

To celebrate the re-writing of the official Maelstrom of War rules in Chapter Approved 2019, Heralds of Ruin presents a brand-new set of missions! React to changing mission parameters rapidly and boldly, while denying your enemy the chance to capitalise on opportunities.

Each Heralds of the Maelstrom mission uses four objective markers which form the core of the game, rather than the six found in Maelstrom of War.

Before choosing your mission, you must construct your deck of Tactical Objectives. We really recommend using physical cards you can draw and discard *in situ* - but you can use the Tactical Objectives table in the Warhammer 40,000 rules to generate Tactical Objectives with dice rolls in a pinch.

Constructing your deck:

Take a full deck of 36 Tactical Objectives from either the Warhammer 40,000 Tactical Objectives set or your faction's Datacards.

Remove all cards that reference objective marker 5 or 6, the Big Game Hunter card, and the Priority Orders Received card, leaving you with 30 cards.

You may then remove up to 6 additional cards from the deck that you don't wish to attempt to achieve, and you may pay a single Tactical Point to remove up to a further 6. Your deck cannot consist of fewer than 18 cards at the point of choosing your mission.

Designers' Note: Impossible Objectives.

If, after removing the unwanted cards from your deck, you generate an objective in-game that cannot be scored, that's tough. For instance, if you chose to leave Witch Hunter in your deck, and your opponent hasn't (or never had!) any Psykers available for you to destroy, that's either bad luck or bad tactics!

The intention here is twofold - if you concentrate on a more destructive game at the expense of playing the objectives, you're more likely to be caught out in this way, which is very typically Heralds of Ruin - and it helps avoid disputes about exactly when an objective becomes "impossible."

Other modifications.

- Any reference to a Morale test refers to a Nerve test.
- Any reference to Warlord refers to Team Leader.
- "Hold The Line" cannot be put into play in Battle Round 1.
- Re-roll results of 5 or 6 for Mission Critical Objective
- Change all instances of scoring D3 Victory Points to 2 Victory Points. This does mean that "D3+3" always scores 5, for example.
- Faction-specific cards - follow the guidelines above. If you find a Faction card that appears impossible to play in Heralds of the Maelstrom, please let us know!

Using your Objective Deck, Achieving and Discarding Objectives

The rules for using your deck and achieving objectives in Heralds of the Maelstrom are exactly the same as “Using Your Objective Deck” and “Achieving Tactical Objectives” in Chapter Approved 2019. At the end of either player’s turn, you may discard any of your in-play objectives.

Using Tactical Points

Because of the unique and changing demands of a Maelstrom game, each team generates an additional 2 Tactical Points, and players have access to the following universal Tactical Actions.

- Tactical Instinct - 1TP - Use this Action at any point during your turn. You may look at the top card of your deck, and replace it on either the top or bottom of your deck. You may only use this Action once per turn.
- Re-prioritise - 1TP+ - Use this Action at the start of your turn, spending any number of TP. Discard a Tactical Objective from your hand and draw a new one from your deck for each TP spent
- Double Down - 2TP - Use this Action at the start of your turn. Shuffle your discards into your deck then draw a card. You may only use this Action once per game.

Heralds of the Maelstrom missions last for exactly 5 battle rounds.

There are currently four Heralds of the Maelstrom missions to choose from, and we’re adding more as quickly as we can write them!

Missions

1 - The Leyline

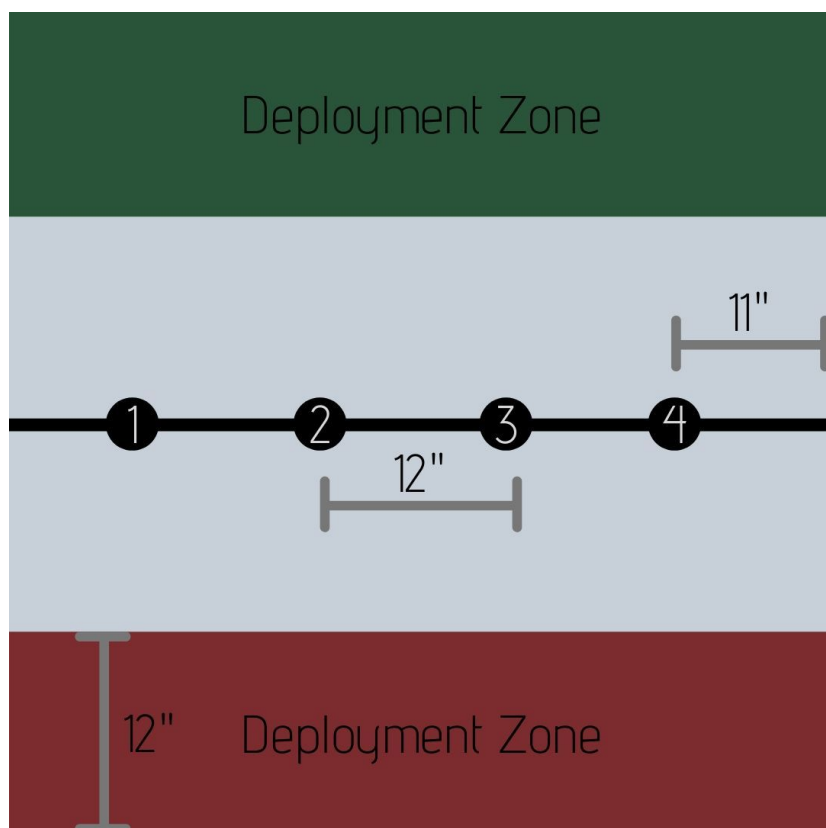
A prometheum conduit, a mystical pathway or a rift in reality. Whether your team is there to tap into an energy source, open gateways between worlds or stop a suspension bridge from collapsing under enemy attack, the crucial elements of this battlefield run right through its centre!

