5) Destroy at least 1 Enemy Vehicle/Flyer/SHW or Monstrous Creature/FMC/GC
- ❖ 6) Have at least 3 of your own units partially in your own Deployment Zone with no enemy units.

Tertiary Objectives: (1 point is awarded for accomplishing each of these) Solo-Blood (pg 2 Renegade Primer Packet), Slay the Warlord (pg. 133 WH40kRB), Line Breaker (pg. 133 WH40kRB)

Mission 3: 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. 131 WH40kRB)



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

Primary Objective: The Relic (pg 147 WH40kRB) & The 2 Maelstrom Objectives

Secondary Objective: Modified Maelstrom: At the beginning of each GAME TURN, both players roll twice on this table. Reroll the second if the same as the first.

- ❖ 1) Hold Maelstrom Objective (Placed on Table by Player 1)
- ❖ 2) Hold Maelstrom Objective (Placed on Table by Player 2)
- ❖ 3) Have a unit at least partially in enemy deployment zone
- ❖ 4) Destroy at least 1 Enemy Infantry, Jump, Bike, Jetpack, Jetbike, Beast, or Swarm Unit
- ❖ 5) Destroy at least 1 Enemy Vehicle/Flyer/SHW or Monstrous Creature/FMC/GC
- ❖ 6) Have at least 3 of your own units partially in your own Deployment Zone with no enemy units.

Tertiary Objectives: (1 point is awarded for accomplishing each of these) Solo-Blood (pg 2 Renegade Primer Packet), Slay the Warlord (pg. 133 WH40kRB), Line Breaker (pg. 133 WH40kRB)

Scoring - 90 Battle Points; 75 Paint Points; 30 Objective Points (for tie breakers); 6 Points Sportsman Ship

30 Battle Points awarded for WIN

10 Battle Points awarded for DRAW

0 Battle Points awarded for LOSS

Paint Points and awards should be done at discretion of Renegade Primer event organizers.

Sportsman Ship points are 2 per round.

1 point for "Would you play this person again?"

1 point for "Were all rules questions handled amicably."

Please write a name for each of the below.

Sportsman Ship

Favorite Opponent _____

Painting

Favorite Army _____

ROUND 3 SCORE SHEET

Your Name _____

Opponent _____

Winner _____

Circle Earned Objectives

P

S

SB

WL

LB

Primary

Secondary

Solo-Blood

Slay the Warlord

Line Breaker

Sportsman Ship (circle 1 for each)

Would you willingly play them again for "funsies"?

Y

N

Were all rules questions handled amicably?

Y

N

Opponent's Signature _____

ROUND 2 SCORE SHEET

Your Name _____

Opponent _____

Winner _____

Circle Earned Objectives

P

S

SB

WL

LB

Primary

Secondary

Solo-Blood

Slay the Warlord

Line Breaker

Sportsman Ship (circle 1 for each)

Would you willingly play them again for "funsies"?

Y

N

Were all rules questions handled amicably?

Y

N

Opponent's Signature _____

ROUND 1 SCORE SHEET

Your Name _____

Opponent _____

Winner _____

Circle Earned Objectives

P

S

SB

WL

LB

Primary

Secondary

Solo-Blood

Slay the Warlord

Line Breaker

Sportsman Ship (circle 1 for each)

Would you willingly play them again for "funsies"?

Y

N

Were all rules questions handled amicably?

Y

N

Opponent's Signature _____