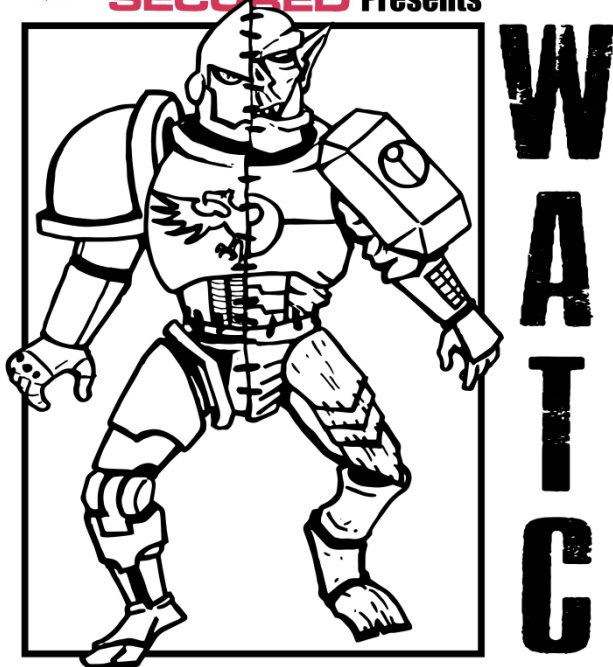




Presents

The Western Australian Team Challenge Missions 2019

Last updated 9/08/2019



Each mission will have one of the Eternal War Missions' Primary Objectives. These missions may be slightly varied to suit tournament play. Each mission will also have one of the Maelstrom of War Missions' Primary Objectives. These missions may also be slightly varied to suit tournament play:

1. When a player draws a card that is impossible to score **at the time the card is drawn**, they may discard that card and then draw a new card.
2. Players may only score a **maximum of 3 cards per turn** unless the mission says otherwise
3. **Players may use the 36 cards from the rulebook or the Codex Tactical Cards whose faction matches their warlord.** This must be specified on your army list and may not be changed for the whole event

At the end of the game each player counts the number of kill points they have achieved from their opponents force, including units created during the game via mechanisms such as Conjuring, the Portaglyph, and others.

Each mission in addition will also have the standard secondary objectives, Slay the Warlord, First Strike and Linebreaker.

Total your score for the Eternal War mission as well as the objectives slay the warlord, first blood and line breaker – this is your **PRIMARY MISSION** when completing the score card.

Total your score for the Maelstrom of War mission - this is your **SECONDARY MISSION** when completing the score card.

Total your score for the Purge the Alien mission – this is your **TERTIARY MISSION** when completing the score card.

Player pairing system

Captains dice off, the winner is Captain A and the loser is Captain B.

Step 1: 1st and 2nd Match Up

- 1. Captain A and Captain B simultaneously put forward 1 of their armies.**
- 2. Captain A and Captain B simultaneously put forward 2 of their remaining armies to be potential opponents.**
- 3. Captain A and Captain B pick which of the 2 potential opponent lists will play their army.**

(The 1st and 2nd match up)

- 4. Captain A picks the table for their player, then Captain B picks the table for their player.**
- 5. The 2 potential opponent lists not selected are returned to the Captains' Pool.**

Step 2: 3rd, 4th, 5th and 6th Match Up

- 1. Captain A and Captain B simultaneously put forward 1 of their armies.**
- 2. Captain A and Captain B simultaneously put forward 2 of their remaining armies to be potential opponents.**
- 3. Each team should now only have 1 remaining army unoffered.**
- 4. Captain A and Captain B pick which of the 2 potential opponent lists will play their army.**

(3rd and 4th match up). The list not selected remains on the table.

- 5. Captain A picks the table for their player, then Captain B picks the table for their player.**
- 6. The lists not selected then MUST match with the opponents army still in hand (the 5th and 6th match ups.)**
- 7. Captain A pick the table for their player, then Captain B gets the last remaining table.**

