

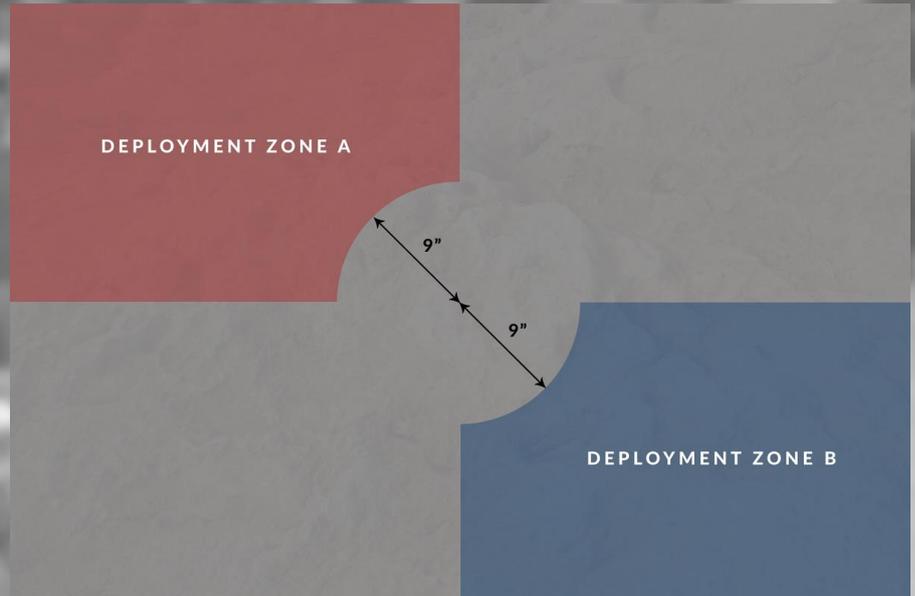


Maelstrom Beacons

STRATAGEM

Brute Force - 4CP

Choose an enemy unit on the battlefield. All friendly units get +1 to hit against the chosen unit until the end of the phase.



Setup

Before rolling for deployment place and number 5 objectives, 2 in each quarter and 1 in the centre of the table

After deployment, players roll off for first turn, the player who finished deploying first adding +1 to their roll.

Primary Objectives (MAX 15BPs)

Maelstrom Beacons

At the beginning of each **game turn**, roll a dice. The number rolled is the Maelstrom Beacon which is activated for that turn. If you roll a 6, all 5 Maelstrom beacons are activated.

If you hold a Maelstrom beacon at the end of the **game turn** you score 2BP's.

Maelstrom Arc-jective Cards

Each player begins the game with 3 Arcjective cards.

If a player has less than 3 Arcjective cards at the beginning of their turn, they may generate new Arcjectives until they have 3.

At the end of your turn you can choose to discard up to 1 Arcjective card

Arc-jective cards can be scored at the end of yours or your opponents turn, and will each have an individual BP value.

Secondary Objectives (MAX 10BPs)

4BPs - You have completed 4 Player Turns

2BPs - Slay the Warlord

1BP - First Strike (Destroying a unit in the 1st Turn)

1BP - Linebreaker

1BP - Precision Strike (Destroying the Most Expensive Non HQ Unit)

1BP - Line Secure - (No enemy units in your Deployment Zone)

Game Length - 6 Turns