

# ADEPTICON 2015

## WARHAMMER 40K

### TACTICAL OBJECTIVE CARDS

Last Update: 01.08.15

#### TACTICAL OBJECTIVES - ADEPTICON 2015

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 [info@adepticon.org](mailto:info@adepticon.org).

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.

### 11 - SECURE OBJECTIVE 1

ADEPTICON 2015 - DRAFT V3

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



TYPE: CAPTURE & CONTROL

### 12 - SECURE OBJECTIVE 2

ADEPTICON 2015 - DRAFT V3

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



TYPE: CAPTURE & CONTROL

### 13 - SECURE OBJECTIVE 3

ADEPTICON 2015 - DRAFT V3

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



TYPE: CAPTURE & CONTROL

### 14 - SECURE OBJECTIVE 4

ADEPTICON 2015 - DRAFT V3

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



TYPE: CAPTURE & CONTROL

### 15 - SECURE OBJECTIVE 5

ADEPTICON 2015 - DRAFT V3

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



TYPE: CAPTURE & CONTROL

### 16 - SECURE OBJECTIVE 6

ADEPTICON 2015 - DRAFT V3

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



TYPE: CAPTURE & CONTROL

### 21 - SECURE OBJECTIVE 1

ADEPTICON 2015 - DRAFT V3

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 completely outside of its deployment zone, score **2 Victory Points** instead.

TYPE: TAKE & HOLD

### 22 - SECURE OBJECTIVE 2

ADEPTICON 2015 - DRAFT V3

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 completely outside of its deployment zone, score **2 Victory Points** instead.

TYPE: TAKE & HOLD

### 23 - SECURE OBJECTIVE 3

ADEPTICON 2015 - DRAFT V3

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 completely outside of its deployment zone, score **2 Victory Points** instead.

TYPE: TAKE & HOLD

#### 24 - SECURE OBJECTIVE 4

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

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 wholly within your opponent's Deployment Zone, score **2 Victory Points** instead.

TYPE: STORM & DEFEND

#### 35 - SECURE OBJECTIVE 5

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

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

#### 42 - SUPREMACY

ADEPTICON 2015 - DRAFT V3

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.

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

TYPE: SEIZE GROUND

#### 43 - DOMINATION

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

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 V3

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

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

Score **1 Victory Point** if you issued a challenge during the 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

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

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

ADEPTICON 2015 - DRAFT V3

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