



The Battle for Rynd's World Event mission pack

Timetable:

- 09:30 – Arrival & Registration
- 10:00 – 12:30 – Game One
- 12:30 - 13:30 – Lunch
- 13:30 - 16:00 - Game Two
- 16:10 – 18:40 – Game Three
- 18:40-19:30 - Raffle and clear down

Events Page:

www.bac-con-epic.com

Please note that Bac-Con is intended as a Narrative event, for attendees to have fun and contribute to a good cause while they are at it. Although results of the games are recorded, equal weighting in scoring is given to sportsmanship and for painting so bear this in mind when both creating your army and playing. Please also remember that these games relate to fictional creations fighting over imaginary Porcine (bacon) butties, and battles should be fought in an appropriate spirit.

Army Formation Rules

For this event armies are to be selected using standard allied and composition rules up to 2000pts and with no more than 18 detachments allowed per army.

Anything released by Games Workshop two weeks in advance of the event is legal to use and 3rd party/printed/proxy units are permitted providing they are clear as to what they are. With sponson or pintle weapons an all or nothing approach is to be taken unless they are specifically modelled otherwise.



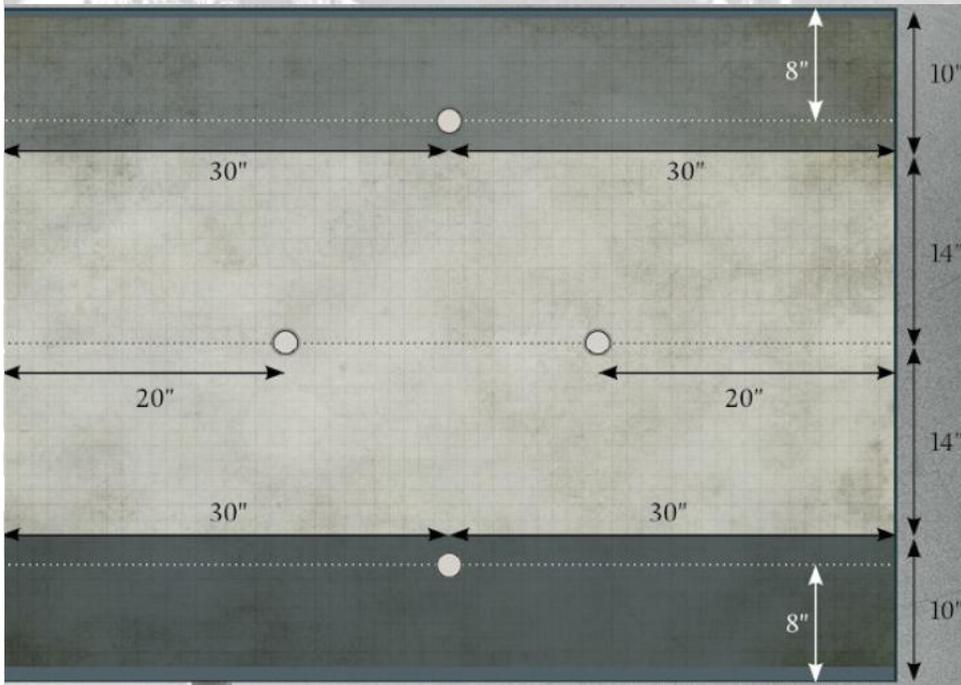
Game One: “Battle at the Farm”

“An army marches on its stomach” – unknown Warlord of Ancient Terra

Scenario:

As the Galactic Civil War heats up both sides realise that their supply situation has become precarious, after pouring over ancient star charts the leadership of the opposing factions realise that the answer has been staring them in the face; the vast Porcine herds of Rynd’s World! With the decision made battle plans swing into action, armies muster and war comes to the once idyllic Agri-world. The first clashes occur as the armies converge on the vast herds of porcine roaming the planet.

Setup:



Primary Objective

The game lasts 5 turns, with scoring only at the end of the final turn.

- 3 VP for holding the objective in the enemy deployment zone
- 1 VP for holding each objective in the neutral area
- 0 VP for holding the objective in your own deployment zone

Secondary Objective

“Carnage”, with the following VPs awarded relating to the total percentage of the enemy army having been destroyed by the end of the game.

- 3 VP for 80% of the opposing army
- 2 VP for 60% of the opposing army
- 1 VP for 40% of the opposing army

Special Rules

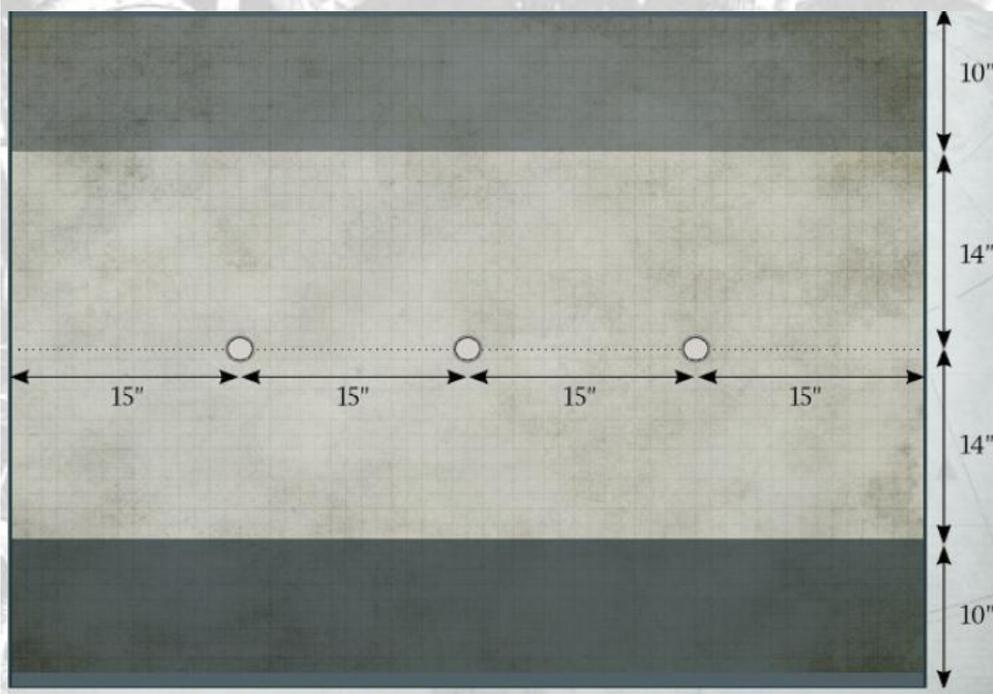
“Fog of War”: For the first turn each weapon’s maximum range is reduced to 18” (does not apply to barrage/heavy barrage weapons).

