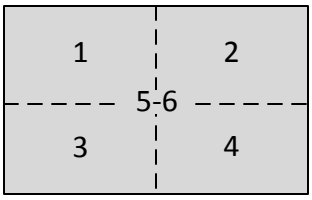
OBJECTIVE

THE COMET

Roll a dice at the start of the third battle round, after determing who has the first turn. Place an objective as close as possible to the centre of the corresponding location shown on the map below.



The player that controls the objective at the end of the fifth battle round wins the battle.

OBJECTIVE

FIELD OF GLORY

Place one objective at the centre of the battlefield.

Both players then roll a dice; starting with the player who rolled highest, they then take it in turns to set up one objective each, anywhere in their own territory that is more than 6" from the edge of the battlefield.

At the end of the fifth battle round, the player that controls the most objectives wins the battle. A player wins immediately if they control all three objectives at the end of their turn.

OBJECTIVE

DRAWN & QUARTERED

Both players roll a dice; starting with the player who rolled highest, they then take it in turns to set up two objectives each, anywhere more than 12" from the centre of the battlefield, and more than 18" from any other objectives.

Each player scores 1 victory point at the end of their turn for every objective they control. The player with the most victory points at the end of the fifth battle round is the winner.

OBJECTIVE

KING SLAYER

Each player adds up the value of the Wounds characteristic of all enemy models that their army slays, doubling their total score at the end of the battle if one of the models they have slain was the enemy general.

At the end of the fifth battle round, the player with the highest total wins the battle (even if their own army has been wiped out!).

OBJECTIVE

GLORY SEEKER

Each player adds up the value of the Wounds characteristic of all enemy models that their army slays during the battle, doubling the value of any models that have the **Hero** of **Monster** keyword.

At the end of the fifth battle round, the player with the highest total wins the battle (even if their own army has wiped out!).

OBJECTIVE

TREASURE HUNTERS

The players take it in turns to place six objectives.
Each objective must be placed more than 6" from any other objectives and the edge of the battlefield.

At the start of each player's turn, they must roll a dice for each objective they control, in any order they wish. If they roll 6. they have found the hidden treasure – remove the other objectives. The player that controls the hidden treasure at the end of the fifth battle round wins the battle.

OBJECTIVE

KILL THE MESSENGER

At the start of the first battle round, before determining who has the first turn, each player lets their opponent to know which model in their army is their messenger. The model cannot be the army's general, and must already be set up on the bettlefield.

The first player to slay the opponent's messenger wins the battle.

OBJECTIVE

BURN & PILLAGE

The players roll-off; starting with the winner, they then take it in turns to set up three objectives each, anywhere in their own territory that is more than 6" from any other objective and the edge of the battlefield.

A player can burn and pillage any enemy objectives that they control at the end of their turn – remove them when they do so.
The first player to burn and pillage all three enemy objectives wins the battle.

OBJECTIVE

TAKE AND HOLD

Place one objective at the centre of the battlefield.
Then each player sets up one objective in their own territory, more than 10" from the edge of the battlefield.

At the end of a player's turn, they score 1 victory point for each objective they control. If the objective was also controlled by the player at the start of their last turn, they score 3 victory points instead.
The player with the most victory points at the end of the fifth battle round is the winner.

OBJECTIVE

THE PRIZE

Place an objective at the centre of the battlefield.

A model can pick it up by ending a move on top of it. The objective moves with that model from then on.

The model can drop the objective at any time, and must drop it if slain. If it is dropped by a player's model, their opponent places the objective within 1" of the model that dropped it. The player whose model is carrying the objective at the end of the fifth battle round wins the battle.

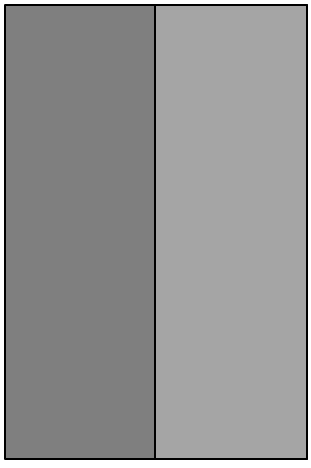
TWIST

MEETING BATTLE

Each player must split their army into three contingents. No contingent can consist of more than half the units in an army.

Each player sets up one contingent at the start of the battle using the normal rules for set-up. A second contingent arrives at the end of its controller's second movement phase, and the last at the end of its controller's third movement phase. Units in the second and third contingent must be set up more than 9" from the enemy, with all models wholly within 9" of any battlefield edge and outside of enemy territory.