Setup

Four objective markers are placed on the centre line of the board as shown.

These objectives follow the rules for holding objectives in Heralds of Ruin, and cannot be picked up or moved by models on either team.

At the beginning of each battle round, the emergency that the teams are trying to bring about or prevent becomes more pressing! When a Tactical Objective is achieved that specifically names the objective marker with the same number as the current battle round, or a lower number than the current battle round, that Tactical Objective is worth an additional Victory Point.



2 - Phase Shift

Powerful artefacts in temporal bubbles, time-locked datasafes, malfunctioning excavation servos ready to be rigged with explosives... this is nothing short of 41st Millennium Whack-A-Mole.

Four objective markers are placed on the board as shown.

These objectives follow the rules for holding objectives in *Heralds of Ruin*, and cannot be picked up or moved by models on either team.

The objective markers will spend only some of the game present on the battlefield! At the start of the game, only objective markers 1 and 4 are present. The markers will shift as follows:

At the beginning of battle round 2, markers 2 and 3 become present. Markers 1 and 4 vanish. Turn the markers over or otherwise indicate they have temporarily disappeared!

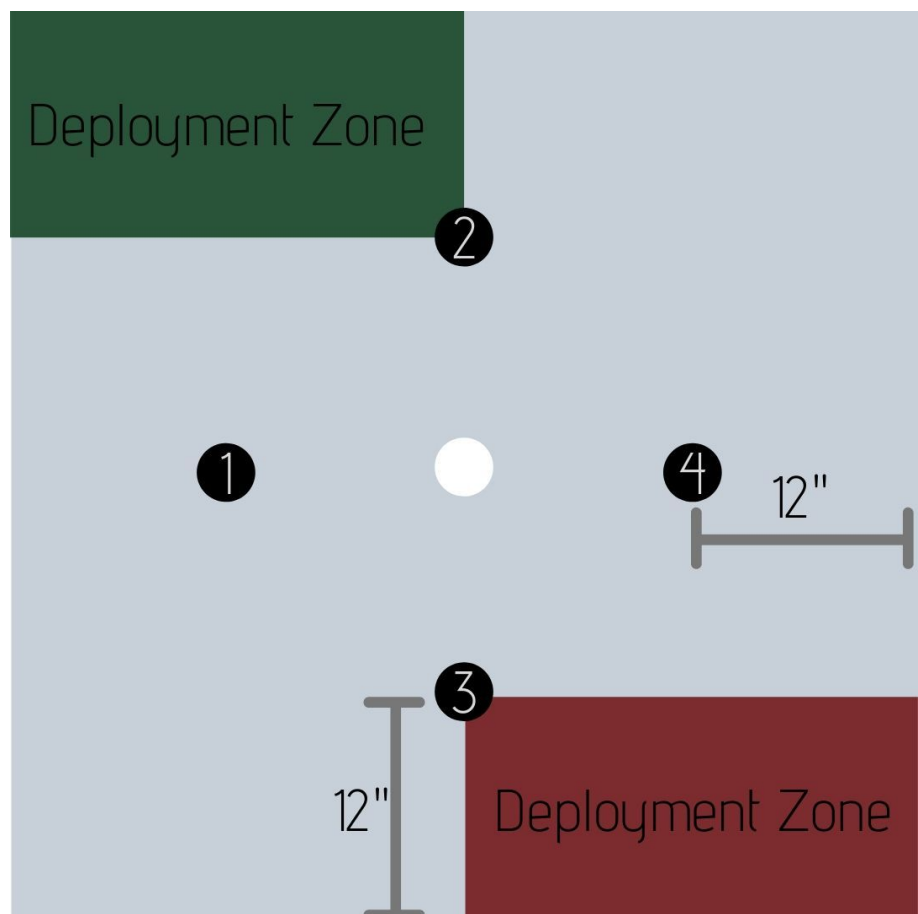
At the beginning of battle rounds 3 and 4, roll a D6 for each marker, present or otherwise. On a 4+ it shifts - vanishing if it is present and reappearing if it was not present.

At the beginning of battle round 5, all markers become present on the battlefield and remain until the end of the game.

A Tactical Objective that names a specific objective marker can only be achieved at the end of a turn in which the marker is present on the battlefield. A marker can only be considered to be held if it is present.

Those who are able to predict the shifts can reap the rewards - all "Defend Objective X" cards are worth an extra Victory Point.

