

Seize the Ground

Place a flag in the middle of the board.

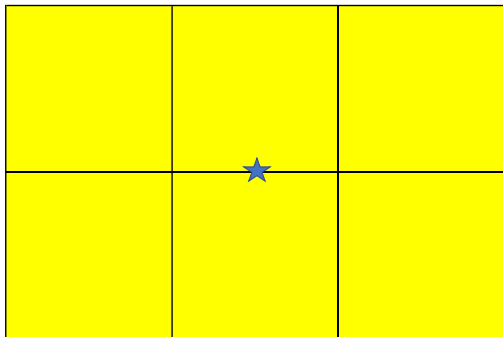
Scoring

+1 Victory Point if your opponent's side is Broken.

3 Victory Points if you have more within 3 squares of the Objective than your opponent

Or, 5 Victory Points if you have double or more within 3 squares than your opponent.

Or, 7 Victory Points if you have triple or more within 3 squares than your opponent.



Assassins

Each player secretly chooses one creature from their side to be their Assassin and one creature from the enemy's side to be their Target. The Target must be of the same or higher level as the Assassin.

Scoring

+1 Victory Point if your opponent's side is Broken.

1 Victory Point if your Target has taken damage.

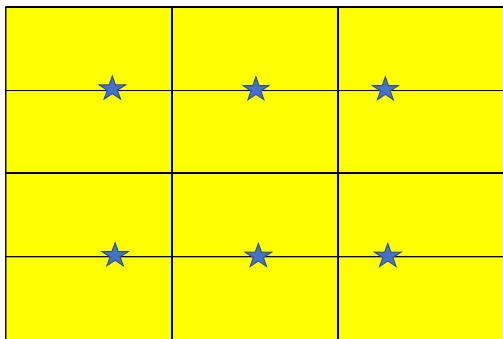
Or, 3 Victory Points if your Target has taken damage from your Assassin.

Or, 5 Victory Points if your Target is helpless or eliminated.

Or, 7 Victory Points if your Target is helpless or eliminated and the final attack that reduced them to 0 HP or below was inflicted by your Assassin.

Destroy Supplies

Place three Supplies 6 squares away from each long edge, equidistant from each other and from the short edges of the board.



A creature can Interact with an adjacent Supply to destroy it.

Scoring

+1 Victory Point if your opponent's side is Broken.

+2 Victory Points for each Supply on the opponent's side of the board that you destroy.

Rescue Mission

Played with the Vanguard deployment, or another deployment where one creature is isolated from the rest of their warband.

The game ends after the creature in the middle is eliminated or the other warband is reduced to half its original strength by points or fewer.

Scoring

If the game ends because the creature in the middle is eliminated, the other player wins a major victory.

Otherwise, the defending player wins a major victory.

Confrontation

The game ends when either side is Broken.

The side that is not Broken wins: a major victory if they are above half their original strength by points, otherwise a minor victory.

Total Annihilation

The game ends when there one side has no more creatures in play for one warband.

The side with creatures in play wins a major victory.

Beast Hunt

Place a creature in the middle of the board, or in a location both players agree is fair. Choose one that costs points equal to half the cost of either warband.

The monster uses the cardboard AI rules to dictate its behavior. It acts at the end of each round, after every other creature has acted.

The game ends when the monster is eliminated.

The side whose turn it was when the monster is eliminated (or whose reaction caused the monster to become eliminated) wins a minor victory. If the opponent is Broken, they win a major victory instead.

Passing Through

One player chooses one edge of the board. The other player, called the evading player, is trying to get their creatures off of that edge of the board.

A creature can leave the board by voluntarily moving right up to the edge of the board. It is then removed from play and cannot be returned. However, it does not count as eliminated.

Scoring

The evading player wins a minor victory if one-third or more of their force, by numbers, leaves off that edge of the board, or a major victory if two-thirds or more of their force leaves off that edge.

The other player wins a minor victory if it becomes impossible for the evading player to win, or a major victory if none of the evading player's warband leaves the board off that edge.

Fonts of Power

Place one Font in the middle of the board. Players then take turns placing one Font each wherever they like, but not within 3 squares of the edge of the board or 6 squares of another Objective, until a total of five Objectives are on the board.

The game ends after one side is Broken.

Scoring

+1 Victory Point if your opponent's side is Broken.

+2 Victory Points for each Font that only your creatures are within 3 squares of.

+1 Victory Point for each Font that both sides' creatures are within 3 squares of, but where your creatures within 3 squares outnumber theirs.

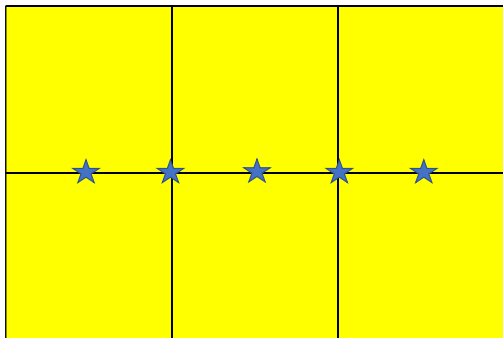
Buried Treasure

Gather five identical Digging Spots. Draw a star under one of them. Shuffle and then place them equidistant along the central line.

A warrior can Interact with an adjacent Digging Spot to flip it. Remove it. If it has the star, that creature picks up “Buried Treasure” (a Heavy Load).

If that creature is eliminated, place the Buried Treasure where the creature was. The creature can also drop Buried Treasure as part of a free move.

When a creature carrying the Buried Treasure exits the field by either long edge, their side wins. If the other side’s creatures never held the Buried Treasure, it is a major victory.



Sacred Shrines

Place two Grey Shrines equidistant on the middle line. Place one White Shrine in the middle of each side's half of the board.

Scoring

+1 Victory Point if your opponent's side is Broken.

+1 Victory Point for each Grey Shrine where, within 3 squares, your creatures outnumber their creatures, or +2 Victory Points for each Grey Shrine with only your creatures within 3 squares.

+2 Victory Points if your creatures outnumber their creatures within 3 squares of the White Shrine on your opponent's side, or +4 Victory Points if only your creatures are within 3 squares.