DEPLOYMENT



OBJECTIVE

WAR OF ATTRITION

Each player adds up the value of the wounds characteristic of all enemy models that their army slays.

At the end of the fifth battle round, the player with the highest total wins the battle (even if their own army has been wiped out!).

TWIST

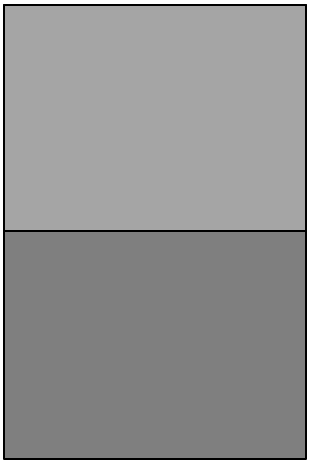
STORM OF MAGIC

Add 1 to all casting and unbinding rolls.

However, if a casting or unbinding roll results in a double, then the caster suffers a mortal wound after the spell is attempted and its effects (if any) have been resolved.

If the roll was a double 1, then the caster suffers D3 mortal wounds instead.

DEPLOYMENT



OBJECTIVE

INVASION

Both players roll a dice; starting with the player who rolled highest, they then take it in turns to set up one objective each, anywhere in their own territory that is more than 6" from the edge of the battlefield.

A player wins immediately if they control their own objective and the enemy objective at the end of their opponent's turn.

TWIST

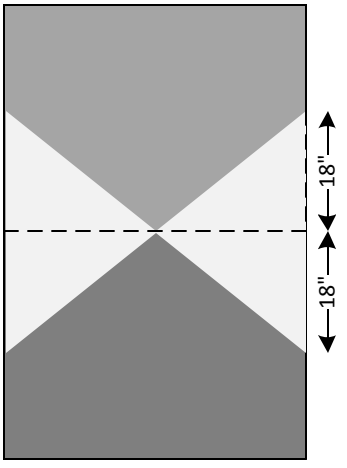
MANY PATHS TO VICTORY

Draw an extra Objective card. Both Objective cards are used for the battle.

If the players achieve one of the objective each, then the battle is a tie.

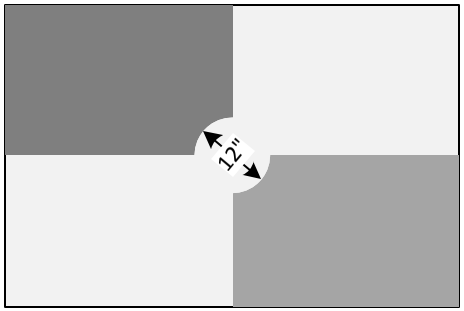
If both Objective cards require objective markers, ensure you can tell which objective marker relates to which Objective card.

DEPLOYMENT



TWIST	TWIST	TWIST
EAGER FOR THE FIGHT Add 2" to the Move characteristic of all models, and add 1 to all run and charge rolls.	**WRATH OF THE GODS** Each player can roll 3 dice at the start of their hero phase. For each dice roll of 6, they can pick a separate enemy unit and inflict D3 mortal wounds upon it.	**LASHING RAIN** The lashing rain takes effect from the start of the first battle round. While it is raining, substract 1 from hit rolls in the shooting phase, and substract 1 from all run and charge rolls. Roll a dice at the start of each battle round after the first. On the roll of 4+ the rain stops (if it was raining in the last battle round), or starts again (if it was not raining in the last battle round).
TWIST	TWIST	TWIST
DOUBLE OR NOTHING Roll a dice: • 1 to 3, no Twist cards are used for this battle. • 4+ draw two more Twist cards and apply both to this battle!	**DEAD OF NIGHT** The maximum range of all attacks and spells is limited to 12". Roll a dice at the start of each battle round after the first. On roll of 4+, 6" is added to the maximum range limit of all attacks and spell. The second time a roll of 4+ is made, 12" is added; the third time, 18" is added, and so on. 1) 12" 2) 18" 3) 30" 4) 48" 5) 72"	**BATTLE FRENZY** Add 1 to the Attacks characteristic of all melee weapons used in this battle.
TWIST	TWIST	TWIST
SET PIECE BATTLE Instead of setting up units one at a time, the player that won the roll to see who sets up first must set up all of the units in their army. Their opponent then sets up all of the units in their army. Then roll a dice: • “1” the player that set up second has the first turn, • “2+” the player that set up first has the first turn.	**BLESSED HEALING** Each player can pick a friendly unit at the start of their hero phase. That unit heals D3 wounds.	**GRUDGE MATCH** Units do not have to take battleshock tests in this battle.

