

Glass city GT beta mission 5

Do note all missions are subject to change, what is here is for public playtest and primer tourneys. Please email or message if any problems or suggestions to make these missions the best possible for GCGT

Mission rules

All missions will use the following special rules

Dawn raid (p.194 brb) (on a 4+, -1 to hit for all shooting in the first battle round)

Battlefield terrain rules (P.248 brb)

Big guns (p.264) (heavy weapons can move and fire with no penalty against fortifications)

Rules under consideration

Fire in the hole (p.260 brb)

Pre-mission setup

1. Determine all pregame abilities
2. Roll off for terrain deployment, winner gets first piece and alternate till all 9 pieces are placed
3. Roll off
 - a. Winner gets to pick either which deployment map will be used, or which zone to deploy in.
 - b. The loser then chooses the remaining option from above. (if the winner selected to pick zone then this must be chosen before the zone can be selected)
 - c. The player that picked the deployment map places the first random objective. (preset objectives are placed first before and player placed)
 - d. The player that Picked deployment zone, places first unit. Deployment continues as per base rulebook
4. Roll off for first turn, a +1 to the roll is awarded to the player that finished deploying first
5. A wind of fate roll then occurs at this point. If you are the player told to go first or second (not the player that won the roll from #4) on a 6, you may opt to reverse the choice of the player who won the roll in step #4. (no command points can be used)

Primary Mission

Place 6 objectives as normal. Each piece of terrain on the board (should be 9) is worth 2 points if controlled at the end of the game (unit must be touching terrain completely) . **Max score 15**

Primary mission stratagem: fortified cover: 1cp target piece of terrain gives an additional +1 to saves for units in it, and it is worth one additional point to your opponent if controlled at the end of the game.

Secondary Mission

Draw 11 maelstrom cards, discard any cards that can not be scored at any point during the game. These cards represent the progressive aspect of missions. You can only score 2 cards in each of your turns, and 3 total during any battle round.

Max score 11.

Secondary mission stratagem: 1cp, you may discard one card and immediately draw and replace it. This stratagem is usable only once per turn.

Tertiary Mission

Choose 3 of the following. **Max score 3**

First blood (Possibly changed to first strike: first turn kill for both players)

Slay the Warlord

Line breaker

Last laugh (last unit killed)

King of the hill (control the center of the board: within 6")

Marked for death (destroy target non troop unit worth over 150 pts)

Strike the rank and file (destroy all troop units, automatic if no troops)

If you table your opponent you get +1 to your battle score for the game. If you table your opponent, you receive max points for the primary mission, score all other missions as normal. Total your battle score for the round Find the difference from your opponent scores and add it to 25 if win, subtract if loss. This will give your round score from 0-50