



# 2019

## RENEGADES OPEN: SEEDS OF DESTRUCTION MISSION PACK

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## MISSION GUIDELINES

This section describes the format Guidelines for the missions in use at this event. In this section, you will find the rules for the mission scoring, game length, tabling and concession scoring. The pre-game setup, including deployment and scoring for Primary and Secondary missions is explained on each scenario sheet. Unless otherwise stated, all of the 5 missions listed below follow these steps.

### PRIMARY OBJECTIVE

The primary objective is the same for every mission and must be recorded at the end of every player turn. As explained in each mission, each player earns the victory points shown for achieving hold, kill and bonus objectives during their own turns, then at the end of every battle round players will score further victory points for achieving kill more and hold more objectives.

### SECONDARY OBJECTIVE

The secondary objectives are pregame player chosen objectives. As explained in every mission, players must choose 3 secondary objectives and will score a maximum of 4 points for each chosen objective. The secondary objective sheet explains in further detail how each secondary objective can be scored and how they interact with each other. These objectives must be checked and scored at the end of every player turn.

### VICTORY POINTS AND BATTLE POINTS

At the end of every game players must total up the victory points they have earned from the primary and secondary objectives. These totals are then used to calculate a differential between the 2 players, the battle point table shown below will then indicate what the winning and losing players score based off that differential. This is the battle point score that each player must record for that round.

Winning Players Battle Points	Victory Point Differential	Losing Players Battle Points
10	0	10
11	1-2	9
12	3-4	8
13	5-6	7
14	7-8	6
15	9-10	5
16	11-12	4
17	13-14	3
18	15-16	2
19	17-18	1
20	19+	0

An additional 12 battle points will added to a players score for winning a game, 6 battle points for drawing a game, and 0 battle points for losing a game. The battle points will be added by the tournament organisers to the differential score from above to make up each rounds score for a player.

### GAME LENGTH

Each game lasts **6 Battle Rounds**. Please ensure you complete a **MINIMUM** of 4 battle rounds in every game unless a concession occurs, in which case this must be recorded on both players scoresheets. Failure to achieve this on 2 or more occasions will result in point's penalties as described in the tournament pack.

### CONCESSION SCORING

If one player chooses to concede before the game has come to a natural conclusion, they automatically score 0 victory points and 0 battle points, and their opponent scores 48 victory points and 20 battle points.

### TABLING

If one player is tabled (a player has no qualifying models on the table at the end of any player turn), the tabled player keeps their victory points earned up until that point in the game, and their opponent earns victory points as follows for the remaining turns. At the time of tabling, the victor completes the current battle round, keeps their current score and earns 4 victory points per remaining battle round towards the primary objective. Additionally, the victor also earns the maximum number of possible secondary objective victory points available to them, assuming the victor's army has the capability to accomplish the mission objectives.

**Example Scenario:** If it were the end of Battle Round 3 when the losing player is tabled, and the victor chose Recon for their secondary mission, but had not yet scored any victory points for that secondary mission. The victor would earn 3 total victory points for the secondary objective as they would have 3 more turns to earn those victory points had the game continued, assuming they have at least 4 units left on the table with which to fulfil the objective's scoring parameters. If they have 3 or less units left, they score no victory points for that Secondary objective as it would not be possible for them to fulfil the scoring parameters even if the game had gone on to a natural conclusion.

**Players should take careful note that tabling your opponent does not automatically score maximum points for the mission.**

## SECONDARY OBJECTIVES

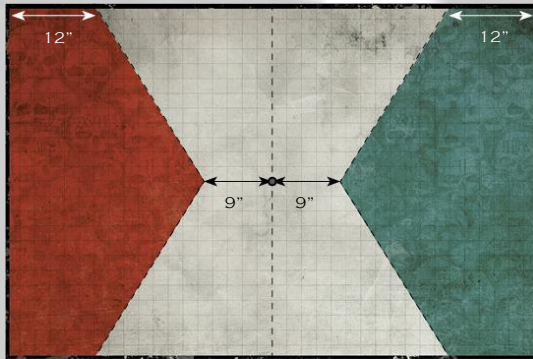
Each player may score up to 4 victory points for each of the following Secondary Missions, for a total of 12 between the 3 they've chosen. These points can be scored at any time unless otherwise specified in the description.

