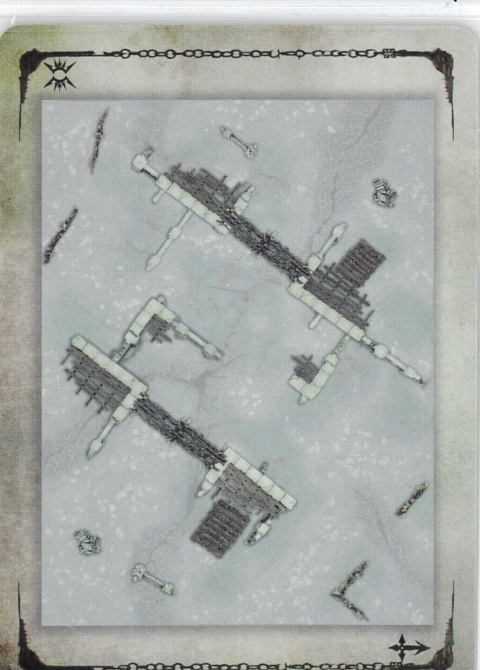
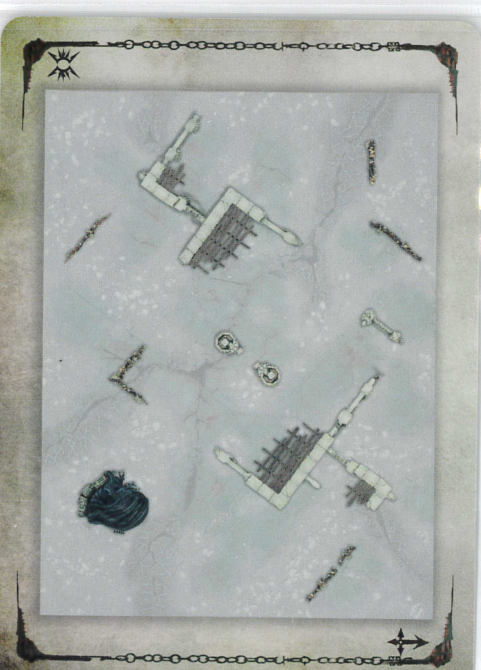
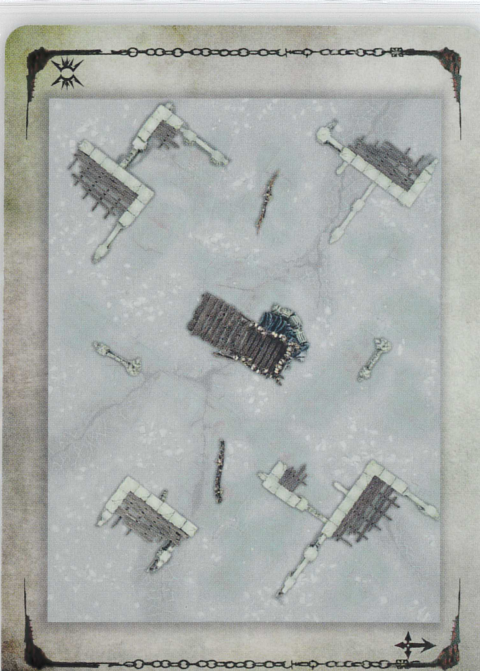
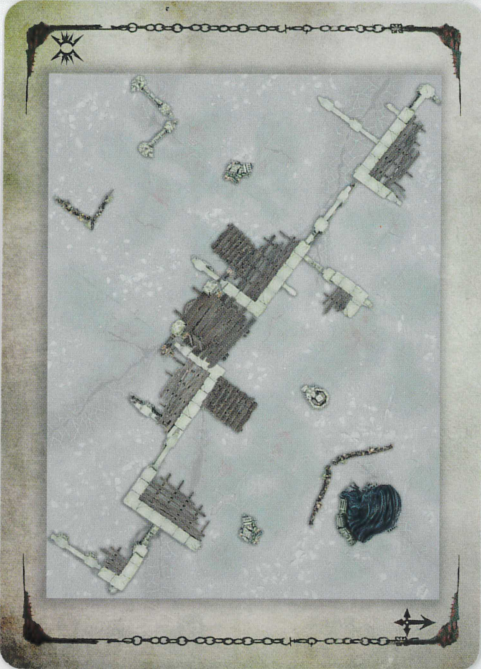
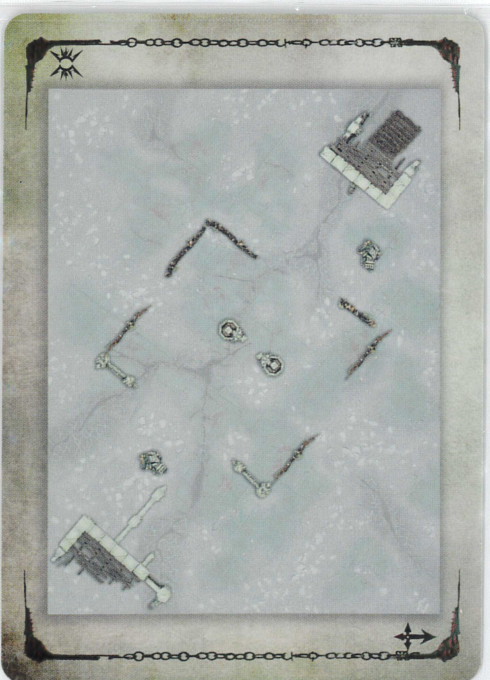
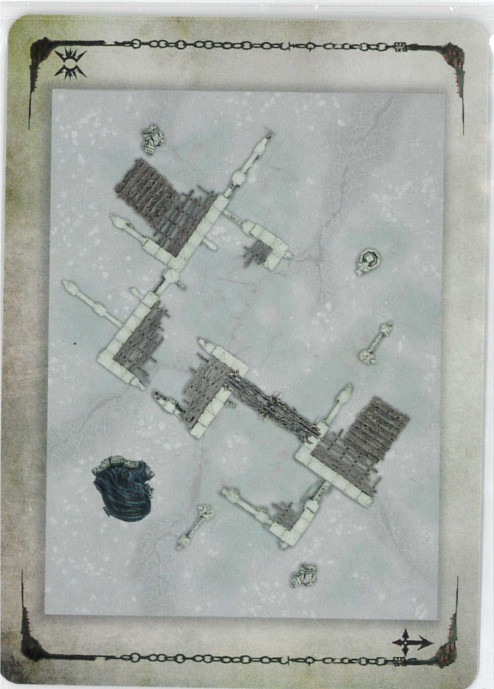
