

Maelstrom's Edge Competitive Mission Cards

Last Updated 28 July 2021



Bloodbath

DEPLOYMENT Standard

Take the central ground and hold it at all costs.

SPECIAL RULES: None.

OBJECTIVES:

PRIMARY: Breakthrough 3 5

Breakthrough Zone: 12" radius from the table center.

SECONDARY: Meat Grinder 1 2

TERTIARY: Faction Objective

Mission Completed: 14/+3 VPs

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Forward Unto Victory

DEPLOYMENT Standard

Push into enemy territory, destroying their vital equipment.

SPECIAL RULES: None.

OBJECTIVES:

PRIMARY: Breakthrough 3 5

Breakthrough Zone: Your opponent's deployment zone.

SECONDARY: Demolition 5 7

TERTIARY: Faction Objective

Mission Completed: 17/+3 VPs

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Groundfall

DEPLOYMENT Standard

Strike quickly, claiming tactically valuable positions.

SPECIAL RULES: None.

OBJECTIVES:

PRIMARY: Alpha Strike 2 3

SECONDARY: Territories 2 Territories 1 5 Territory Markers

TERTIARY: Faction Objective

Mission Completed: 17/+3 VPs

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Purple Gold

DEPLOYMENT Standard

Capture cybel refineries, destroying intervening enemies.

SPECIAL RULES: None.

OBJECTIVES:

PRIMARY: Cybel Refineries 2 5 Refinery Markers

SECONDARY: Decimation 3 5

TERTIARY: Faction Objective

Mission Completed: 18/+3 VPs

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Split Research

DEPLOYMENT: Standard

Each side has captured an artifact, leaving scientists trapped between.

SPECIAL RULES: None.

OBJECTIVES:

PRIMARY: Defend the Artifact
◆ Artifact Marker (per player) 3 5

SECONDARY: VIPs ◆ VIP Markers 2 5

TERTIARY: Faction Objective

Mission Completed: 20/+3 VPs

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Worth More Than Your Head

DEPLOYMENT: Standard

Kill the enemy commander and steal their excavation zones.

SPECIAL RULES: None.

OBJECTIVES:

PRIMARY: Assassination 3 5

SECONDARY: Excavation ◆ Dig Site Markers 1 5

TERTIARY: Faction Objective

Mission Completed: 15/+3 VPs

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