



# ADEPTICON 2016

WARHAMMER 40K MAELSTRÖM :: PRIMER MISSIONS

## *Mission 1: "The Sun in Their Eyes"*

### **DEPLOYMENT STYLE: DAWN OF WAR**

- First Blood, Slay the Warlord & Line Breaker
- Random Game Length, Reserves, Night Fighting, Mysterious Objectives
- Through Attrition, Victory & Impending Doom

### **ORDER OF PLAY**

1. Exchange & Review Lists
2. Discuss Terrain & Roll Off for Terrain Placement
  - a. 4" from table edges or other pieces of terrain
3. Place all markers (numbered 1-6) FACE DOWN and MIX THEM
  - a. Roll Off for and Place Objective Markers, without looking at them
  - b. 6" on, 12" from other Objectives
4. **Build 21-Card Hand**
  - a. Begin building your 21-Card hand by adding the following mandatory cards:
    - i. 21 through 26
  - b. Verify that your opponent has the correct set of mandatory cards
  - c. Finish building your 21-Card hand by choosing any 15 optional cards, from the same deck, with the following restrictions:
    - i. You may NOT choose cards 31-36
    - ii. You may NOT choose cards that are automatically impossible to score
  - d. You do not have to show the 15 optional cards to your opponent, but you must show that you have chosen exactly 15 cards
5. Roll for Psychic Powers, Gifts, etc.
6. Roll for Warlord Traits
7. Roll for Night Fighting
8. Roll for Deployment Zone
9. Roll for First Deployment (7<sup>th</sup> ed. deployment rules)
10. **\*BEFORE YOU DEPLOY YOUR ARMY\*: CHOOSE THREE (3) CARDS from your hand**
  - a. Shuffle the remaining cards; offer the cut
  - b. You do not need to reveal these cards to your opponent
  - c. These are the cards you will attempt to score on Game Turn One
  - d. Remember: 'Bonus' Cards CAN NOT BE SCORED ON GAME TURN ONE
11. Resolve Infiltration & Scout Moves
12. Player that deployed first chooses to go first or second
13. Attempt to Seize the Initiative, if applicable
14. At the top of Game Turn One, before anything else, all Tactical Objective Markers are flipped, revealing their number (1 through 6)
15. **At the beginning of your first player turn, before anything else:**
  - a. FIRST reveal your Turn One objective cards
  - b. SECOND (before anything else) draw 3 cards (not revealed to your opponent) from the top of your hand
  - c. THIRD examine them and place them face down. These are your Turn Two objective cards.
16. For each subsequent (remaining) Turn: REVEAL current objective cards, DRAW, EXAMINE and PLACE (face down) objective cards for next turn



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## Mission 2: "Fortune's Fool"

### DEPLOYMENT STYLE: VANGUARD STRIKE

- First Blood, Slay the Warlord & Line Breaker
- Random Game Length, Reserves, Night Fighting, Mysterious Objectives
- Through Attrition, Victory & Impending Doom