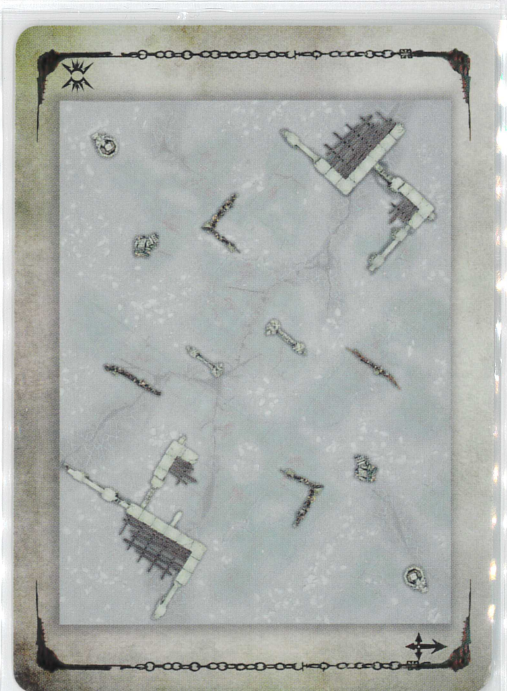
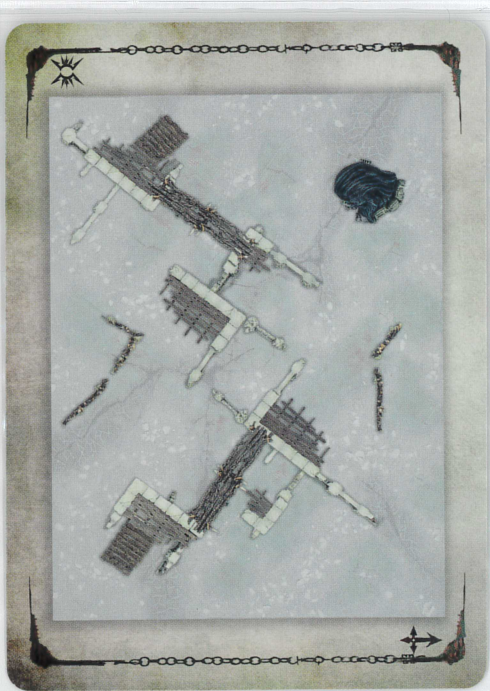
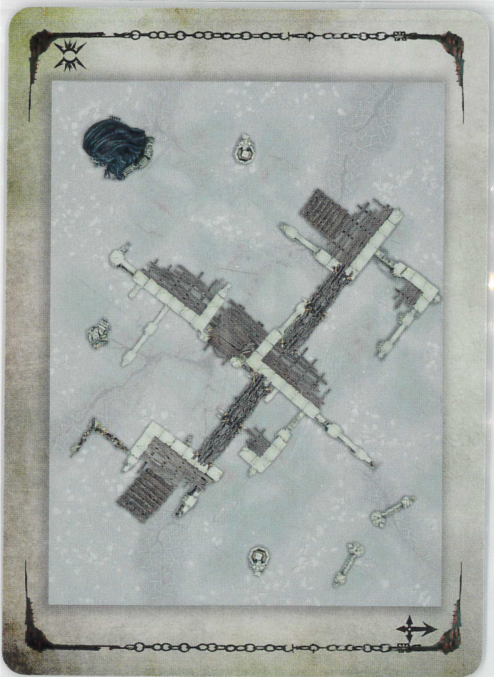
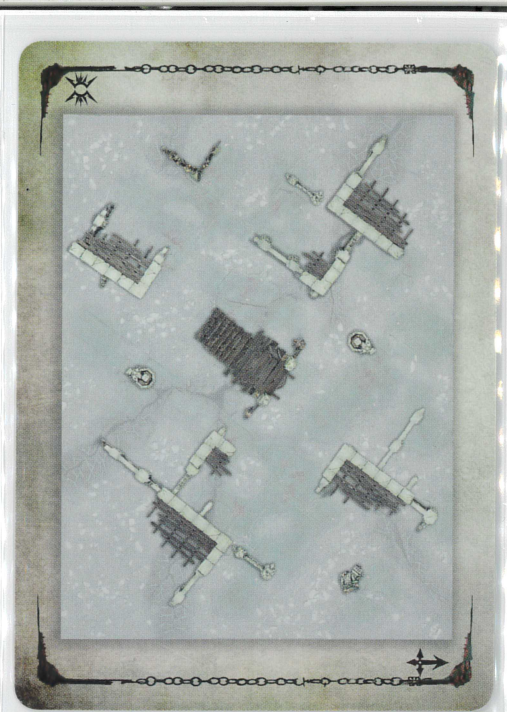
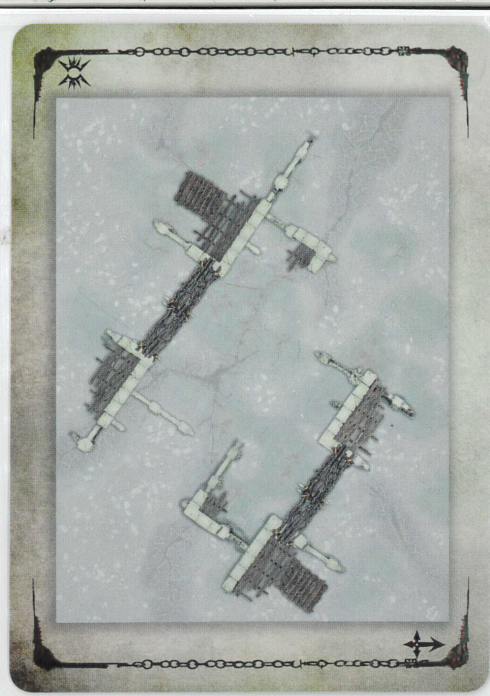
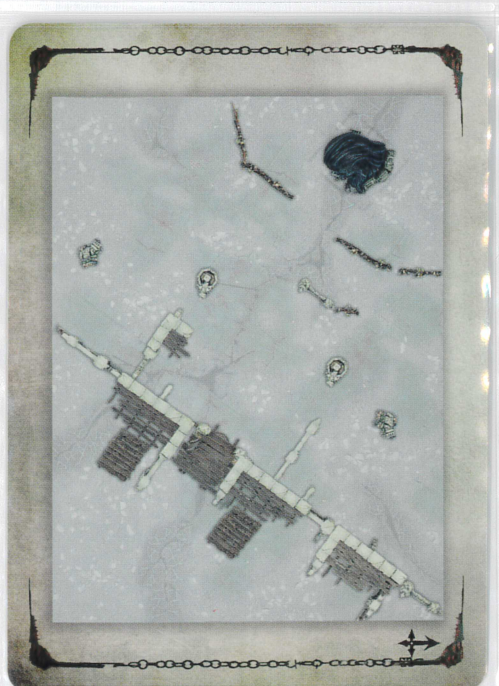
