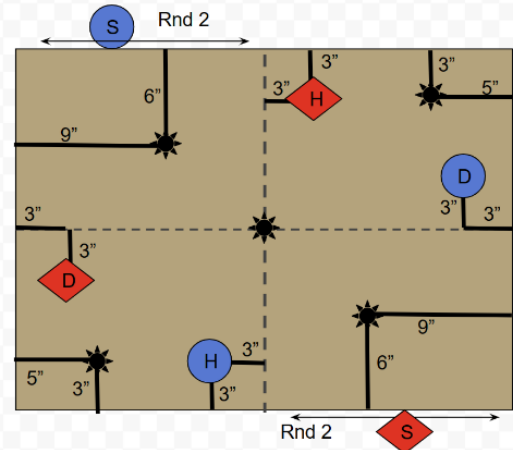


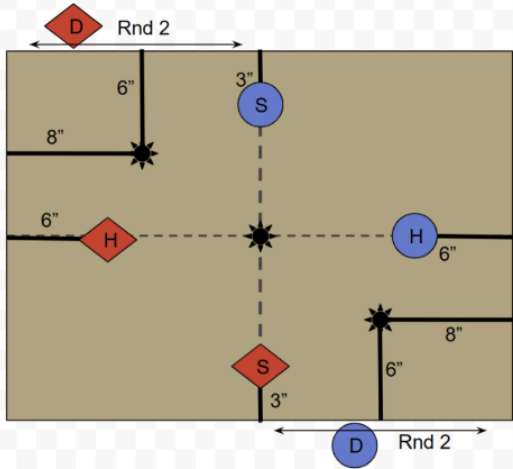
Deployment	Victory conditions
	<p>Place 5 treasures on the battlefield floor as shown by each X. The treasures are bounded by the KILLING FIELDS, which are a 3" horizontally from each X.</p> <p>All treasure carriers must remain at least partially within the killing field from which their treasure originated. If an ability would teleport or pull them out of the circle, it pulls them to the edge of the circle instead. If a fighter would drop a treasure, they drop it wholly within the killing field.</p> <p><b>The Skulls:</b> At the end of each round, each player scores 2 points for each treasure held by fighters they control. In addition, each player scores 1 point for each enemy fighter killed by a treasure Carrier.</p> <p><b>The Fields:</b> At the end of each round, each player scores 1 point for each killing field contested by fighters they control. Treasure carriers cannot contest.</p> <p>The battle ends after 4 rounds. The player with the most victory points wins the battle.</p>

OBJECTIVE MISSIONS

3. BLOOD MOON

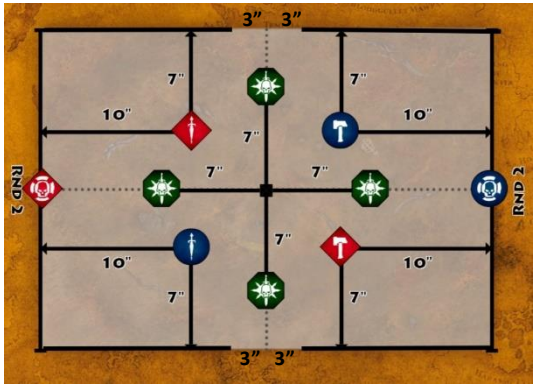
Deployment	Victory conditions
	<p>Place 5 objectives on the battlefield as shown in the deployment map.</p> <p><b>Primary:</b> At the end of each battle round, each player scores 1 victory point for each objective they control.</p> <p><b>Secondary:</b> At the beginning of each battle round, the player with the fewest victory points picks a friendly fighter that is contesting an objective. The Blood Moon's light shines down and ILLUMINATES that fighter for the rest of the battle. Whenever an ILLUMINATED fighter takes down another fighter with a melee attack action, it's controller scores 1 victory point.</p> <p>The battle ends after 4 rounds. The player with the most victory points wins the battle.</p>

4. EXTRACTION

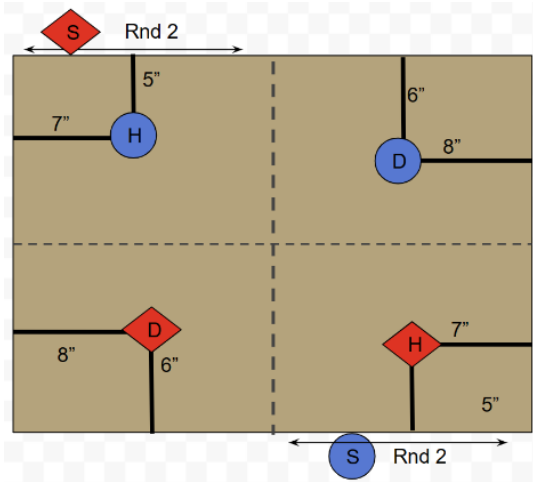
Deployment	Victory conditions
	<p>Place 3 objectives on the battlefield, as shown on the map.</p> <p>At the end of each round, players score 1 point for each objective they control. Then, they pick one of the fighters contesting that objective to be carrying Treasure. If none of that player's fighters are eligible to hold treasure, they instead place the treasure on the battlefield floor, within 3" horizontally of the objective. Remove objectives from the battlefield once they have been controlled by a player at the end of a round.</p> <p>At the end of round 4, players score 2 points for each treasure they control.</p> <p>The battle ends after 4 rounds. The player with the most victory points wins the battle.</p>

