

MISSION CARDS

Mission cards deck consist of **28** cards containing a series of tasks that the player can perform as an additional source of Victory Points to the main objectives of the scenario being played. They are designed to add variety to the game by introducing new tactical aspects.

When using a deck of Mission cards, each player should have a separate deck to use. The reference to the Initiative Phase in Chapter 3 of the Captain's Rulebook should also be changed to read as follows:

Ph1. Initiative phase (simultaneously)

Ph1.1 - Initiative roll.

Ph1.2 - The player who won the initiative roll chooses who becomes the player **A** and will be the first to reveal the order marker (will be the active player).

Ph1.3 - Player's **A** weather roll (every two turns).

Ph1.4 - Taking into account the completion of tasks and actions on the Mission cards.

As you can see, an additional sub-section **Ph1.4** has been added, in which players perform actions on Mission Cards. It consists of the following steps:

(First game turn only)

Shuffle your Main Deck of Mission Cards and draw **3** cards from the top onto your hand.

1) Check the completion status of active missions.

Most cards have a specified completion time, e.g. "at the end of the turn, before the Repair and Reorganisation Phase" or "as a result of [specific action]". These cards score when the condition written on them is fulfilled. If we cannot find such a condition on the card, we check in this phase to see if we have fulfilled the objectives of any of the Active Mission cards. If we have, remove the completed card from the Active Missions field and place it on the Completed Missions pile in a place visible to all players.

At the end of the game, add the total of these points to your victory point pool.

2) Taking an action

Players may only perform one of the following actions, starting with the player who has the initiative in that turn.

- play a Mission card from their hand onto the empty Active Mission Field and immediately draw a new card from the Main Deck
- discard one Mission card from your hand to the discard pile and immediately draw a new card from the Main Deck
- remove one of the Active Mission card and place it in the discard pile.

EXAMPLE OF MISSION CARD LAYOUT ON THE BATTLE TABLE.



General rules for using Mission cards:

- A player may have a maximum of **3** Mission cards in their hand.
- A player may have a maximum of **3** Active Missions at any one time. A card may only be removed from the Active Mission Field by completing the Mission it represents, or by discarding it as an action.
- The Main Deck pile is face down and no player may check its contents.
- The discard pile is uncovered and can be viewed by both players.
- The pile of completed Mission cards is uncovered and visible to both players, and should be placed in a prominent position for all to see.