*\*Secondary objectives marked with an asterisk "stack" and may be scored concurrently with other objectives. Unless so marked, no secondary objective may be scored concurrently with any other secondary objective.*

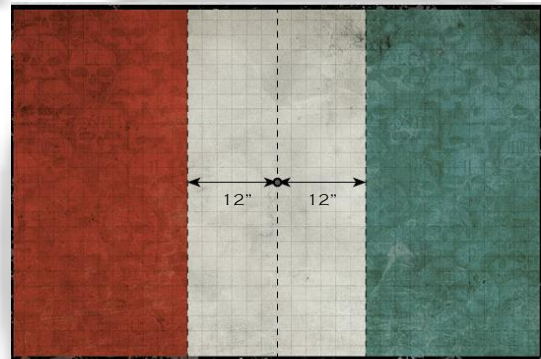
<b>Headhunter</b>	Score 1 victory point for each enemy <b>CHARACTER</b> that is destroyed.
<b>Butchers Bill</b>	Destroy 2+ enemy units during a player turn to earn 1 victory point.
<b>Kingslayer</b>	Choose an enemy model that is a <b>CHARACTER</b> . <ul style="list-style-type: none"> <li>Earn 1 victory point for every 2 wounds of damage it loses, cumulatively.</li> <li>In the instance where a <b>CHARACTER</b> may regenerate wounds or resurrect during the course of the game, total wounds it loses over the course of the game are counted towards this secondary.</li> <li>If the model selected has the <b>CHARACTER</b> and <b>VEHICLE</b> or <b>MONSTER</b> keywords, you earn 1 victory point for every 4 wounds it loses instead of 1 for every 2.</li> <li>If the <b>CHARACTER</b> is also your opponent's Warlord, earn 1 additional victory point if it is destroyed.</li> </ul>
<b>Marked for Death</b>	Choose 4 of your opponent's units with a power level of 7+. Earn 1 victory point for each of these units destroyed. <ul style="list-style-type: none"> <li>In order to score this point against a unit that splits into multiple units during the course of play, you must destroy each individual component unit. If a unit joins with another unit during the course of play, to earn this point you must destroy the entire conjoined unit.</li> </ul>
<b>Big Game Hunter</b>	Score 1 victory point for every enemy model with <b>MONSTER</b> or <b>VEHICLE</b> keyword and 7+ wounds destroyed.
<b>Titan Slayers</b>	For every 8 wounds lost by enemy units with the <b>TITANIC</b> keyword in total throughout the course of the game, earn 1 victory point regardless of wounds being "healed" or "regenerated" etc. You may choose when to count wounds dealt to any one <b>TITANIC</b> model but as soon as you do, that model will no longer yield points for any other non-stacking secondary mission. <b>Example:</b> One enemy <b>TITANIC</b> model loses 4 wounds turn 1, and a different enemy <b>TITANIC</b> unit loses 12 wounds turn 2 for a total of 16 wounds lost in total to enemy <b>TITANIC</b> models. You choose to count those wounds and earn 2pts towards this objective but neither of those <b>TITANIC</b> units may give up points for other secondary objectives that require destroying an enemy unit.
<b>Gang Busters</b>	For every 6 wounds inflicted on a unit that contains more than 1 model with 3 or more wounds, score 1 victory point. Units with the <b>SWARM</b> keyword do not count towards this mission.
<b>Pick your Poison</b>	Pick up to four keywords from the following list: <b>PSYKER</b> , <b>FLY</b> , <b>VEHICLE</b> , <b>MONSTER</b> , <b>TITANIC</b> . You cannot pick a keyword more than once. For each keyword you pick, nominate an enemy unit with that keyword, you cannot nominate a unit for more than 1 keyword. Score 1 victory point for each nominated unit that is destroyed.
<b>*The Reaper</b>	For every 20 enemy models destroyed, earn 1 victory point. <ul style="list-style-type: none"> <li>You count each model when they are destroyed. In the instance of models coming back into play after being destroyed during the course of a game, you may count them each time they are destroyed.</li> <li>Destroyed models are allowed to accrue points for The Reaper and any other secondary objective regardless of asterisk, except Marked for Death.</li> </ul>
<b>*Recon</b>	Score 1 victory point if you have a unit at least partially in each table quarter at the end of your player turn. A unit may only count as being in one table quarter at a time for the purposes of this rule.
<b>*Behind Enemy Lines</b>	If at least one of your units is wholly within the enemy Deployment Zone at the start of your turn, earn 1 victory point. A unit is wholly within if every model in the unit is at least partially in the enemy Deployment Zone.
<b>*Ground Control</b>	Score 1 victory point for each objective held at the end of the last Battle Round played.
<b>*King of the Hill</b>	At the end of the Battle Round the player who chose this secondary scores 1 victory point if they have two non-character, multi-model units wholly within 6 inches of the centre of the table. Units that score King of the Hill cannot score <b>Recon</b> , <b>Ground Control</b> , or <b>Engineers</b> . Multi-model in this instance means a unit that began the game with more than 1 model.
<b>*Engineers</b>	Select two non-character/non-fortification units from your army to be Engineers. Starting from Battle Round 2, if either of these units starts and ends your turn within 3" of an objective marker you control and it did not make any attacks or manifest any psychic powers during your turn, earn 1 victory point at the end of that turn. These units may not score this objective if they join other units during the course of play or split into multiple units. Units chosen to be Engineers may never benefit from a rule that keeps them from being the target of attacks, Cloud of Flies, for example. They can benefit from terrain blocking Line of Sight to them.
<b>*Old School</b>	Score 1 victory point for each of the following: <ul style="list-style-type: none"> <li><b>First Strike:</b> An enemy unit is destroyed in the first Battle Round.</li> <li><b>Slay the Warlord:</b> The enemy Warlord is destroyed at the end of the game.</li> <li><b>Linebreaker:</b> Have one of your models within your opponent's deployment zone at the end of the game.</li> <li><b>Last Strike:</b> An enemy unit is destroyed in the last Battle Round played.</li> </ul>



