



END GAME!



Setup

Before Deployment place and number 5 objective markers. 1 in the centre of the table and 2 in each deployment zone

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

Primary Objectives (MAX 25BPs)

Maelstrom Arcjective Cards (15BPs)

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

Arcjective cards can be scored at the end of yours or your opponents turn, and will each have an individual BP value. (Maximum 15BP's)

End Game (10BPs)

Score the following BPs at the End of the Game

Each Objective held - 2BP's each

Secondary Objectives (MAX 15BPs)

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)

5BP - No Enemy Units in No Mans Land

Game Length - 6 Turns



Stratagems

STRATAGEM

Move & Shake - 3CP

At the beginning of your turn you may move any objective up to 9" in any direction (Objectives may not move off the field of play or within 9" of another objective).

STRATAGEM

Explosive Ammo - 3CP

In the Shooting phase choose a friendly unit on the battlefield. Their ranged weapons gain an additional -2 AP but any unmodified roll of 1 to hit will slay the bearer after hits and wounds are resolved.

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

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.

STRATAGEM

LEG IT! - 3CP

In the Movement Phase, choose a unit that is going to advance. That unit may double the result of the dice roll to advance

If this stratagem is used the unit may NOT charge, **regardless of any army special rules.** Yes Ork players we are looking at you!