

WETTCON 2015 – MISSIONS

Pre-game order of actions:

1. Roll-off: Winner places the first objective. Players then alternate placing objectives until all are out, except for Emperor's Will objectives in Mission #3.
2. Roll-off: Winner chooses deployment zone. In Mission #3, the player who chose sides now places their Emperor's Will objective first.
3. Roll for Warlord Traits, beginning with the player who chose deployment zones
4. Roll for Gifts, Boons and any other pregame rolls, beginning with the player who chose deployment zones
5. Roll for Psychic Powers, beginning with the player who chose deployment zones
6. Roll for Night Fight
7. Roll-off: Winner chooses whether to deploy first or second. Fortifications are placed during deployment.
8. Roll off to Deploy Infiltrators
9. Player who deployed first decides who gets first turn
10. Roll off for Scout moves. It is courtesy to ask your opponent if he has any Scout Moves before proceeding to Seize The Initiative. If the question has not been asked and the dice has been rolled, the Seize The Initiative Attempt must be re-rolled only if the player in question actually makes Scout Moves.
11. Seize the initiative
12. Let the fun begin

The following objectives are in effect in ALL missions:

First Blood (1VP)

Linebreaker (1VP)

Slay the Warlord (1VP)

Kill Points (max 8VP diff)

Maelstrom of War (you may only score 2 cards per turn)

MISSION 1

Deployment: Hammer and Anvil.

Objective #1: Big Guns Never Tire (each enemy heavy support unit that is destroyed at the end of the game is worth 1VP).

Objective #2: Objective marker 1-5 is worth 3VP each at the end of the game.

Objective #3: Tactical Escalation. Objectives generated like so:

Turn #	# of Objectives generated
1	1
2	2
3	3
4	4
5	5
6	6
7	7

MISSION 2

Deployment: Vanguard Strike

Objective #1: Crusade. Objective marker 1-4 is worth 3VP each at the end of the game.

Objective #2: Cleanse and Control. 3 Tactical Objective cards on hand per turn.

MISSION 3

Deployment: Dawn of War

Objective #1: Emperor's Will. Objective marker 1-2 is worth 4VP each at the end of the game. You must place this objective in your own deployment zone.

Objective #2: Contact Lost. You generate as many tactical objectives as you control objective markers (always generate 1 on the first turn regardless).

MISSION 4

Deployment: Dawn of War

Objective #1: The Relic (the player controlling the Relic at the end of the game receives 6VP).

Objective #2: Spoils of War. Active tactical objectives titled "secure objective X" may not be discarded in this mission. These objectives can instead be achieved by both players. (your opponent has "secure objective 3", you can "steal" this objective from your opponent by controlling objective marker 3 at the end of your turn).

MISSION 5

Deployment: Vanguard Strike.

Objective #1: The Scouring. - Each player places three objective markers worth 1, 2 and 3 points (point values noted in secret by the player deploying them). Before rolling to seize the initiative, you reveal the value of each marker.

Objective #2: Deadlock. Tactical Objectives generated as so:

Turn #	# of Objectives generated
1	6
2	5
3	4
4	3
5	2
6	1
7	0

RESULTS

VP Differential in favor of Player	Game Points Player Score	Game Points Opponent Score
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
19+	20	0