

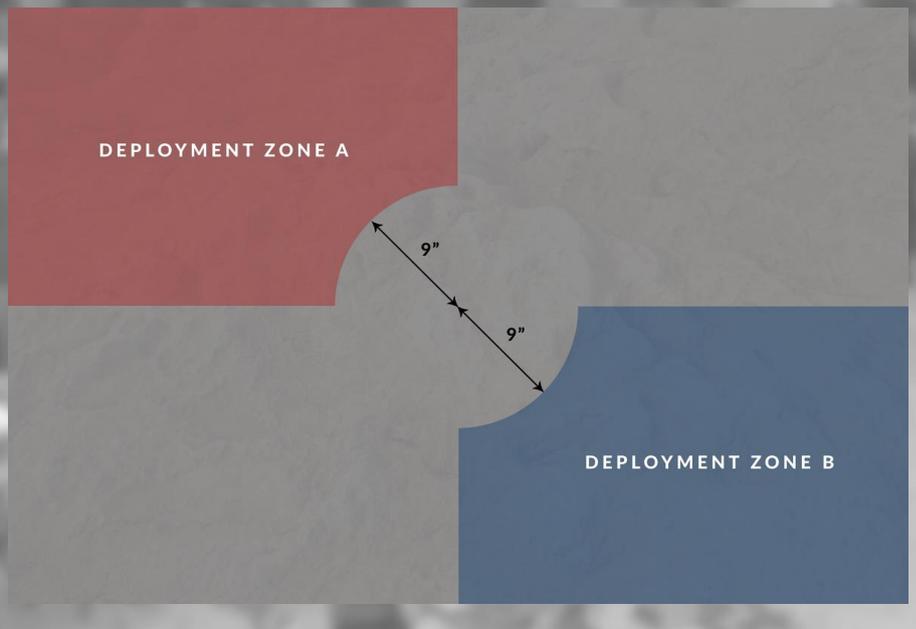


Killing in the Name...

STRATAGEM

Supreme Strategy - 3CP

At the beginning of your Turn before the movement phase, you may discard all 3 Maelstrom Arc-jective Cards in your hand and draw 3 new cards



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)

Killing in the Name: Kill Points

For each unit destroyed, score 1BP.

Maelstrom Arc-jective Cards

Each player begins the game with 3 Arc-jective cards. If a player has less than 3 Arc-jective cards at the beginning of their turn, they may generate new Arc-jectives until they have 3. At the end of your turn you can choose to discard up to 1 Arc-jective 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