DEPLOYMENT



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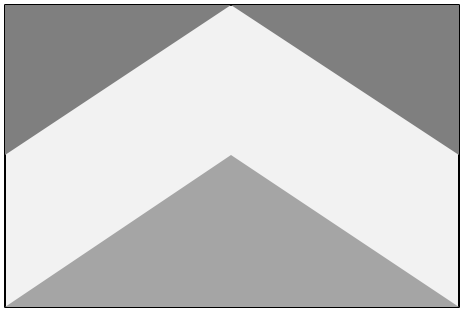

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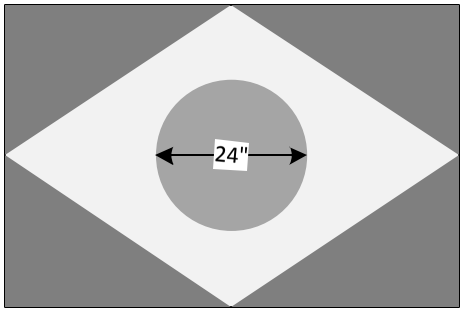

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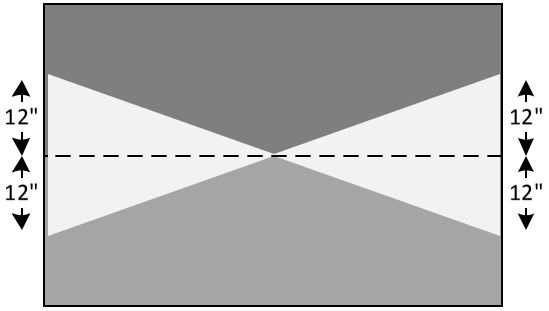

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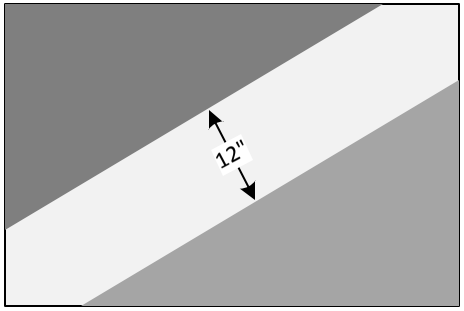

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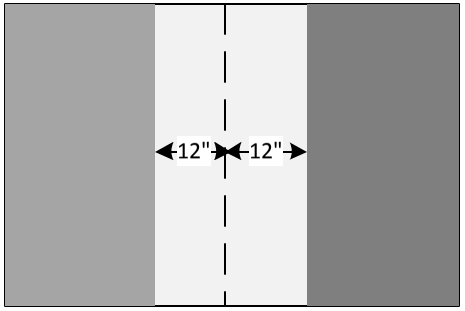

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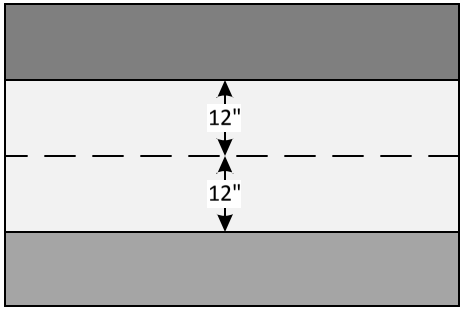

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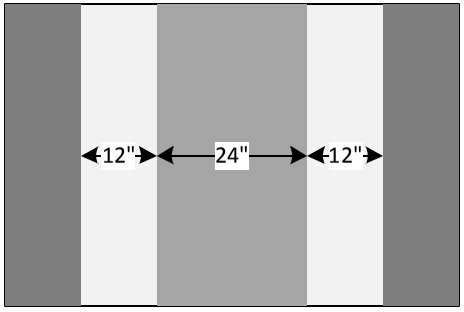
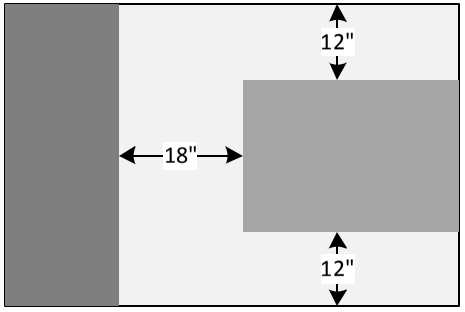
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