Game Two: “Battle at the Meatworks”

Scenario:

With the raw product now secured the enemy armies turn their attention to the meat processing works. Their objective, to turn that raw product into supplies to feed the vast armies desperate for the best food for fighting men: the galaxy-famous Bacon Butty!

Setup:



Objective;

The game lasts 5 turns with scoring only happening at the end of the game. The central objective is worth 3 VP with the other two worth 1 VP each. In addition, score 1 VP for each enemy formation destroyed at the end of the game.

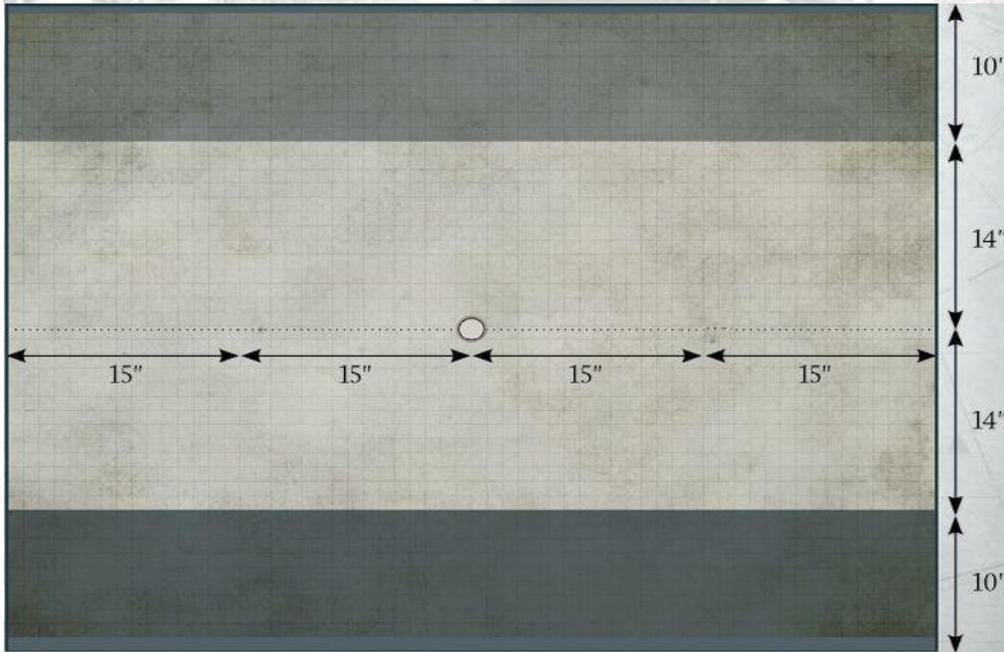
Special Rules

“Fog of War”: For the first turn each weapon’s maximum range is reduced to 18” (does not apply to barrage/heavy barrage weapons).

Game Three: “Bring home the Meat!”

Scenario:

Loyalist and Traitor forces have both staked out their claims on the surface. As the vicious fighting continues, and thousands of warriors lie dead amongst the Porcine herds, the leadership of both sides are made aware of a great prize: Vehicles carrying ‘prime cuts’, specially cloned Porcine whose meat is reportedly of great flavour, have become isolated in no-mans land. Their value is immeasurable, and troops from both factions close in to claim them.



Primary Objective:

Place the ‘Prime Cuts’ vehicle/objective marker in the centre of the board. Do not place it within obstructing terrain or a building. Any unit within 1” of the vehicle at the end of the turn, if no enemy units are within this distance, may commandeer it. From the following turn that player may move the vehicle up to 5” in any direction during the movement phase. It cannot be moved into difficult or obstructing terrain. The other player may capture the vehicle themselves and take control if they have units within 1” of it with no competing enemy units at the end of following turns.

The game lasts 5 turns, with scoring only at the end of the final turn.

- 5 VP if the vehicle has been moved within 12” of the team’s table edge, and no enemy unit is within 1” of it.
- 3 VP if the vehicle has been moved from the table’s central point and is within the team’s half of the table, and no enemy unit is within 1” of it.
- 2 VP if the vehicle is still on the table’s central point, is under control and no enemy unit is within 1” of it.

Special Rules

The ‘Prime Cuts’ Vehicle cannot be targeted purposefully, but if hit by any weapon incidentally (such as a barrage or template weapon) it will automatically be destroyed and that team suffer -8VP; the commanders will then be stripped of their rank and turned into Servitors for such an egregious failure.