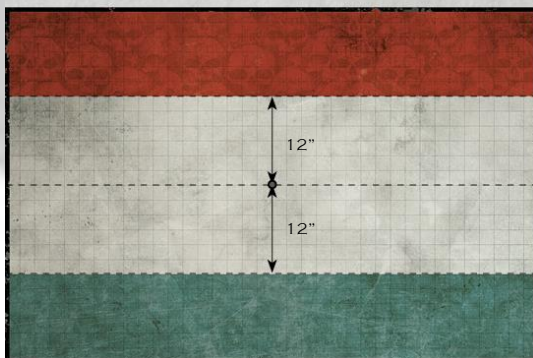
## DEPLOYMENT MAPS



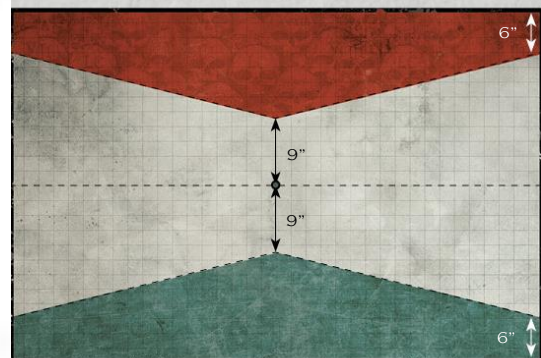
1.) SPEARHEAD ASSAULT



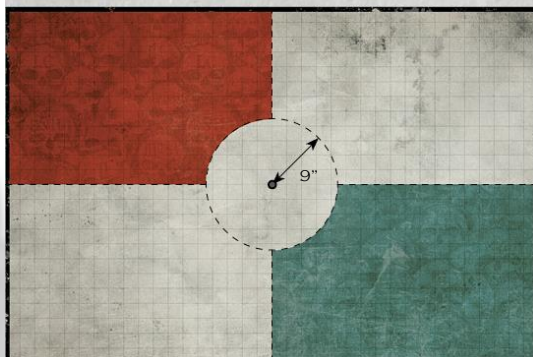
4.) HAMMER AND ANVIL



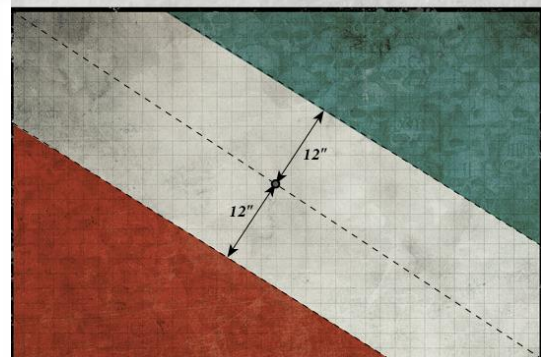
2.) DAWN OF WAR



5.) FRONTLINE ASSAULT



3.) SEARCH AND DESTROY



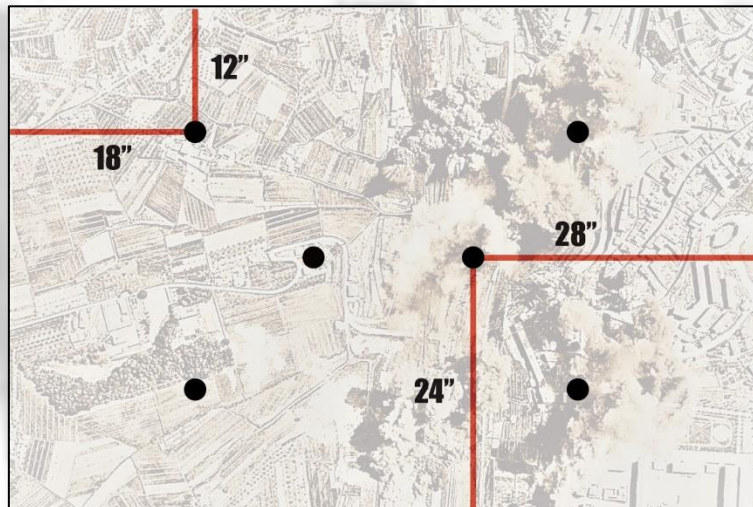
6.) VANGUARD STRIKE

## SCENARIO 1 - SEIZE GROUND

Pre-game	
1	Before any dice are rolled, players adjust and define terrain on the board, then both players choose Warlord Traits, Psychic Powers, spend pre-deployment command points, and any additional Relics they will use. These should be written or notated clearly for reference in game. These should be revealed simultaneously.
Deployment & Objectives	
2	Players roll off for deployment. The player who rolled higher randomly determines the deployment type from the maps on pg. 3 of this pack, and then chooses their deployment zone.
3	Players then place objectives using the diagram and instructions below: <ol style="list-style-type: none"> <li>All objectives are considered to be on the ground floor and may not be placed inside of enclosed buildings. Move terrain if necessary to accommodate this requirement.</li> <li>Distances are measured to and from models to the closest point of the objective marker when determining which models are in range to control an objective. An objective marker may not be larger than 2" in diameter.</li> </ol>
4	Each player chooses <b>3</b> of the Secondary Mission Objectives listed on pg. 2 of this pack. A player may only choose each mission once. They then reveal them to their opponent simultaneously.
5	The players alternate deploying 1 unit at a time, starting with the player who lost the roll-off in step 2.
Determining First Turn	
6	Players roll off for first turn. The player that finished deploying first gets a +1 modifier to the roll.
7	The player that wins the roll-off may choose to go first or second. The player that is elected to go second by their opponent may choose to roll to seize the initiative.

### OBJECTIVE PLACEMENT

Deploy 6 objectives as shown:



### PRIMARY OBJECTIVES

Each player scores victory points for the following objectives at the <b>end of their player turn</b> .	
Objective	VP's
Hold: Control 1 or more objectives	1
