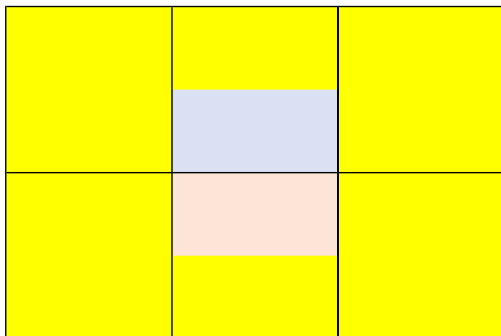
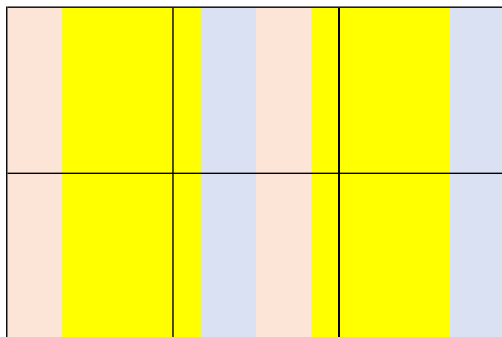


## Close and Personal



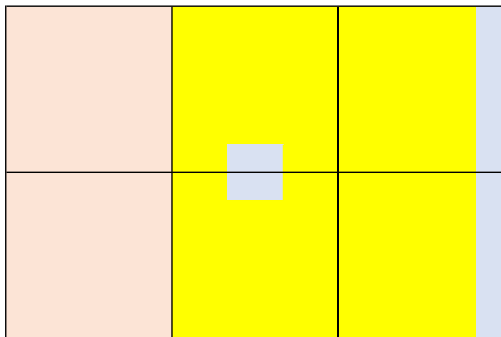
Players deploy in the middle third of their half of the field, between the center line and halfway back.

## Pincer



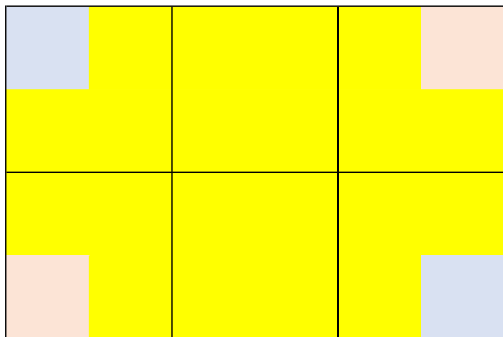
Each player commands a split force. Each player must alternate deploying in their middle zone and in their edge zone.

## Vanguard



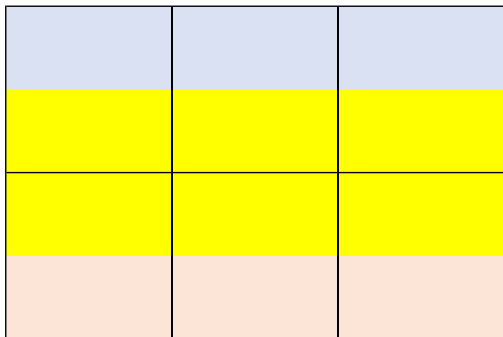
Player who deploys first places their highest level creature (pick one if there are multiple options) up to 3 squares from the middle of the grid. The other player then deploys all their warband in their third of the grid. Then the first player deploys the rest of their warband up to 3 squares from their edge.

## A House Divided



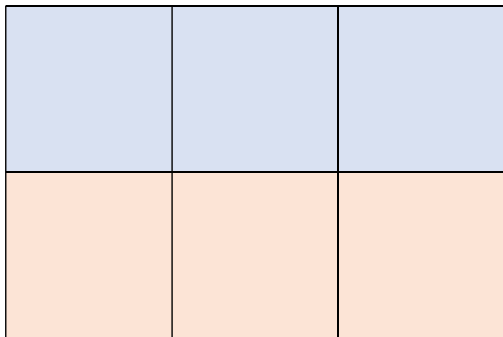
Each player commands a split force. Alternate deploying one creature in opposite corners of the board (up to 6 squares from the corner) until all creatures are deployed.

## Across the Way



Each side can deploy halfway up their side of the board.

## Fight to the End



Each side can deploy right up to the middle line.