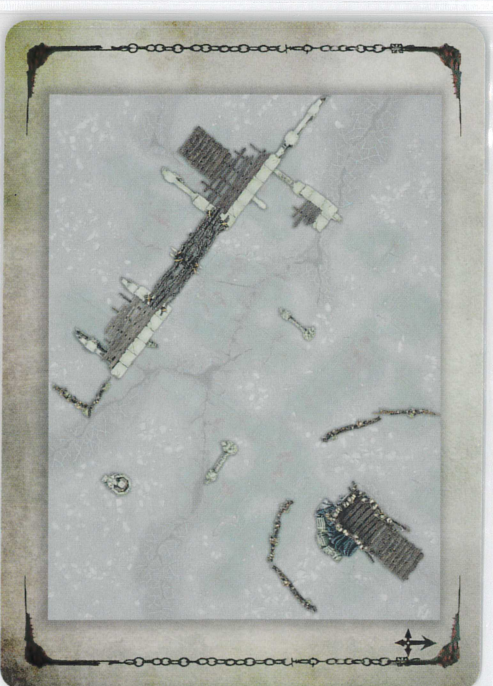
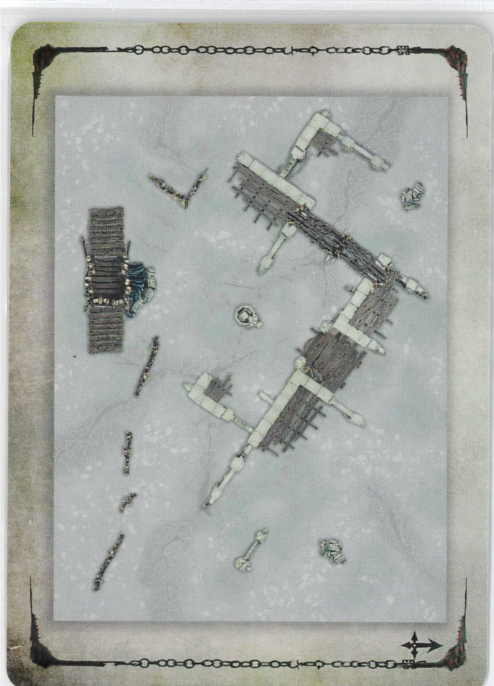
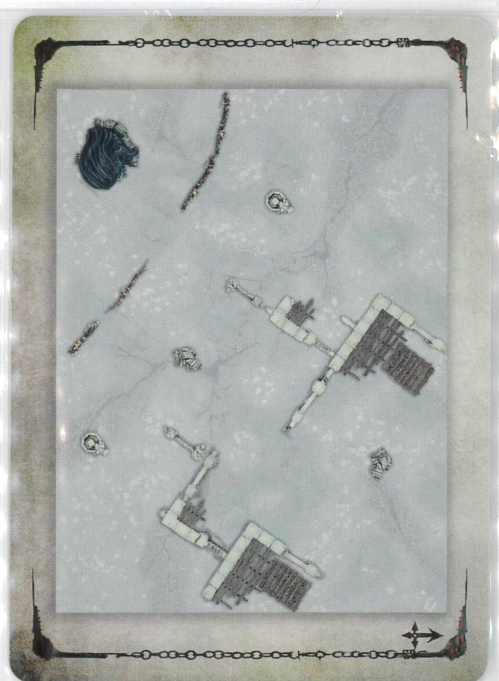
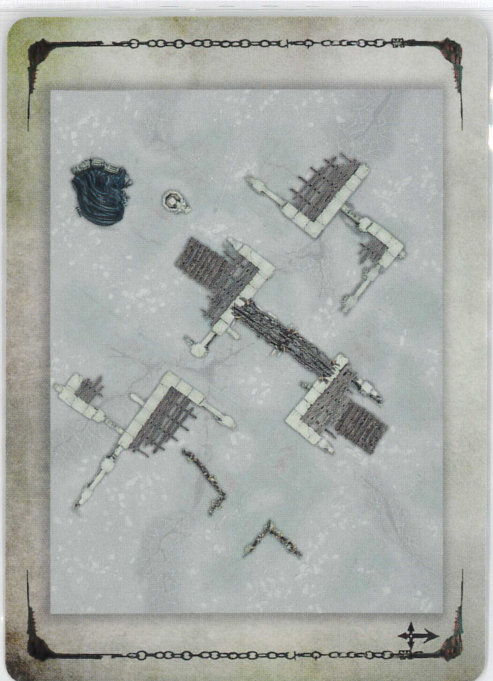
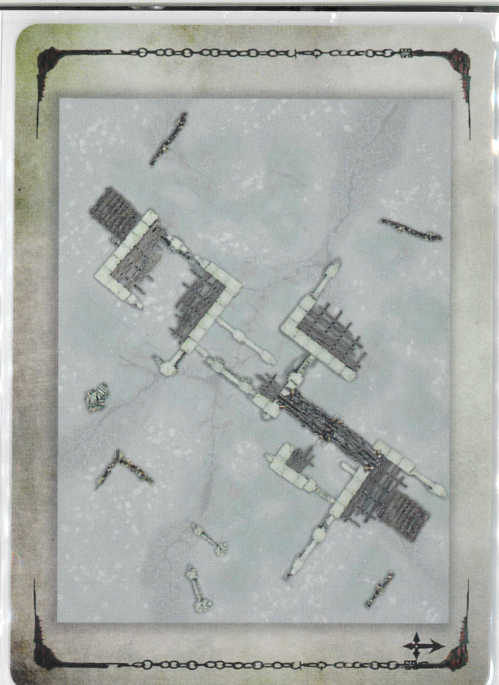