Kill: Destroy 1 or more enemy units during the battle round	1
Bonus: Control or contest 5 or more objectives	1
Each player scores victory points for the following objectives at the <b>end of each battle round</b> .	
Objective	VP's
Hold More: Control more objectives than your opponent	1
Kill More: Destroy more enemy units than your opponent during the battle round	1

## SCENARIO 2 - CUT TO THE HEART

Pre-game	
1	Before any dice are rolled, players adjust and define terrain on the board, then both players choose Warlord Traits, Psychic Powers, spend pre-deployment command points, and any additional Relics they will use. These should be written or notated clearly for reference in game. These should be revealed simultaneously.
Deployment & Objectives	
2	Players roll off for deployment. The player who rolled higher randomly determines the deployment type from the maps on pg. 3 of this pack, and then chooses their deployment zone.
3	Players then place objectives using the diagram and instructions below: <ol style="list-style-type: none"> <li>All objectives are considered to be on the ground floor and may not be placed inside of enclosed buildings. Move terrain if necessary to accommodate this requirement.</li> <li>Distances are measured to and from models to the closest point of the objective marker when determining which models are in range to control an objective. An objective marker may not be larger than 2" in diameter.</li> </ol>
4	Each player chooses <b>3</b> of the Secondary Mission Objectives listed on pg. 2 of this pack. A player may only choose each mission once. They then reveal them to their opponent simultaneously.
5	The player who did not pick their deployment zone then chooses who deploys their entire army first and that player deploys their entire army, followed by their opponent deploying their entire army. A player's models must be set up wholly within their deployment zone.
Determining First Turn	
6	The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6 they seize the initiative, and they get the first turn instead.

### OBJECTIVE PLACEMENT

Deploy 3 objectives: Each player places 1 objective in their deployment zone more than 6" from a table edge and 12" from any other objective. 1 objective is placed in the middle of the table.



