



Opportunity Knocks: Mission 2

Deployment Map

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.

#2a when placing objectives numbers 1 through 4 must be placed in the deployment zones, 5 and 6 may be placed anywhere.

Follow all pregame rules outlined in the tournament packet.

Primary Mission: As your conflict has extended you find yourself with an opportunity you have detected your enemy a good distance away, now is the time to strike and disrupt their encampment.

- Deployment zone control: Each deployment zone objective is worth 5 points towards this mission. A contested objective is worth 3 to both players. These are scored at the end of the game.



Secondary Mission: Maelstrom

Reverse Escalation style maelstrom: A player will draw 1 card on turn 1 and it is able to be scored. Starting turn 2 players will draw 7 - turn #. (5 turn 2, 4 turn 3... etc.) 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

Tertiary missions:

Hardened troops: Score 1 point if you have more troop selections remaining at the end of the game. If tied both players will score 1 point.

Marked for death: A single unit chosen during deployment if destroyed is worth 1 point.

First Blood: Score 1 point for the first unit destroyed if done by your forces.

In game Scoring	P1:	P2:
P: Deployment zones		
S: Maelstrom		
S: L.O.W. bonus		
T: Hardened troops		
T: Marked for death		
T: First blood		
Total:		

Game score:

Primary 5 each, max 20

Secondary, max 11

Tertiary, max 3

Transfer final score to score sheet.