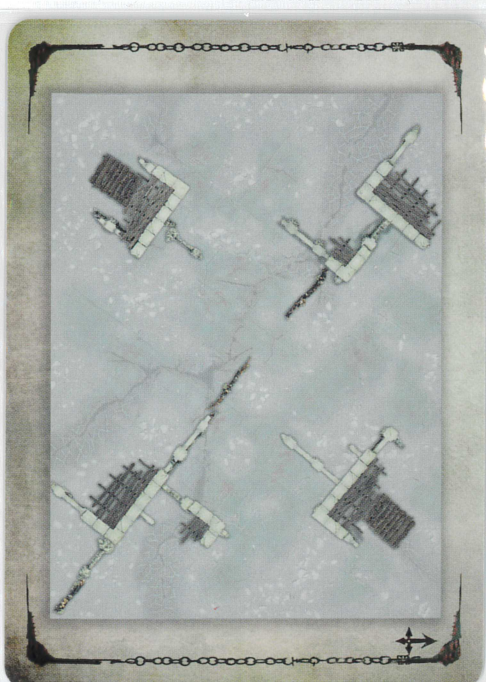
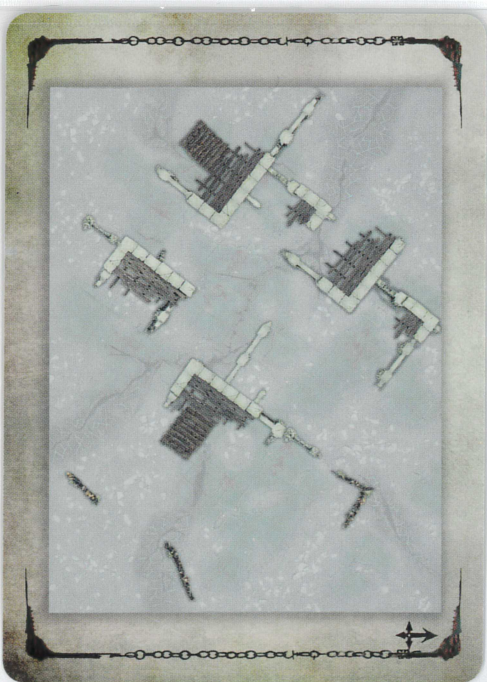
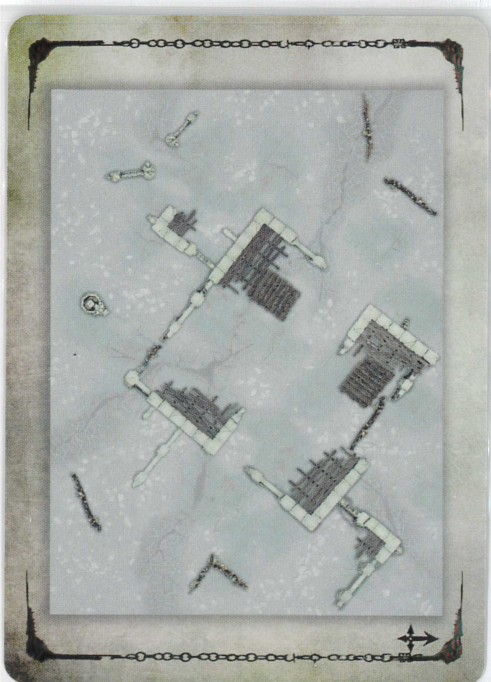
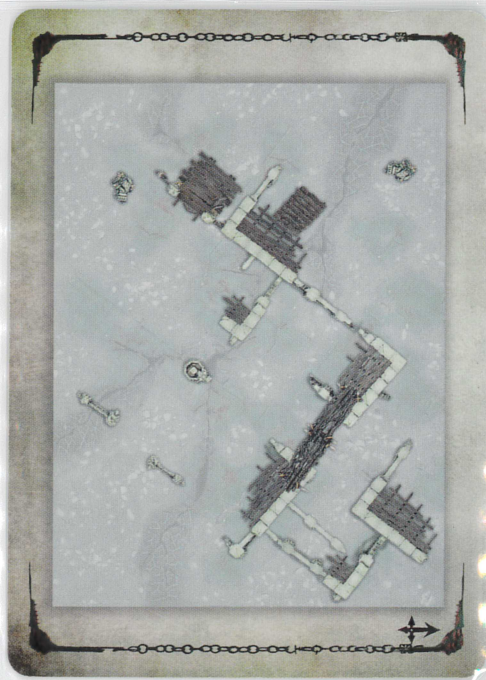
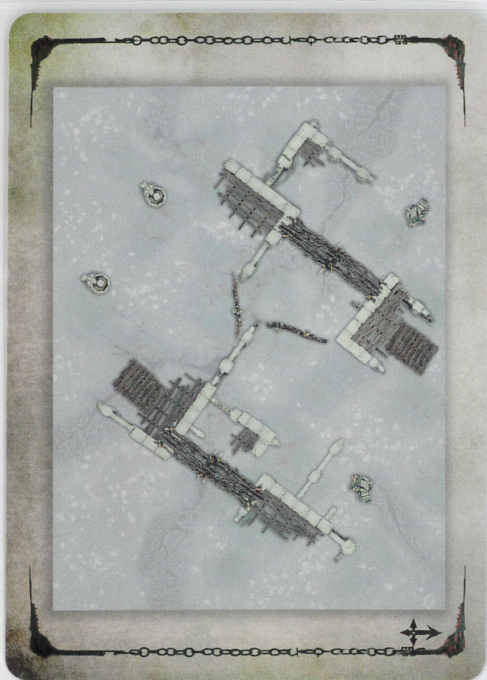
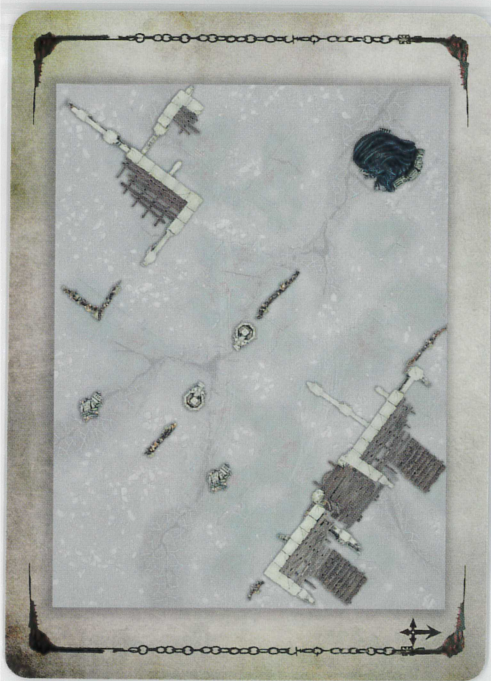










