Last Update: 01.08.15

#### TACTICAL OBJECTIVES - ADEPTICON 2015

	I ACTICAL OBJECTIVES
D66	Result (Type)
11	Secure Objective 1 (Capture & Control)
12	Secure Objective 2 (Capture & Control)
13	Secure Objective 3 (Capture & Control)
14	Secure Objective 4 (Capture & Control)
15	Secure Objective 5 (Capture & Control)
16	Secure Objective 6 (Capture & Control)
21	Secure Objective 1 (Take & Hold)
22	Secure Objective 2 (Take & Hold)
23	Secure Objective 3 (Take & Hold)
24	Secure Objective 4 (Take & Hold)
25	Secure Objective 5 (Take & Hold)
26	Secure Objective 6 (Take & Hold)
31	Secure Objective 1 (Storm & Defend)
32	Secure Objective 2 (Storm & Defend)
33	Secure Objective 3 (Storm & Defend)
34	Secure Objective 4 (Storm & Defend)
35	Secure Objective 5 (Storm & Defend)
36	Secure Objective 6 (Storm & Defend)
41	Ascendency (Seize Ground)
42	Supremacy (Seize Ground)
43	Domination (Seize Ground)
44	Lord of Battle (Seize Ground)
45	King of the Hill (Seize Ground)
46	Behind Enemy Lines (Seize Ground)
51	Overwhelming Firepower (Purge)
52	Blood and Guts (Purge)
53	Kingslayer (Purge)
54	No Prisoners (Purge)
55	Assassinate (Purge)
56	Assassinate (Purge)
61	Hungry for Glory (Strategic Order)
62	Coordinated Charge (Strategic Order)
63	Psychological Warfare (Strategic Order)
64	Tactical Maneuvering (Strategic Order)
65	Field Commander (Strategic Order)
66	Forward Observer (Strategic Order)

While we are still a ways off in finalizing our mission and scoring formats, we have been playtesting an alternative set of Tactical Objectives for the possible use in Maelstrom of War missions at AdeptiCon 2015. The cards presented below are based on the Tactical Objectives presented in the Warhammer 40,000 7<sup>th</sup> Edition rulebook, but have been modified to better suit the event. In some cases, cards were completely removed and replaced. Additionally, some cards now have a discard mechanic allowing you to immediately draw a replacement card.

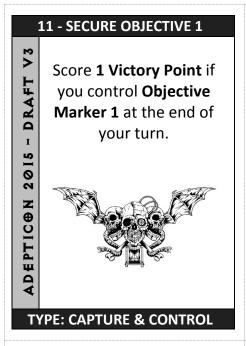
Please keep in mind that this deck is still in the draft stages and we are looking for constructive feedback. If you have any questions or comments, please send them to <a href="mailto:info@adepticon.org">info@adepticon.org</a>.

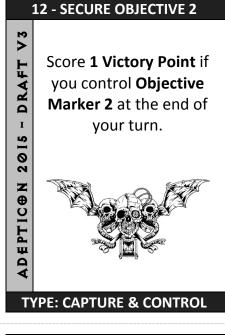
You may use the Tactical Objective cards on the following pages to mock up a Card Deck. Print and cut the cards to size and then place them in a protective card sleeve - preferably with some sort of playing card behind it to give the sleeve some rigidity.

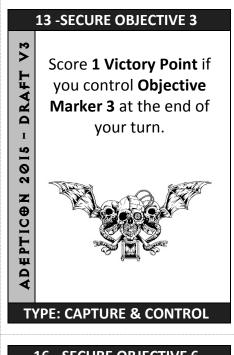
Alternatively, you can roll D66 on the table to the left.

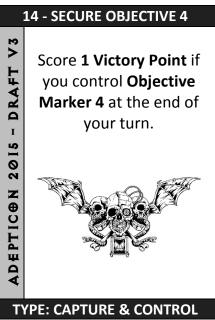
Tactical Objectives should be kept face up near the battlefield so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.

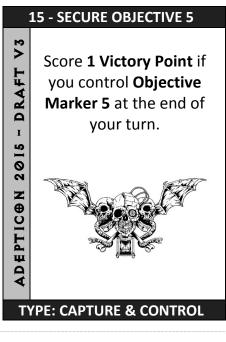
Descriptions for each Tactical Objective can be found on the cards that follow.

