

VENDETTA

ASTRONOMI-CON TOURNAMENT SCENARIO

OVERVIEW

We HATES them. We HATES THEM! WE HATES THEM FOREVER!!!!

MISSION SPECIAL RULES

Deep Strike, Vendetta*, Advanced Reserves*.

*Refer to the accompanying Mission Special Rules sheet for more information.

PRIMARY OBJECTIVE

You score Victory Points for destroying enemy units.

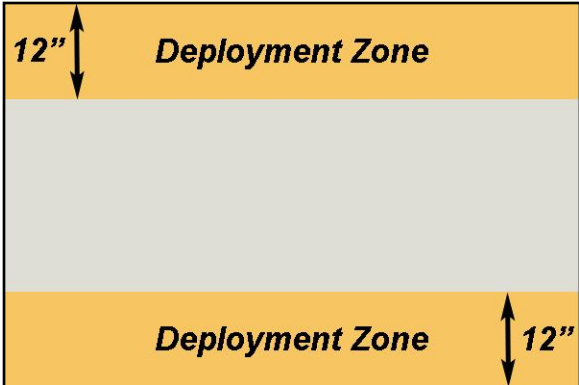
- +10 If you score 150 Victory Points more than your opponent.
- + 7 If you score within 150 Victory Points of your opponent.
- + 3 If you score 150 Victory Points fewer than your opponent.

SECONDARY OBJECTIVES

- +1 If your opponent's entire force is destroyed at the end of the game.
- +1 If your commander has personally killed your opponent's commander by the end of the game.
- +1 If you have a unit in your opponent's deployment zone at the end of the game.

THE PRICE OF FAILURE

- 1 If none of your opponent's units are destroyed at the end of the game.
- 1 If your highest point unit is destroyed at the end of the game.
- 1 If you have units in your deployment zone at the end of the game.



SET-UP

1. Players roll-off and the winner chooses to go first or second. The player that goes first will then select a long board edge to be their own table edge, and a corresponding deployment zone. The other player will have the opposing deployment zone.
2. Starting with the player that goes first, that player deploys their force in their deployment zone. Once complete, the opponent then sets up their force in their own deployment zone.
3. Infiltrators are then deployed and any scout moves are made.
4. The player that deployed second may roll to Seize the Initiative.
5. Games follow the standard Ending The Game rules as detailed in the main rulebook.