### PRIMARY OBJECTIVES

Each player scores victory points for the following objectives at the <b>end of their player turn</b> .	
Objective	VP's
Hold: Control 1 or more objectives	1
Kill: Destroy 1 or more enemy units	1
Bonus: Control the centre objective and opponents objective	1
Each player scores victory points for the following objectives at the <b>end of each battle round</b> .	
Objective	VP's
Hold more objectives than your opponent	1
Destroy more enemy units than your opponent	1



## SCENARIO 3 - GROUND CONTROL

Pre-game	
1	Before any dice are rolled, players adjust and define terrain on the board, then both players choose Warlord Traits, Psychic Powers, spend pre-deployment command points, and any additional Relics they will use. These should be written or notated clearly for reference in game. These should be revealed simultaneously.
Deployment & Objectives	
2	Players roll off for deployment. The player who rolled higher randomly determines the deployment type from the maps on pg. 3 of this pack, and then chooses their deployment zone.
3	Players then place objectives using the diagram and instructions below: <ol style="list-style-type: none"> <li>1. All objectives are considered to be on the ground floor and may not be placed inside of enclosed buildings. Move terrain if necessary to accommodate this requirement.</li> <li>2. Distances are measured to and from models to the closest point of the objective marker when determining which models are in range to control an objective. An objective marker may not be larger than 2" in diameter.</li> </ol>
4	Each player chooses <b>3</b> of the Secondary Mission Objectives listed on pg. 2 of this pack. A player may only choose each mission once. They then reveal them to their opponent simultaneously.
5	The player who did not pick their deployment zone then chooses who deploys their entire army first and that player deploys their entire army, followed by their opponent deploying their entire army. A player's models must be set up wholly within their deployment zone.
Determining First Turn	
6	The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6 they seize the initiative, and they get the first turn instead.

### OBJECTIVE PLACEMENT

Deploy 5 objectives: 1 objective is placed in the middle of the table. Then, starting with the player that did not choose their deployment zone, each player places 1 objective anywhere on the table more than 6" from a table edge and 12" from another objective. They then place 1 objective in their opponent's deployment zone more than 6" from a table edge and 12" from another objective.



### PRIMARY OBJECTIVES

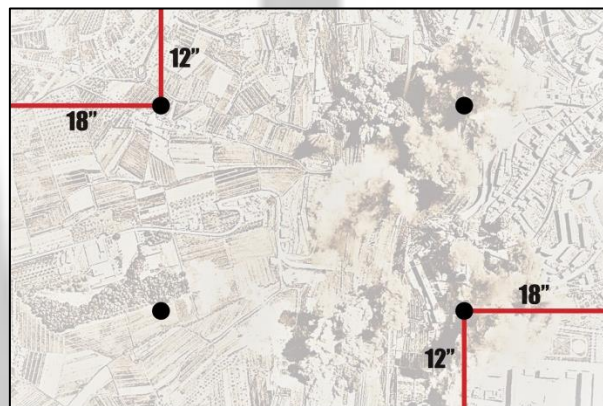
Each player scores victory points for the following objectives at the <b>end of their player turn</b> .	
Objective	VP's
Hold: Control 1 or more objectives	1
Kill: Destroy 1 or more enemy units	1
Bonus: Control both objectives placed by yourself	1
Each player scores victory points for the following objectives at the <b>end of each battle round</b> .	
Objective	VP's
Hold more objectives than your opponent	1
Destroy more enemy units than your opponent	1

## SCENARIO 4 - PRECIOUS CARGO

Pre-game	
1	Before any dice are rolled, players adjust and define terrain on the board, then both players choose Warlord Traits, Psychic Powers, spend pre-deployment command points, and any additional Relics they will use. These should be written or notated clearly for reference in game. These should be revealed simultaneously.
Deployment & Objectives	
2	Players roll off for deployment. The player who rolled higher randomly determines the deployment type from the maps on pg. 3 of this pack, and then chooses their deployment zone.
3	Players then place objectives using the diagram and instructions below: <ol style="list-style-type: none"> <li>1. All objectives are considered to be on the ground floor and may not be placed inside of enclosed buildings. Move terrain if necessary to accommodate this requirement.</li> <li>2. Distances are measured to and from models to the closest point of the objective marker when determining which models are in range to control an objective. An objective marker may not be larger than 2" in diameter.</li> </ol>
4	Each player chooses <b>3</b> of the Secondary Mission Objectives listed on pg. 2 of this pack. A player may only choose each mission once. They then reveal them to their opponent simultaneously.
5	The players alternate deploying 1 unit at a time, starting with the player who lost the roll-off in step 2.
Determining First Turn	
6	Players roll off for first turn. The player that finished deploying first gets a +1 modifier to the roll.
7	The player that wins the roll-off may choose to go first or second. The player that is elected to go second by their opponent may choose to roll to seize the initiative.
8	Before the game begins, each player chooses a separate objective (their <b>Priority Objective</b> ) to defend starting with the player that chose their deployment zone first. After deployment zones have been determined but before deployment, each player may move their priority objective in any direction up to 6" from its original position so long as it is more than 6" from a table edge and 12" from another objective.