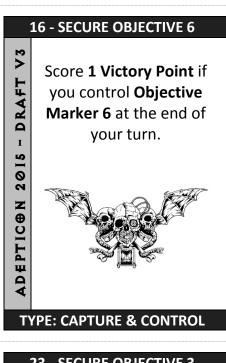












### 21 - SECURE OBJECTIVE 1 **8** Score 1 Victory Point if - DRAFT vou control Objective Marker 1 at the end of

If the scoring unit claiming this Objective Marker is completely outside of its deployment zone, score 2 Victory Points instead.

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your turn.

**TYPE: TAKE & HOLD** 

**5** Score 1 Victory Point if vou control Objective DRAFT Marker 2 at the end of your turn. 20 I 5

22 - SECURE OBJECTIVE 2

If the scoring unit claiming this Objective Marker is completely outside of its deployment zone, score 2 Victory Points instead.

**TYPE: TAKE & HOLD** 

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#### 23 - SECURE OBJECTIVE 3

**5** Score 1 Victory Point if you control **Objective** DRAFT Marker 3 at the end of your turn. 20 I 5

If the scoring unit claiming this Objective Marker is completely outside of its deployment zone, score 2 Victory Points instead.

**TYPE: TAKE & HOLD** 

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#### 24 - SECURE OBJECTIVE 4

**43** DRAFT I 2015 ADEPTICON

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

If the scoring unit claiming this Objective Marker is completely outside of its deployment zone, score 2 Victory Points instead.

**TYPE: TAKE & HOLD** 

#### 25 - SECURE OBJECTIVE 5

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Score 1 Victory Point if you control **Objective** Marker 5 at the end of your turn.

If the scoring unit claiming this Objective Marker is completely outside of its deployment zone, score 2 Victory Points instead.

**TYPE: TAKE & HOLD** 

#### **26 - SECURE OBJECTIVE 6**

**5** DRAFT

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Score 1 Victory Point if you control **Objective** Marker 6 at the end of your turn.

If the scoring unit claiming this Objective Marker is completely outside of its deployment zone, score 2 Victory Points instead.

**TYPE: TAKE & HOLD** 

#### 31 - SECURE OBJECTIVE 1

**8** - DRAFT

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Score 1 Victory Point if you control **Objective** Marker 1 at the end of your turn.

If the Scoring Unit claiming this Objective Marker is wholly within your opponent's Deployment Zone, score 2 Victory Points instead.

**TYPE: STORM & DEFEND** 

#### 32 - SECURE OBJECTIVE 2

**8** - DRAFT

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Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

If the Scoring Unit claiming this Objective Marker is wholly within your opponent's Deployment Zone, score 2 Victory Points instead.

**TYPE: STORM & DEFEND** 

#### 33 - SECURE OBJECTIVE 3

**43** DRAFT

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Score 1 Victory Point if you control **Objective** Marker 3 at the end of your turn.

If the Scoring Unit claiming this Objective Marker is wholly within your opponent's Deployment Zone, score 2 Victory Points instead.

**TYPE: STORM & DEFEND** 

#### 34 - SECURE OBJECTIVE 4

**8** I DRAFT

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Score 1 Victory Point if vou control Objective Marker 4 at the end of your turn.

If the Scoring Unit claiming this Objective Marker is wholly within your opponent's Deployment Zone, score 2 Victory Points instead.

**TYPE: STORM & DEFEND** 

#### 35 - SECURE OBJECTIVE 5

**5** DRAFT I 2015

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Score 1 Victory Point if you control **Objective** Marker 5 at the end of your turn.

If the Scoring Unit claiming this Objective Marker is wholly within your opponent's Deployment Zone, score 2 Victory Points instead.

**TYPE: STORM & DEFEND** 

#### **36 - SECURE OBJECTIVE 6**

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**5** 

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

If the Scoring Unit claiming this Objective Marker is wholly within your opponent's Deployment Zone, score 2 Victory Points instead.

**TYPE: STORM & DEFEND** 

## 41 - ASCENDENCY

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Score **2 Victory Points** if you control three or more Objective Markers at the end of your turn.

You **MAY NOT** achieve this Tactical Objective on your first turn.

**TYPE: SEIZE GROUND** 

# 2 Victory Points if

Score 2 Victory Points if you control two or more Objective Markers AND control at least twice as many as your opponent at the end of your turn.

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You **MAY NOT** achieve this Tactical Objective on your first turn.

**TYPE: SEIZE GROUND** 

#### 42 - SUPREMACY 43 - DOMINATION

ADEPTICON 2015 - DRAFT V3

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Score 1 Victory Point for every two Objective Markers (rounding down) you control at the end of your turn.

You **MAY NOT** achieve this Tactical Objective on your first turn.