VICTORY SHOCK AND AWE

Slaughter sends a stark message.

A player wins the battle as soon as every fighter in their opponent's Dagger is taken down.

At the end of the fourth battle round, and each subsequent battle round, any Dagger fighters within 4" of the battlefield edge immediately count as being taken down (if playing a campaign battle, do not make an injury roll for fighters taken down in this manner).



VICTORY CUT OFF THE HEAD

Slay their champion, and leave the leaderless curs to cower.

A player wins the battle as soon as their opponent's leader is taken down.

At the end of the fourth battle round, and each subsequent battle round, any leaders within 4" of the battlefield edge immediately count as being taken down (if playing a campaign battle, do not make an injury roll for fighters taken down in this manner).



VICTORY BLOODMARKED

The gods mark those whose doom draws nigh.

At the start of the combat phase of the first battle round, starting with the player who has the initiative, each player picks a fighter in their warband to be **bloodmarked**. The fighter must be on the battlefield.

A player wins the battle as soon as their opponent's bloodmarked fighter is taken down.

At the end of the fourth battle round, and each subsequent battle round, any bloodmarked fighters within 4" of the battlefield edge immediately count as being taken down (if playing a campaign battle, do not make an injury roll for fighters taken down in this manner).



VICTORY NO MERCY

Reap them like the crops grown by Sigmar's weakening thralls.

A player wins the battle as soon as half or more of their opponent's fighters have been taken down.

At the end of the fourth battle round, and each subsequent battle round, any fighters within 4" of the battlefield edge immediately count as being taken down (if playing a campaign battle, do not make an injury roll for fighters taken down in this manner).



VICTORY VANQUISH

Disarmed, the foe has no recourse but surrender.

A player wins the battle as soon as every fighter in their opponent's Hammer is taken down.

At the end of the fourth battle round, and each subsequent battle round, any Hammer fighters within 4" of the battlefield edge immediately count as being taken down (if playing a campaign battle, do not make an injury roll for fighters taken down in this manner).



VICTORY DOMINATE

Break their warband's back and let them writhe.

A player wins the battle as soon as every fighter in their opponent's Shield is taken down.

At the end of the fourth battle round, and each subsequent battle round, any Shield fighters within 4" of the battlefield edge immediately count as being taken down (if playing a campaign battle, do not make an injury roll for fighters taken down in this manner).



VICTORY SUDDEN DEATH

They who hold both idols can unleash the Dark Gods' curse.

Starting with the player who won the priority roll, players place 1 objective each, anywhere on the battlefield more than 8" from any other objectives and more than 6" from the battlefield edge.

If a player controls both objectives at the end of a battle round, that player wins the battle.



VICTORY BURN AND PILLAGE

Leave naught but ashes blowing upon the bitter winds of war.

Starting with the player who won the priority roll, players alternate placing objectives until they have placed 3 objectives each. Each objective can be placed anywhere on the battlefield more than 4" from the battlefield edge and any other objectives.

A player can choose to **burn** an objective they control at the end of a battle round. To do so, remove it from play. The first player to burn 4 objectives wins the battle.



VICTORY DRAWN AND QUARTERED

To know victory, we must seize this entire region.

Starting with the player who won the priority roll, players alternate placing objectives until they have placed 2 objectives each. Each objective can be placed anywhere on the battlefield more than 3" horizontally from the centre of the battlefield and more than 4" from the battlefield edge and any other objectives.

At the end of each battle round, each player scores 1 victory point for each objective they control. The battle ends after 3 battle rounds. When the battle ends, the player with the most victory points wins the battle.



VICTORY THE COMET

Seize the riches that fall from the skies.

Roll a dice at the start of the second battle round, before the hero phase. On a 1-4, place 1 objective on the battlefield floor at the centre of the corresponding table quarter, as shown on the map below. On a 5-6, place 1 objective on the battlefield floor at the centre of the battlefield. The battle ends after 3 battle rounds. When the battle ends, the player that controls the objective wins the battle.

1	2
5-6	
3	4



VICTORY HUNT FOR GLORY

Anoint the ritual sites in honour of the Dark Gods.

Place 1 objective at the centre of the battlefield on the battlefield floor. Then, starting with the player who won the priority roll, each player places 1 objective on the battlefield more than 9" horizontally from any other objectives and more than 4" from the battlefield edge.

At the end of each battle round, each player scores 1 victory point for each objective they control. The battle ends after 3 battle rounds. When the battle ends, the player with the most victory points wins the battle.



VICTORY VANTAGE POINT

Seize the high ground that we might then seize victory.

The players roll off and the winner places 1 objective on a platform at least 6" vertically above the battlefield floor. If there are no platforms that high, the player instead places 1 objective on a platform that is at least 3" vertically above the battlefield floor, and within 12" horizontally of the centre of the battlefield.

The battle ends after 3 battle rounds. When the battle ends, the player that controls the objective wins the battle.



VICTORY REALMSTONE HUNT

In this region, riches are the only language anyone understands.

Starting with the player who won the priority roll, players take it in turns to set up 2 treasure tokens each, anywhere on a platform, more than 4" from the battlefield edge and more than 4" from any other treasure tokens.

The battle ends after 3 battle rounds. When the battle ends, the player who has the most fighters carrying treasure wins the battle.



VICTORY THE PRIZE

Seize the Dark Gods' gift no matter the cost.

The players roll off and the winner places 1 treasure token on the battlefield within 6" horizontally of the centre of the battlefield.

The battle ends after 3 battle rounds. When the battle ends, the player whose fighter is carrying the treasure wins the battle.



VICTORY THE HIDDEN ARTEFACT

Beyond a web of illusion and trickery lies the prize!

Place 1 treasure token on the battlefield floor at the centre of the battlefield. Then, starting with the player who won the priority roll, each player places 1 treasure token on the battlefield more than 9" from any other treasure token and more than 4" from the battlefield edge.

At the end of the first battle round, the players roll off and the winner picks 1 treasure token on the battlefield, or 1 piece of treasure that is being carried, and removes it from play. At the end of the second battle round, the opposing player does the same.

The battle ends after 3 battle rounds. When the battle ends, the player whose fighter is carrying the remaining treasure wins the battle.



VICTORY NO QUARTER

Purge them from these lands and claim the territory for your own.

The battlefield is divided halfway along its width and length into quarters of equal dimensions.

At the end of each battle round, each player scores 1 victory point for each quarter of the battlefield that has more fighters from their warband wholly within it than it does enemy fighters. Models within more than one quarter do not contribute towards the number of models in any quarter. The battle ends after 3 battle rounds. When the battle ends, the player with the most victory points wins the battle.



VICTORY HIGHER GROUND

Scale the bladed heights to reach the Varanspire.

