



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

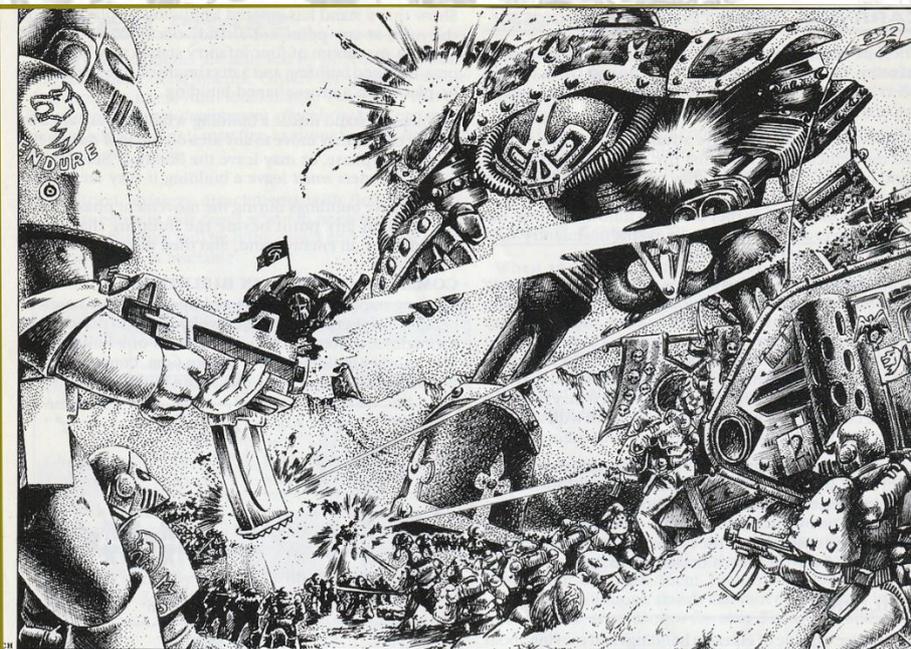
Events Page:

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 Selection

This years event will be three games at 3,000 points. Lists are to be chosen from the Epic UK approved lists and are due to be emailed by midnight on Sun 19th April.



Game One: “Catch the Porcines!”

Scenario:

As battle rages in the subsector 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.

Objectives:

The game plays as the standard tournament scenario (see section 6.1 of the Epic Armageddon rulebook) with the following differences:

- All 6 objectives placed are Porcines the armies are trying to catch (use the Porcine models that will be provided). At the start of each turn before anything else, each porcine objective marker moves 3D6cm in a random direction, ignoring intervening terrain and units as it moves.
- The objective cannot end up in a building or river - if the Porcine scatters onto one move it to the nearest allowable spot to the point it scattered to instead. If an objective scatters off the board place it touching the closest point on the board edge to the off board point it scattered to.
- If a player has a webway portal or tomb complex replace one objective as normal. In the first turn scatter a Porcine objective marker from the centre of it. The webway portal or tomb complex stays where it is and can be used to come on as normal but doesn’t count as an objective for victory conditions - the new mobile Porcine objective does instead.



Game Two: “Protect the Porcine Pen!”

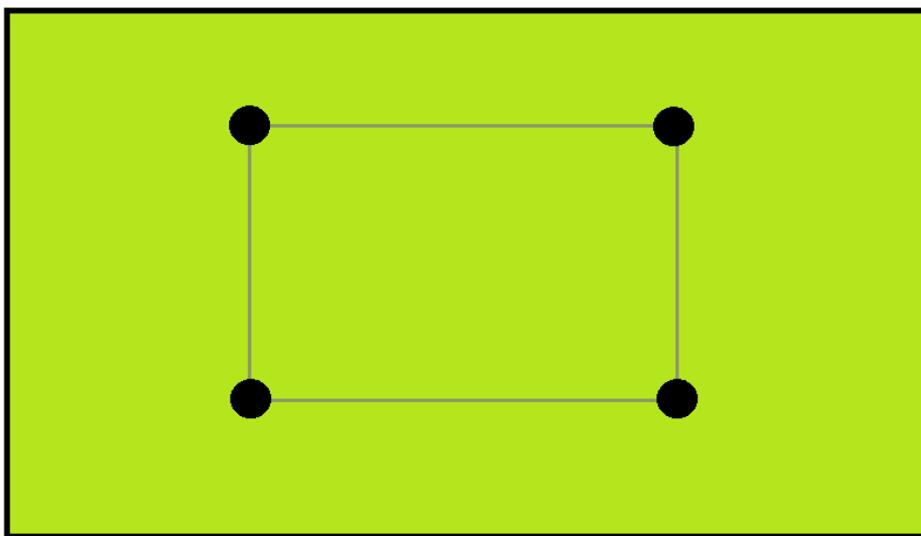
Scenario:

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!

Objective:

The game plays as the standard tournament scenario (see section 6.1 of the Epic Armageddon rulebook) with the following differences:

- Each player places their blitz objectives as normal. The remaining 4 objectives are in a fixed position in a square 30cm apart with the centre point of the square exactly in the centre point of the table. These 4 objectives represent the control towers of an electric fence holding the Porcines in instead.



Game Three: “Bacon Butty Breakout!”

Scenario:

As vicious fighting continues and thousands of warriors lie dead amongst the Porcine herds, cargo trucks full of Bacon Butties have been prepared and must battle through enemy forces to escape the world and feed hungry soldiers throughout the subsector.

Objective:

The game plays as the standard tournament scenario (see section 6.1 of the Epic Armageddon rulebook) with the following differences:

- The Porcines are no more and each player has a Bacon Butty Truck marker instead (model will be provided). Each player must add the truck to one formation in their army as they deploy that particular formation - the truck isn't a unit in game, just a marker for that formation.
- The truck cannot be added to the most expensive 'Break the Spirit' formation in their army. A formation with the truck **MUST** start the game on board and may not leave the board by aircraft or portal while the truck is with them. The truck cannot be added to a formation that garrisons.
- Due to being slowed down by the truck they need to protect no model in the formation it's added to may move more than 20cm in a single move (so 2 x 20cm for a double and such).
- Players must choose a long board edge and may not play corners in this scenario.
- Neither player can achieve the Blitzkrieg victory condition by capturing the enemy Blitz objective in this scenario. Instead, if a player moves any unbroken model of the formation with their Bacon Butty Truck to touch the enemy long board edge they instantly achieve the *Bacon* victory condition for the rest of game. The formation is no longer slowed down and may now leave the board by aircraft or portal as normal.
- A broken formation with the truck can't move into contact with the enemy table edge to achieve the Bacon objective. It must wait till it activates next turn and take an action involving a move action ending touching the enemy board edge to achieve it.
- If the enemy player fully destroys the formation the Bacon Butty Truck is attached to remove the marker and the player without the truck may no longer achieve their Bacon victory condition in the game.