3 - The Lure



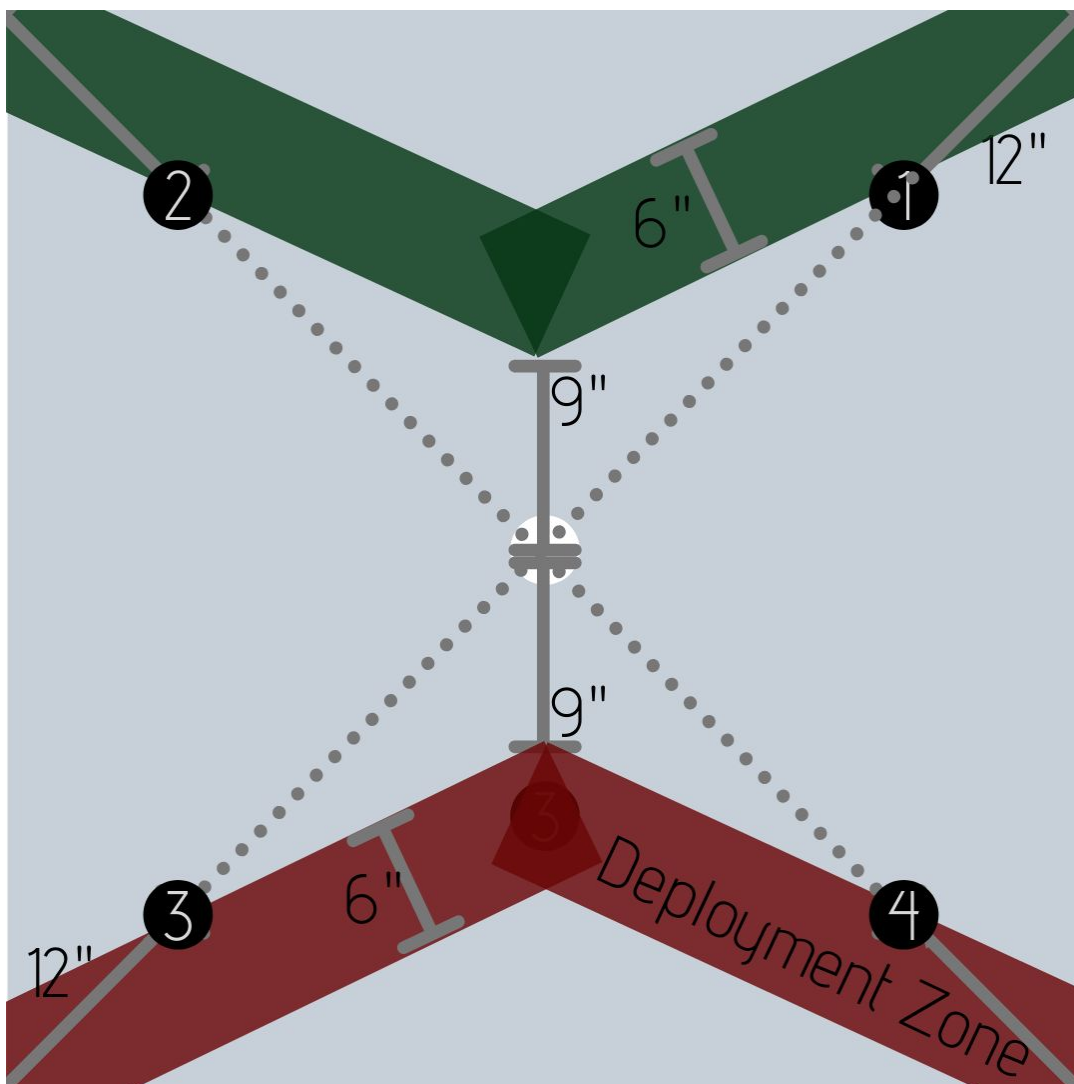
What began as a cautious recon turns into bloody murder as both patrols are drawn inexorably into combat. But which side is pulling the strings?

Setup

Draw four imaginary lines from the centre of the board to each corner. One objective marker is placed on each line, 12" from the corner of the board.

At the beginning of each battle round, the objective markers each move 6" toward the centre of the battlefield.

Any number of tactical objectives may be kept secret until achieved. On tactical objectives that call for enemy units to be destroyed, replace the word "enemy" with "friendly". These Tactical Objectives are worth an additional 1 victory point when achieved.



4 - The

4- The Opportune Moment

Untold treasure lies unguarded, ripe for the ransacking. Claim what you can, but beware - the overly avaricious may lose more than they ever stood to gain!

Setup

Place four objective markers on the board as shown. The Heralds of Ruin rules for picking up and carrying objective markers are used in this mission.

If a model you control drops an objective marker, you must choose and discard one of your active tactical objectives that refers to that objective specifically.

If at the end of your turn you control an objective marker that your opponent controlled at the start of your turn, any tactical objectives achieved that turn which refer specifically to that objective marker are worth an additional 1VP.

NB - a "Mission Critical Objective" with the appropriate number rolled for it counts as referring specifically to the rolled objective.