A video of this process can be found on the Objective Secured YouTube Channel -

<https://www.youtube.com/watch?v=Knq5f2CagF0&t=241s>

General mission clarifications

- Objective Markers may not be voluntarily placed above ground level of the table. If a marker would be placed on terrain as part of the mission rules, agree with your opponent as to how the marker will be measured for or ask a judge to change the table layout.
- Always measure distances from the centre of the objective marker.
- Disregard any referral to players picking the deployment map in the missions played, as the WATC uses fixed deployment types.
- The 'Acceptable casualties' rule is in effect. As soon as a tabling happens, the player with models left on the table continues to play out his turns until the game's natural conclusion. Count points afterwards with the caveat that the player who is tabled may score whatever VP's he may at the end of the turn in which he was tabled but cannot draw new maelstrom cards nor score tactical objective cards in any turns after.
- Slay the Warlord, Line Breaker and First Strike will be used for all missions .
- The Refined strategies rule is in effect for all games. List the (up to) 6 cards you discarded when submitting your armylist. Players need to make sure to keep their discard pile separate from their achieved and active tactical objectives. When a player rotates through their entire deck, they are allowed to reshuffle their discard pile and draw more cards if and when eligible to do so.
- When placing objectives, they are always dropped in order. Place objective 1 first, followed by objective 2, ... unless the mission dictates otherwise (like in the case for 4 Pillars)
- Random Game Length: The player who had first turn rolls after T5, game continues on a 3+. At the end of T6, the player who went second rolls, game continues on a 4+.
- Scoring: Count up points scored from maelstrom, eternal war, killpoints and tertiary objectives (Slay the Warlord, First Strike and Linebreaker). The difference in total VP's scored between the two players decides the outcome of the battle.

Following are the mission summaries as well as a detailed guide to how each mission deploys its objectives and so on. The summaries are abridged for easy reference here but you should consult the referenced rule book for complete information on the missions and any relevant rules for them.

Mission 1

Primary Mission – Eternal War: Frontline Warfare (Markers 1-4) Page 68 CP 2017

Score at end of game – 1vp for objective in your own deployment zone, 4vp for one in opponents zone, remaining 2 worth 2vp each.

Secondary Mission – Maelstrom of War: Contact Lost (score 3 Cards per turn cap) Page 231 RB 8ed

(Markers 5 & 6 are deployed more than 12" from any other objective and more than 6" from a board edge and are only used for scoring maelstrom). The scenario specific stratagem may be used. Draw 1 card turn 1. Draw 1 card per marker controlled at the start of the turn (max 6 card hand)

Tertiary Mission – Kill Points (1vp per enemy unit killed)

Deployment – Frontline Assault – also known as pointy dawn of war (6" at edges coming to a point 9" from the centre of the table)

Process

- Roll off. Starting with the winner, alternate nominating a Warlord Trait, Relic, Psychic Powers and spending pre-game CP.
- Then the winner of the roll off takes objectives 1, 3 and 5. Their opponent takes the others. Objectives are placed in numerical order.
- The first objectives (1&2) placed by each player must be more than 12" from each player's deployment zone and more than 12" from the centre of the battlefield.
- Objectives 5 & 6 are for Maelstrom only and can be placed anywhere on the battlefield according to usual objective marker deployment rules.
- Roll off. The winner determines their deployment zone
- The second objectives (3&4) placed by each player must be in their own deployment zone according to the normal placement rules.
- The loser of the deployment roll off will then deploy their entire army and determine who will take the first turn once their opponent has deployed their army. If they choose to take the first turn their opponent may attempt to seize the initiative.

Mission 2

Primary Mission – Eternal War: Scorched Earth (Markers 1-6) Page 70 CP 2017

lvp at end of your turn if you control a marker (per marker). Markers in the enemy deployment zone can be destroyed scoring d3 then removing the marker (leave marker in place for maelstrom but it may not score more points for eternal war)

Secondary Mission – Maelstrom of War: Tactical Escalation (score 3 Cards per turn cap) Page 232 RB 8ed

Draw cards equal to current battle round number (max hand size is the current round number). Score 1 extra vp per card of the nominated type you achieve. Lose lvp for each card you discard of the nominated type. End of game if you have more objectives of your chosen type than your opponent score 1 extra vp.

Tertiary Mission – Kill Points (lvp per enemy unit killed)

Deployment – Hammer and Anvil (short edge deployment 24" deep)

Process

- Roll off. Starting with the winner, alternate nominating a Warlord Trait, Relic, Psychic Powers and spending pre-game CP.
- Then the winner of the roll off takes objectives 1, 3 and 5. Their opponent takes the others. Objectives are placed in numerical order according to usual objective marker deployment rules.
- Roll off. The winner determines their deployment zone. The loser will then deploy their entire army and determine who will take the first turn once their opponent has deployed their army. If they choose to take the first turn their opponent may attempt to seize the initiative.
- Before the first battle round begins nominate a tactical objective card type as outlined in the rule book. The types are CAPTURE AND CONTROL (or the type native to the army's warlord), TAKE AND HOLD, STORM AND DEFEND, SEIZE GROUND, PURGE, ANNIHILATION and PRIORITY ORDER.

Mission 3

Primary Mission – Eternal War: The 4 Pillars (Markers 1-4) Page 51CP 2018

End of each battle round score lvp if you hold more markers than the opponent. Score 3 if you hold all 4. Only troops (battlefield role) may hold markers. Score lvp at the end of the battle round to the player who had the least units destroyed that round.