KILLING MISSIONS

5. HIT AND RUN

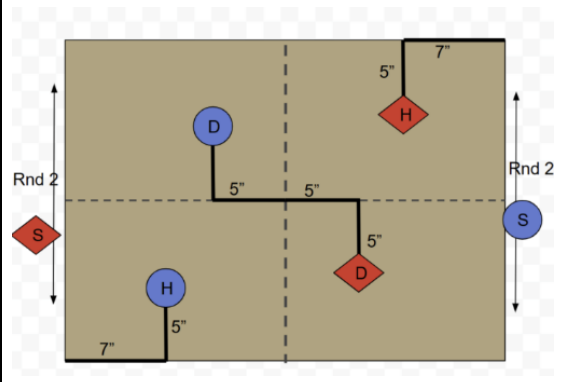
Deployment	Victory conditions
	<p>Before the battle, place 4 objective tokens on the battlefield floor or on a platform. The objectives are either ACTIVE or DORMANT. DORMANT objectives can not be controlled.</p> <p>At the beginning of the first combat pase players roll off and the winner picks 1 objective to be ACTIVE. The loser choses which direction the objectives will rotate during the subsequent rounds (if CLOCKWISE or ANTI-CLOCKWISE). Each objective will be ACTIVE for one turn and one turn only then they go DORMANT for the rest of the battle.</p> <p><b>Primary:</b> at the end of each battle round, the player who controls the the ACTIVE objective scores 2 Victory points.</p> <p><b>Secondary:</b> at the end of each battle round, each player totals the point values of the enemy models taken down that battle round. The one with the highest point value taken down scores 2 Victory points.</p> <p><b>Twist:</b> at the end of each battle round, each player counts the WOUNDS REMAINING for each friendly fighter within 3". The player with the highest amount of WOUNDS REMAINING scores 1 Victory point</p> <p>The battle ends after 4 battle rounds. The player with the most victory points wins the battle.</p>

6. THE MOST DANGEROUS GAME

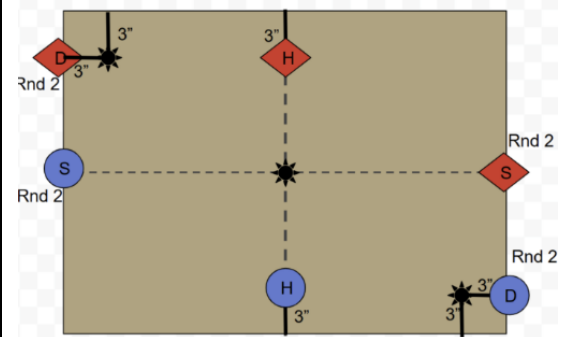
Deployment	Victory conditions
	<p>At the start of each battle round, starting with the player who has initiative, each player picks 1 enemy fighter to be a HUNTED fighter.</p> <p>Players score 1 point whenever a HUNTED fighter is taken down. If that HUNTED fighter was an enemy leader, they score 2 points instead. If that HUNTED fighter had the highest or tied for highest wounds characteristic of all fighters on the battlefield, they score 3 points instead.</p> <p>At the end of each battle round, allocate d6 damage points to all Hunted fighters within 4" of a battlefield edge..</p> <p>The battle ends after 4 rounds. The player with the most victory points wins the battle.</p>

TREASURE MISSIONS

7. RECLAIM OUR RELICS

Deployment	Victory conditions
	<p>After deployment in the 1st battle round, the players roll off. Starting with the winner, the players pick two fighters in their opponent's warband to be THIEVES. Both fighters must be on the battlefield. All THIEVES are carrying treasure. If a Monster or Beast is picked as THIEF, that fighter immediately drops the treasure.</p> <p>If a fighter carrying treasure ends a battle round within 4" of the battlefield edge, they take d6 damage.</p> <p>At the end of each battle round, players score 1 victory point for each treasure being carried by their warband. In addition, whenever a THIEF is taken down, the opposing player scores 1 victory point even if that thief is no longer carrying treasure.</p> <p>The battle ends after 4 rounds. The player with the most victory points wins the battle.</p>

8. PILLAGER'S LOOT

Deployment	Victory conditions
	<p>Place 3 objectives on the battlefield floor as shown on the deployment map. A fighter within 1" of an objective can loot that objective as an action. If they do, that fighter is now carrying treasure and cannot use an action to drop that treasure. If a fighter that cannot carry treasure loots an objective, that fighter immediately drops that treasure as a bonus action. After a second loot action is made within 1" of an objective, remove that objective from the battlefield.</p> <p>At the end of battle rounds 1,2, &amp; 3, players score 1 point for each friendly fighter that is carrying treasure. At the end of battle round 4, players score 3 points for each such fighter instead.</p> <p>The battle ends after 4 rounds. The player with the most victory points wins the battle.</p>