



# GLASS CITY GRAND TOURNAMENT



## Into the Fray: Mission I

\*\*\*\*\*Read the entire scenario before starting pre-game\*\*\*\*\*

Deployment: Players roll off, winner chooses either deployment map type (hammer and anvil, vanguard, or dawn of war), or deployment zone. The other player chooses whichever the winner does not.

Follow all pregame rules outlined in the tournament packet. There are no modifications on this mission.

**Primary Mission:** Your forces have been deployed to disrupt enemy troop movements and command. Your missions are as follows.

- **Table Corners:** Each board corner is worth 5 points toward this objective. A contested board corner is worth 3 to both players. The highest unit count controls the quarter. A unit must be entirely in the corner to contribute control. When claiming a board corner an objective secured unit counts as 2 units for determining who has control.



## Secondary Mission: Maelstrom

**Escalation style maelstrom:** a player will draw 1 card on turn 1 and is able to be scored at the end of the turn. Escalation style is draw cards equal to the turn number. No cards will be drawn after turn 5.

A player's maelstrom deck will be created following the rules set forth in the tournament packet.

**Lord of war:** For every 3 HP or wounds to a gargantuan or super heavy you will gain +1 point. These points are added to the secondary total.

## Tertiary missions:

**Slay the warlord:** Score 1 point for removing your opponent's warlord

**Last Laugh:** Score 1 point for the last unit being destroyed by your forces.

**First Blood:** Score 1 point for the first unit being destroyed by your forces.

In game Scoring	P1:	P2:
P: Table corners		
S: Maelstrom		
T: Slay the warlord		
T: Last laugh		
T: First blood		
<b>Total:</b>		

Game score:

Primary 5, max 20

Secondary, max 11

Tertiary, max 3

Transfer final scores to score sheet.