**TYPE: SEIZE GROUND** 

#### 44 – LORD OF BATTLE

Score **1 Victory Point** if your Warlord is wholly within 6" of the center of the table at the end of your turn.

When generated, if your Warlord has been removed as a casualty, you may immediately discard this Tactical Objective and generate a replacement.

**TYPE: SEIZE GROUND** 

#### 45 - KING OF THE HILL

Score 1 Victory Point if one or more of your scoring units AND none of your opponent's scoring units are wholly within 6" of the center of the table at the end of your turn.

This is not considered an objective for purposes of the Objective Secured special rule.

**TYPE: SEIZE GROUND** 

#### **46 - BEHIND ENEMY LINES**

Score **1 Victory Point** if one or more of your scoring units are within 12" of your opponent's table edge at the end of your turn.

If three or more of your scoring units are within 12", score 2 Victory Points instead.

**TYPE: SEIZE GROUND** 

#### **51 - OVERWHELING FIREPOWER**

2015 - DRAFT V3

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Score **1 Victory Point** if an enemy unit was destroyed during the Shooting phase of your turn.

If three or more enemy units were destroyed, score **2 Victory Points** instead.

**TYPE: PURGE** 

#### 52 - BLOOD AND GUTS

Score **1 Victory Point** if an enemy unit was destroyed during the Assault phase of your turn.

If three or more enemy units were destroyed, score **2 Victory Points** instead.

**TYPE: PURGE** 

#### 53 - KINGSLAYER

ADEPTICON 2015 - DRAFT

Score **2 Victory Points** if your opponent's Warlord was removed as a casualty on this or any previous turn.



**TYPE: PURGE** 

#### **54 - NO PRISONERS**

ADEPTICON 2015 - DRAFT V3

Score **1 Victory Point** if an enemy unit was destroyed during your turn.

If three or more enemy units were destroyed, score **2 Victory Points** instead.

**TYPE: PURGE** 

#### 55 - ASSASSINATE

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Score 1 Victory Point if an enemy character was removed as a casualty during your turn.

If 3 or more characters were removed as casualties, score **2 Victory Points** instead.

When generated, if your opponent has no remaining characters, you may immediately discard this Tactical Objective and generate a replacement.

**TYPE: PURGE** 

#### **56 - ASSASSINATE**

When this Tactical Objective is generated, your opponent must designate one of their units not in reserve. Score 1 Victory Point if the designated unit was destroyed during your turn.

If destroyed during the same turn the Tactical Objective was generated, score 2 Victory

Points instead.

If your opponent had no units on the table when the Tactical Objective was generated, score

1 Victory Point at the end of the turn.

**TYPE: PURGE** 

#### 61 - HUNGRY FOR GLORY

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Score **1 Victory Point** if you issued a challenge during the Assault phase of your turn.

Assault phase of your turn.

If you issued three or more
Challenges, score 2 Victory
Points instead.

When generated, if you have no remaining characters, you may immediately discard this Tactical Objective and generate a replacement.

**TYPE: STRATEGIC ORDER** 

#### 62 - COORDINATED CHARGE

2015 - DRAFT V3

ADEPTICON

Score **1 Victory Point** if you successfully completed a charge during the Assault phase of your turn.

If you completed three or more charges, score 2 Victory Points instead.

**TYPE: STRATEGIC ORDER** 

#### **63 – PSYCHOLOGICAL WARFARE**

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Score 1 Victory Point if your opponent voluntarily chose to Go to Ground with one or more of their units during the Shooting phase of your turn.



**TYPE: STRATEGIC ORDER** 

#### 64 - TACTICAL MANEUVERING

ADEPTICON 2015 - DRAFT V3

Score **1 Victory Point** if three or more of your units Ran, Turbo-Boosted, or Moved Flat Out during your turn.



**TYPE: STRATEGIC ORDER** 

#### 65 - FIELD COMMANDER

ADEPTICON 2015 - DRAFT V3

Score **1 Victory Point** if your Warlord is within 3" of an Objective Marker not in your deployment zone at the end of your turn.

When generated, if your Warlord has been removed as a casualty, you may immediately discard this Tactical Objective and generate a replacement.

**TYPE: STRATEGIC ORDER** 

#### 66 - FORWARD OBSERVER

2015 - DRAFT V3

ADEPTICON

Score **1 Victory Point** if your Warlord is wholly within **12**" of your opponent's table edge at the end of your turn.

When generated, if your Warlord has been removed as a casualty, you may immediately discard this Tactical Objective and generate a replacement.

**TYPE: STRATEGIC ORDER**