**Draft Pick**

**WARHAMMER 40,000 Maelstrom of War Variation**

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**Set up + Deployment**

Place 6 objective markers numbered 1-6 following the rules for placing Maelstrom of War objectives. Roll for deployment type as described in the BrB. This scenario uses variable game length. Night fighting and Mysterious Objectives are optional, decide with your opponent prior to starting!

**Primary Objective**

For this scenario, both players will share one deck of tactical objectives. These can be the generic GW tactical cards or any modified deck such as Adepticon, ITC, etc. Before each game turn, 7 tactical objective cards are drawn. These cards should be displayed openly and looked over by both players.

Players roll off to determine draft order and take turns choosing cards from the pool until they reach the maximum hand size of 3. Any remaining cards are discarded. Repeat this process as the first step to each new game turn. Players may discard any number of cards that they wish at the end of their turn to free up their hand before drafting again. If one player finishes drafting early because they started the turn with cards already in their hand, the other player is free to draw up to their max hand size.

Once the drafting stage is over, continue play as normal for Maelstrom of War. Players aim to complete their objective cards and score relevant VP. All cards are scored at the end of the player turn and the player must decide whether or not to discard any remaining cards in their hand before ending their turn.

**Secondary Objectives**

Roll 3d6 and consult the chart below to select 3 secondary objectives worth 1 VP each:

1. Big Game Hunter: At the end of the game, of all destroyed units, the player that destroyed the unit worth the most points wins this point.
2. King of the Hill: The player with the most points worth of units at least partially within 6″ of the center point of the table wins this point.
3. Ground Control: Control or contest two or more objectives at the end of the game to achieve this point
4. First Strike: A player earns this point if they destroy an enemy unit in the first game turn. Both players may score this point.
5. Linebreaker: Per the book.
6. Slay the Warlord: Per the book.

**Variations**

There are a few variations to this that we have tried such as adjusting the hand size, draft amount, discard limit, only using “Control Objective X” type cards the whole game, or shuffling two decks together.  A fun variation is drafting up more cards each round and increasing the hand size to 4 or 5, but only allowing players to discard 1 card each round. This makes choosing cards a little trickier, especially if you start the draft with more cards in your hand than your opponent.

If you come up with any cool variations, let me know at chieflivegaming@gmail.com