### ORDER OF PLAY

1. Exchange & Review Lists
2. Discuss Terrain & Roll Off for Terrain Placement
  - a. 4" from table edges or other pieces of terrain
3. Place all markers (numbered 1-6) FACE DOWN and MIX THEM
  - a. Roll Off for and Place Objective Markers, without looking at them
  - b. 6" on, 12" from other Objectives
4. **Build 21-Card Hand**
  - a. Begin building your 21-Card hand by adding the following mandatory cards:
    - i. 31 through 36
  - b. Verify that your opponent has the correct set of mandatory cards
  - c. Finish building your 21-Card hand by choosing any 15 optional cards, from the same deck, with the following restrictions:
    - i. You may NOT choose cards 21 through 26
    - ii. You may NOT choose cards that are automatically impossible to score
  - d. You do not have to show the 15 optional cards to your opponent, but you must show that you have chosen exactly 15 cards
5. Roll for Psychic Powers, Gifts, etc.
6. Roll for Warlord Traits
7. Roll for Night Fighting
8. Roll for Deployment Zone
9. Roll for First Deployment (7<sup>th</sup> ed. deployment rules)
10. **\*BEFORE YOU DEPLOY YOUR ARMY\*: CHOOSE THREE (3) CARDS from your hand**
  - a. Shuffle the remaining cards; offer the cut
  - b. You do not need to reveal these cards to your opponent
  - c. These are the cards you will attempt to score on Game Turn One
  - d. Remember: 'Bonus' Cards CAN NOT BE SCORED ON GAME TURN ONE
11. Resolve Infiltration & Scout Moves
12. Player that deployed first chooses to go first or second
13. Attempt to Seize the Initiative, if applicable
14. At the top of Game Turn One, before anything else, all Tactical Objective Markers are flipped, revealing their number (1 through 6)
15. **At the beginning of your first player turn, before anything else:**
  - a. FIRST reveal your Turn One objective cards
  - b. SECOND (before anything else) draw 3 cards (not revealed to your opponent) from the top of your hand
  - c. THIRD examine them and place them face down. These are your Turn Two objective cards.
16. For each subsequent (remaining) Turn: REVEAL current objective cards, DRAW, EXAMINE and PLACE (face down) objective cards for next turn



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WARHAMMER 40K MAELSTRÖM :: PRIMER MISSIONS

## *Mission 3: "The Bitter End"*

### **DEPLOYMENT STYLE: HAMMER AND ANVIL**

- First Blood, Slay the Warlord & Line Breaker
- Random Game Length, Reserves, Night Fighting, Mysterious Objectives
- Through Attrition, Victory & Impending Doom

### **ORDER OF PLAY**

1. Exchange & Review Lists
2. Discuss Terrain & Roll Off for Terrain Placement
  - a. 4" from table edges or other pieces of terrain
3. Place all markers (numbered 1-6) FACE DOWN and MIX THEM
  - a. Roll Off for and Place Objective Markers, without looking at them
  - b. 6" on, 12" from other Objectives
4. **Build 21-Card Hand**
  - a. Begin building your 21-Card hand by adding the following mandatory cards:
    - i. 41 through 46
  - b. Verify that your opponent has the correct set of mandatory cards
  - c. Finish building your 21-Card hand by choosing any 15 optional cards, from the same deck, with the following restrictions:
    - i. You may NOT choose cards 11 through 16
    - ii. You may NOT choose cards that are automatically impossible to score
  - d. You do not have to show the 15 optional cards to your opponent, but you must show that you have chosen exactly 15 cards
5. Roll for Psychic Powers, Gifts, etc.
6. Roll for Warlord Traits
7. Roll for Night Fighting
8. Roll for Deployment Zone
9. Roll for First Deployment (7<sup>th</sup> ed. deployment rules)
10. **\*BEFORE YOU DEPLOY YOUR ARMY\*: CHOOSE THREE (3) CARDS from your hand**
  - a. Shuffle the remaining cards; offer the cut
  - b. You do not need to reveal these cards to your opponent
  - c. These are the cards you will attempt to score on Game Turn One
  - d. Remember: 'Bonus' Cards CAN NOT BE SCORED ON GAME TURN ONE
11. Resolve Infiltration & Scout Moves
12. Player that deployed first chooses to go first or second
13. Attempt to Seize the Initiative, if applicable
14. At the top of Game Turn One, before anything else, all Tactical Objective Markers are flipped, revealing their number (1 through 6)
15. **At the beginning of your first player turn, before anything else:**
  - a. FIRST reveal your Turn One objective cards
  - b. SECOND (before anything else) draw 3 cards (not revealed to your opponent) from the top of your hand
  - c. THIRD examine them and place them face down. These are your Turn Two objective cards.
16. For each subsequent (remaining) Turn: REVEAL current objective cards, DRAW, EXAMINE and PLACE (face down) objective cards for next turn