Secondary Mission – Maelstrom of War: Disruptive Signals (3 Cards/turn cap) Page 54CP 2018 – (Markers 5 & 6 are deployed more than 12" from any other objective and more than 6" from a board edge and are only used for scoring maelstrom). The scenario specific stratagem may be used.

Draw up to 4 cards per turn with a max hand size of 4 cards.

Tertiary Mission – Kill Points (lvp per enemy unit killed)

Deployment – Search and Destroy (corner deployment 9" from the centre of the table) – Top left and bottom right corners to be used.)

Process

- Roll off. Starting with the winner, alternate nominating a Warlord Trait, Relic, Psychic Powers and spending pre-game CP.
- Then the winner of the roll off takes objectives 1, 3 and 5. Their opponent takes the others. Objectives are placed in numerical order according to usual objective marker deployment rules except objectives 1 to 4 must be placed 15" from the centre of the battlefield in a line directly toward each corner.
- Roll off. The winner determines their deployment zone. The loser will then deploy their entire army and determine who will take the first turn once their opponent has deployed their army. If they choose to take the first turn their opponent may attempt to seize the initiative.

Mission 4

Primary Mission – Eternal War: Beach Head (Markers 1-3) Page 53 CP 2018

Starting second battle round, score vp. 1vp for objective in their deployment zone, 2vp for centre objective, 3vp for opponents deployment zone.

Secondary Mission – Maelstrom of War: Visions of Victory (3 Cards/turn cap) Page 58 CP 2018 - (Markers 4, 5 & 6 are deployed more than 12" from any other objective and more than 6" from a board edge and are only used for scoring maelstrom).

Draw up to 4 cards per turn with max hand size 4. See below for clarification on "Unreliable Advice" mission rule.

Tertiary Mission – Kill Points (1vp per enemy unit killed)

Deployment – Vanguard Strike (measure in 21.5" along the long board edge and 14.5" along the short board edge to get your corner deployment)

Process

- Roll off. Starting with the winner, alternate nominating a Warlord Trait, Relic, Psychic Powers and spending pre-game CP.
- Then the winner of the roll off takes objectives 1, 3 and 5. Their opponent takes the others. Objectives are placed in numerical order as follows: objective 1 goes in the dead centre of the battlefield. Objectives 4 to 6 are placed anywhere else on the battlefield following the normal rules for objective placement.
- Roll off. The winner determines their deployment zone. Objectives 2 and 3 are placed in the deployment zone areas (one in each) following the usual rules for objective placement. The loser will then deploy their entire army and determine who will take the first turn once their opponent has deployed their army. If they choose to take the first turn their opponent may attempt to seize the initiative.

Maelstrom Draw Clarification

When drawing cards – they should be drawn in pairs with one being discarded before moving on to the next draw. If one of the 2 cards drawn is impossible to score, discard it and redraw so you have a pair before selecting the card to be used and moving on in the draw. Remember the opponent chooses which card is kept!

Mission 5

Primary Mission – Eternal War: Vital Intelligence – the winner of the roll off for numbering the objectives deploys objective 6 Page 48 CP 2018

Player who has first turn rolls a d6 at the start of each battle round. On a 6, objectives 1-5 are all active otherwise the number rolled is the active objective. At the end of the battle round, score 2 vp for controlling the active objective(s) and vp for holding any non-active objective (ignore objective 6 for this).

Secondary Mission – Maelstrom of War: Tactical Cascade (No cap on cards per turn) Page 57 CP 2018 – (Marker 6 is deployed more than 12" from any other objective and more than 6" from a board edge and are only used for scoring maelstrom)

Start of a players first turn, they must choose 2 tactical objectives – they automatically generate these. At the start of each of their turns after the first, they must generate 2 objectives for each objective they achieved in the previous battle round with a max of 6 generated per turn.

Each player loses 1vp for every 3 objectives they still have in hand (rounding down) at the end of the battle

Tertiary Mission – Kill Points (1vp per enemy unit killed)

Deployment – Dawn of War (12" on standard deployment)

Note that for mission 5 – the game will not end when a player has achieved the required tactical objectives as per the standard mission. Keep on playing and conclude the game as usual.

Process

- Roll off. Starting with the winner, alternate nominating a Warlord Trait, Relic, Psychic Powers and spending pre-game CP.
- Then the winner of the roll off places the first objective in the centre of the battlefield then four more halfway between the centre and each corner of the battlefield. The same player then nominates the number of each of these objectives then places objective 6 following the normal rules for objective placement.
- Roll off. The winner determines their deployment zone. The loser will then deploy their entire army and determine who will take the first turn once their opponent has deployed their army. If they choose to take the first turn their opponent may attempt to seize the initiative.