At the end of each battle round, each player scores 1 victory point for each fighter from their warband that is on a platform at least 3" vertically above the battlefield floor.

The battle ends after 3 battle rounds. When the battle ends, the player with the most victory points wins the battle.



VICTORY RAZE

Drive into their lands like a spear into a foe's gut, and burn all you see.

Starting with the player who won the priority roll, each player picks a different battlefield edge to be their warband's territory. Any fighter that finishes a move action within 1" of an enemy warband's territory can enter it. Remove the fighter from the battlefield but do not count them as being taken down.

The battle ends after 4 battle rounds. When the battle ends, count the number of fighters that entered an enemy warband's territory. The player with the most wins the battle.





VICTORY SEIZE TERRITORY

Drive them off. This land is ours!

The players roll off and the winner chooses who is the attacker and who is the defender.

The defender places 3 objectives on the battlefield, each more than 6" from any other objectives and the battlefield edge.

At the end of the fourth battle round, the player who controls the most objectives wins the battle. If the players control an equal number of objectives, the attacker wins the battle.

VICTORY SCORCHED EARTH

Stage a fighting retreat, and leave only ash in your wake.

The players roll off and the winner chooses who is the attacker and who is the defender.

The defender places 3 objectives on the battlefield, each more than 6" from any other objectives and the battlefield edge.

At the end of each battle round, the attacker scores 3 victory points for each objective they control. The defender scores 1 victory point for each objective they control. In addition, at the end of each battle round after victory points have been awarded, the defender can remove 1 objective they control from play.

The battle ends after 3 battle rounds. When the battle ends, the player with the most victory points wins the battle.

VICTORY THE RITUAL

With each dark syllable uttered we draw closer to victory.

The players roll off and the winner chooses who is the attacker and who is the defender. The defender places 1 objective on a platform, more than 6" from the battlefield edge.

At the end of each battle round, the defender scores D6 ritual points. Subtract 1 from the roll (to a minimum of 1) if the attacker has any fighters within 3" of the objective. Subtract 3 instead of 1 (to a minimum of 1) if the attacker has 3 or more fighters within 3" of the objective. If the score of ritual points exceeds 12, the defender wins the battle. Otherwise, after the end of the fourth battle round, if the score is 12 or less the battle ends and the attacker wins the battle.

VICTORY THE HIDDEN VAULT

Somewhere nearby lies that which we seek.

The players roll off and the winner chooses who is the attacker and who is the defender.

The defender places 4 objectives on the battlefield, each more than 6" from any other objectives and the battlefield edge.

The defender secretly notes down which objective marks the hidden vault.

At the end of the third battle round, the defender reveals which objective marks the hidden vault. The player that controls that objective wins the battle.

VICTORY EBB AND FLOW

The battlefield is an ever-changing landscape of bloodshed.

The players roll off and the winner chooses who is the attacker and who is the defender. The defender places 3 objectives on the battlefield, each more than 6" from any other objectives and the battlefield edge.

At the start of each battle round, before the hero phase, the defender picks 1 objective to be the **primary objective**.

At the end of each battle round, the players score 1 victory point for each objective they control. The attacker scores 3 victory points instead of 1 for controlling the primary objective. The battle ends after 3 battle rounds. When the battle ends, the player with the most victory points wins the battle.

VICTORY THE RAID

Move swift, and let the fires of the gods engulf your foes.

The players roll off and the winner chooses who is the attacker and who is the defender.

The defender places 6 objectives on the battlefield, each more than 4" from any other objectives and the battlefield edge.

The attacker can choose to **burn** an objective they control at the end of a battle round. To do so, remove it from play. If the attacker burns 3 objectives, they win the battle. Otherwise, after the end of the third battle round, the defender wins the battle.

VICTORY ISOLATED

*The foe have strayed far from their comrades.
Punish them for their error.*

The players roll off and the winner chooses who is the attacker and who is the defender. The attacker then chooses either the defender's Dagger, Shield or Hammer to be in play. The fighters in the chosen battle group must be on the battlefield. The fighters in the defender's other battle groups are not in play this battle. Remove them from the battlefield and from reserve but do not count them as being taken down.

If all of the defender's fighters who started the battle on the battlefield are taken down, the attacker wins the battle. Otherwise, after the end of the third battle round, the defender wins the battle.

VICTORY ASSASSINATE

This fool's death has been ordained. Let their end be an example to all who would defy you.

The players roll off and the winner chooses who is the attacker and who is the defender.

If the defender's leader is taken down, or if at the end of a battle round the defender's leader is within 4" of the battlefield edge, the attacker wins the battle. Otherwise, after the end of the fourth battle round, the defender wins the battle.

VICTORY THE HUNTED

The prey lurks amongst that misbegotten rabble. Flush them out and slay them.

The players roll off and the winner chooses who is the attacker and who is the defender.

At the start of the combat phase of the second battle round, the defender picks a fighter in their warband to be the **hunted one**. The fighter must be on the battlefield.

If the hunted one is taken down, or if at the end of a battle round the hunted one is within 4" of the battlefield edge, the attacker wins the battle. Otherwise, after the end of the fourth battle round, the defender wins the battle.

VICTORY CRUSH

Send a message by annihilating our foes' advance guard.

The players roll off and the winner chooses who is the attacker and who is the defender.

If every fighter in the defender's Dagger is taken down, the attacker wins the battle. Otherwise, after the end of the fourth battle round, the defender wins the battle.

Any fighters from the defender's Dagger that are within 4" of the battlefield edge at the end of a battle round immediately count as being taken down (if playing a campaign battle, do not make an injury roll for fighters taken down in this manner).

VICTORY CONQUER

Break their strongest warriors and the rest will surely fall.

The players roll off and the winner chooses who is the attacker and who is the defender.

If every fighter in the defender's Hammer is taken down, the attacker wins the battle. Otherwise, after the end of the fourth battle round, the defender wins the battle.

Any fighters from the defender's Hammer that are within 4" of the battlefield edge at the end of a battle round immediately count as being taken down (if playing a campaign battle, do not make an injury roll for fighters taken down in this manner).

VICTORY BLUNT

The enemy press hard – shatter their strength!

The players roll off and the winner chooses who is the attacker and who is the defender.

If every fighter in the defender's Shield is taken down, the attacker wins the battle. Otherwise, after the end of the fourth battle round, the defender wins the battle.

Any fighters from the defender's Shield that are within 4" of the battlefield edge at the end of a battle round immediately count as being taken down (if playing a campaign battle, do not make an injury roll for fighters taken down in this manner).

