Terrain Layouts and Missions
Into The Maelstrom
Warhammer World 30.04.22

Terrain Layouts

Table Layout 1
Table Layout 2

- **Terrain Piece 1:** These large Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.
- **Terrain Piece 2:** These midsize Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.
- **Terrain Piece 3:** These small terrain pieces also fall into the Area Terrain category and have the Scalable, Dense Cover, Breachable, Defensible, and Difficult Ground traits.

Games at this event will be very different this time! We have borrowed a concept that was first run at the Northern Invasion event in Scotland in 2021. There are 3 Missions listed for each round. The following step sits between stages 8 and 9 for playing a Matched Play game as laid out on page 281 of the Core Book. The attacker will veto one of the missions and the defender will thereafter decide which of the missions will be played. In effect, throughout the gaming hall three different missions may be played.

**Round 1 Missions**
1. Tear Down Their Icons!
2. Data Scry Salvage
3. Conversion

**Round 2 Scenarios**
1. Tear Down Their Icons
2. Death and Zeal
3. Secure Missing Artefacts

**Round 3 Scenarios**
1. Data Scry Salvage
2. Conversion
3. Death and Zeal

**Round 4 Scenarios**
1. Abandoned Sanctuaries
2. Tide of Conviction
3. Recover the Relics

**Round 5 Scenarios**
1. The Scouring
2. Recover the Relics
3. Abandoned Sanctuaries