### OBJECTIVE PLACEMENT

Deploy 4 objectives as shown:



### PRIMARY OBJECTIVES

Each player scores victory points for the following objectives at the <b>end of their player turn</b> .	
Objective	VP's
Hold: Control 1 or more objectives	1
Kill: Destroy 1 or more enemy units	1
Bonus: Control your opponents priority objective	1
Each player scores victory points for the following objectives at the <b>end of each battle round</b> .	
Objective	VP's
Hold more objectives than your opponent	1
Destroy more enemy units than your opponent	1

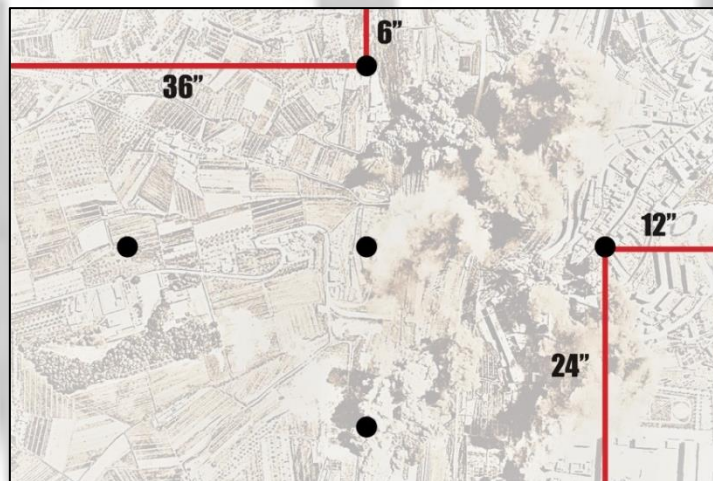


## SCENARIO 5 - CRUCIBLE OF CHAMPIONS

Pre-game	
1	Before any dice are rolled, players adjust and define terrain on the board, then both players choose Warlord Traits, Psychic Powers, spend pre-deployment command points, and any additional Relics they will use. These should be written or notated clearly for reference in game. These should be revealed simultaneously.
Deployment & Objectives	
2	Players roll off for deployment. The player who rolled higher randomly determines the deployment type from the maps on pg. 3 of this pack, and then chooses their deployment zone.
3	Players then place objectives using the diagram and instructions below: <ol style="list-style-type: none"> <li>1. All objectives are considered to be on the ground floor and may not be placed inside of enclosed buildings. Move terrain if necessary to accommodate this requirement.</li> <li>2. Distances are measured to and from models to the closest point of the objective marker when determining which models are in range to control an objective. An objective marker may not be larger than 2" in diameter.</li> </ol>
4	Each player chooses <b>3</b> of the Secondary Mission Objectives listed on pg. 2 of this pack. A player may only choose each mission once. They then reveal them to their opponent simultaneously.
5	The player who did not pick their deployment zone then chooses who deploys their entire army first and that player deploys their entire army, followed by their opponent deploying their entire army. A player's models must be set up wholly within their deployment zone.
Determining First Turn	
6	The player who finished setting up their army first chooses who takes the first turn. If they decide to take the first turn, their opponent can roll a dice: on a 6 they seize the initiative, and they get the first turn instead.

### OBJECTIVE PLACEMENT

Deploy 5 objectives as shown:



### PRIMARY OBJECTIVES

Each player scores victory points for the following objectives at the <b>end of their player turn</b> .	
Objective	VP's
Hold: Control 1 or more objectives	1
Kill: Destroy 1 or more enemy units	1
Bonus: Have 3 models with the character keyword within scoring range of three different objectives	1
Each player scores victory points for the following objectives at the <b>end of each battle round</b> .	
Objective	VP's
Hold more objectives than your opponent	1
Destroy more enemy units than your opponent	1