VICTORY THE MESSENGER

If word does not get through, the resultant slaughter will be great indeed.

The players roll off and the winner chooses who is the attacker and who is the defender.

The defender secretly picks a fighter in their warband to be the **messenger**, and notes this down. The attacker then picks two battlefield edges to be escape routes.

If the messenger is within 1" of a battlefield edge that is an escape route at the end of a battle round, the defender wins the battle. If the messenger is taken down the attacker wins the battle.

VICTORY THE GAUNTLET

Escape is the only chance of survival.

The players roll off and the winner chooses who is the attacker and who is the defender.

The attacker picks one battlefield edge to be the **escape route**. Any of the defender's fighters that finishes a move action within 1" of the escape route can escape the battlefield. Remove the fighter from the battlefield but do not count them as being taken down.

If half of the fighters in the defender's warband escape, the defender wins the battle. If half of the fighters in the defender's warband are taken down, the attacker wins the battle.

VICTORY PURGE

Cleanse the enemy's taint from our sacred sites.

The players roll off and the winner chooses who is the attacker and who is the defender.

The attacker secretly picks and notes down one of the quarters of the battlefield: north-east, north-west, south-east or south-west (using the arrow on the terrain card to represent north).

At the end of the third battle round, the attacker reveals the quarter of the battlefield they picked. If any of the defender's fighters are wholly within that quarter, the defender wins the battle. Otherwise, the attacker wins the battle.

VICTORY STEAL THE PRIZE

The foe are transporting their greatest treasure. Seize it now, while it is in the open.

The players roll off and the winner chooses who is the attacker and who is the defender. At the start of the combat phase of the second battle round, the defender picks a fighter in their warband to be carrying treasure. The fighter must be on the battlefield.

The player whose fighter is carrying the treasure at the end of the third battle round wins the battle. If the treasure is instead on the battlefield, the attacker wins the battle.

VICTORY HOLD OUR GAINS

The greatest hoard is worthless if you are too weak to defend it.

The players roll off and the winner chooses who is the attacker and who is the defender.

The defender places 1 treasure token on the battlefield within 6" horizontally of the centre of the battlefield.

At the end of the third battle round, if the treasure token is carried by one of the defender's fighters, the defender wins the battle. Otherwise, the attacker wins the battle.

VICTORY DEFEND THE FIND

The more you possess, the more others will try to take from you. Do not let them!

The players roll off and the winner chooses who is the attacker and who is the defender. The defender places 4 treasure tokens on the battlefield, as a single group, each within 2" of another treasure token and more than 6" from the battlefield edge.

During this battle, the defender's fighters cannot carry treasure. If all treasure tokens are carried by the attacker's fighters at the end of a battle round, the attacker wins the battle. Otherwise, after the end of the fourth battle round, the defender wins the battle.

TWIST WINDS OF ROT

A foul stench of decay washes across the battlefield. It is said that Grandfather Nurgle has taken interest in these warriors.

Add 1 to the Toughness characteristic of all fighters this battle.



TWIST THE GOREMOON RISES

On the horizon a Goremoon rises into the hot evening sky. Baleful energies spill across the Varanspire, and all feel its influence as it casts its angry red glare.

Add 1 to the value of abilities (to a maximum of 6) used by all fighters.



TWIST HOWLING WINDS

Shrieking winds race through the ruins like a banshee's terrible cry.

Subtract 1 from the Attacks and Strength characteristics (each to a minimum of 1) of attack actions that target an enemy fighter more than 6" away. In addition, when taking falling tests, roll 2 dice instead of 1. On a 1 on either dice, the fighter is said to have fallen.



TWIST WINDS OF FATE

Spiced winds bring smells bitter and sweet, whispering both truths and lies. Tzeentch casts a watchful eye upon this battle, but to what end?

Players roll 7 initiative dice each battle round, instead of 6.



TWIST AZYRITE LIGHTNING STORM

The stifling air is punctuated with dazzling flashes as bolts of lightning strike the earth. This is surely a war of the gods, and your patronage will see your enemies smote from above.

All fighters can use the following ability:

[Quad] **Lightning Strike:** Pick an enemy fighter on the battlefield and roll a number of dice equal to the value of this ability. For each roll of 4-5, allocate 1 damage point to that fighter. For each roll of 6, allocate 3 damage points to that fighter.



TWIST DELUGE

A weeks-long drought is at last broken as heavy rain drenches the land, drowning out the din of battle and reducing visibility to a few feet.

No ability or attack action can be used to target an enemy fighter more than 6" away this battle. In addition, when a fighter climbs, count each 1" of vertical movement as 2" instead.



TWIST BLOODWIND

Hot winds bring with them the acrid tang of brimstone and blood. Khorne's presence is felt upon this battlefield.

Add 1 to the Attacks and Strength characteristics of all fighters this battle with 1 or more damage points allocated to them.



TWIST RAINSTORM OF GHYRAN

Humid winds have carried rainclouds from deep within Ghyran. Jade droplets can heal wounds and invigorate the spirit.

All fighters can use the following ability:

[Double] **Healing Rains:** Remove a number of damage points allocated to this fighter equal to the value of this ability.



TWIST DEAD OF NIGHT

Your rivals close in under the shadow of darkness – this night shall taste blood.

No ability or attack action can be used to target an enemy fighter more than 3" away this battle.



TWIST DAWN

In the early hours of the morning, battle is met between rival warbands. As blood is shed, Hylth stirs on the horizon.

No ability or attack action can be used to target an enemy fighter more than 3" away in the first battle round, 6" away in the second battle round, 9" away in the third battle round, and 12" away in any subsequent battle rounds.



TWIST THE HUNT

Ravenous beasts have pursued the warband for weeks. Now they finally strike with single-minded ferocity.

At the start of the second battle round, before the hero phase, the players roll off. The winner can place any number of chaotic beasts on the battlefield with a combined points value of 300 or less. The chaotic beasts must all share the same combination of runemarks and be set up as a single group with each within 1" of another from the group, each within 3" of a battlefield edge, and each more than 5" away from any other fighters.



TWIST APEX PREDATOR

Grim tales are told of the foremost predators of the Eightpoints, terrible abominations who hunger for the flesh of mortals.

The players roll off. The winner sets up 1 chaotic beast on the battlefield. The chaotic beast can be set up anywhere on the battlefield more than 5" away from any other fighters. In addition, if the chaotic beast set up has a Wounds characteristic of less than 30, increase its Wounds characteristic to 30 for this battle.



TWIST DUSK

Darkness falls across the battlefield and the shadows quickly deepen.

No ability or attack action can be used to target an enemy fighter more than 12" away in the first battle round, 9" away in the second battle round, 6" away in the third battle round, and 3" away in any subsequent battle rounds.



TWIST RAMPAGING BEASTS

Monstrous creatures come forth, drawn by the din of battle and the promise of flesh.

At the start of each battle round, before the hero phase, the players roll off. The winner can place any number of chaotic beasts on the battlefield with a combined points value of 200 or less. Chaotic beasts set up in the same battle round must all share the same combination of runemarks and each must be placed within 1" of a terrain feature, within 3" of another chaotic beast in the group and more than 5" away from any other fighters.



TWIST SINISTER BARGAIN

In garbled Dark Tongue, a creature makes a pact with one of the warband leaders before the battle.

The players roll off. The winner can choose 1 chaotic beast with the **Sentience** runemark (S) to be added to their warband as a thrall for this battle.

Set up the chaotic beast on the battlefield within 3" of a friendly fighter.



TWIST BLIZZARD

A sudden freezing snap sweeps across the Eightpoints, and rival warbands find themselves fighting for their lives in sub-zero temperatures.

No ability or attack action can be used to target an enemy fighter more than 9" away this battle. In addition, after a fighter's activation, if they did not make a move action in that activation, roll a dice. On a 1, allocate 3 damage points to that fighter.



TWIST HIDDEN PREDATORS

Amidst the wilderness, beasts lie in wait to prey upon unsuspecting wanderers.

The players roll off. The winner can set up any number of chaotic beasts on the battlefield with a combined points value of 400 or less. The chaotic beasts must all share the same combination of runemarks and be set up as a single group with each within 1" of another from the group, each within 1" of a terrain feature, and each more than 5" away from any other fighters.



TWIST BLOODSCENT

The scent of spilled blood draws nearby predators towards the battle.

At the start of the third battle round, before the hero phase, the players roll off. The winner can place any number of chaotic beasts on the battlefield with a combined points value of 300 or less. The chaotic beasts must all share the same combination of runemarks and be set up as a single group with each within 1" of another from the group, each within 3" of a battlefield edge, and each more than 5" away from any other fighters.



TWIST
BATTLE FRENZY

A killing madness has enveloped the combatants, and they hack and hew at one another in a frenzy of blades and blood.

Add 1 to the Attacks characteristic of attack actions made by fighters this battle that have a Range characteristic of 3 or less.



TWIST
NO RESPIRE

These two warbands have stalked one another for many long days. Now they finally meet in open battle, and no quarter will be expected nor given.

Fighters cannot use the 'Respite' ability this battle.



TWIST
ENCIRCLING DIREFLOCK

Direwing vultures from the Varanspire circle above the battlefield, a sinister omen for all who fall under their shadow.

In the hero phase of the first battle round, after the initiative has been determined, players do not receive 1 wild dice.



TWIST
GRUDGE MATCH

These rival warbands have met in battle before. This time there is a score to settle.

Add 1 to the Strength characteristic of attack actions made by fighters this battle that have a Range characteristic of 3 or less.



TWIST
BATTLE OF WITS

As blood is shed between these rival warbands, their leaders try to anticipate and counter the manoeuvres of their opponent.

Each player receives 1 additional wild dice at the start of this battle.



TWIST
ENERVATING TOTEM

This monument of bloodstained stone is crawled with sickening runes that leech the vitality and strength from those who draw too close.

Subtract 1 from the Strength characteristic (to a minimum of 1) of attack actions made by fighters this battle that have a Range characteristic of 3 or less.



TWIST
EAGER FOR THE FIGHT

Both warbands hunger for glory, and race headlong into battle with frenzied howls.

Add 1 to the Move characteristic of all fighters this battle.



TWIST
BITTER RIVALS

The leaders of these warbands share a mutual hatred, having exchanged insults and grievous wounds over the course of several battles.

Add 1 to the Attacks and Strength characteristics of attack actions made by fighters with the Leader runemark (★) that target an enemy fighter with the Leader runemark (★) this battle that have a Range characteristic of 3 or less.



TWIST
FOREBODDING LOCATION

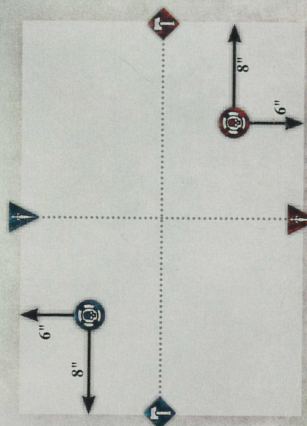
Stark monoliths thrust towards the horizon, marked by sickening runes. This is a fateful place, and all who approach feel its dark aura.

Subtract 1 from the value of abilities (to a minimum of 1) used by fighters this battle.

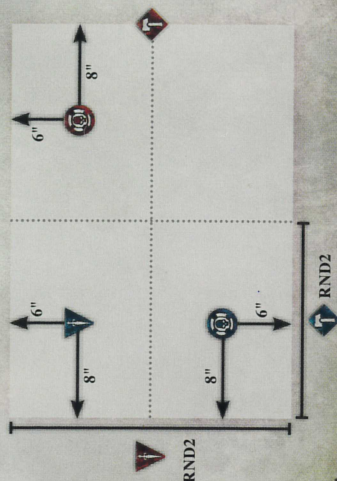




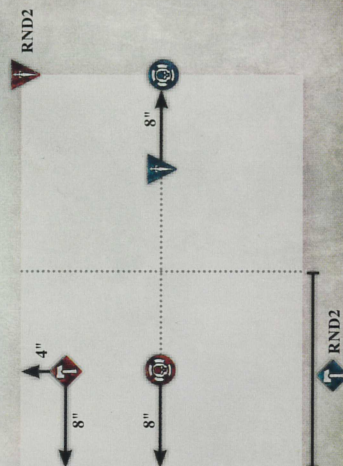
SHOW OF STRENGTH



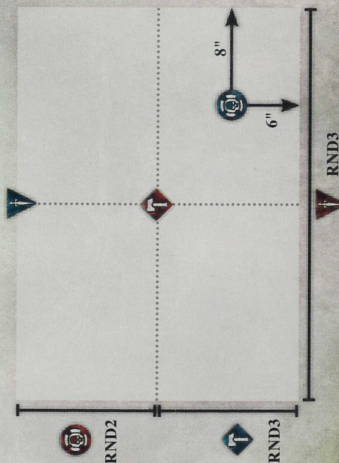
AMBUSH



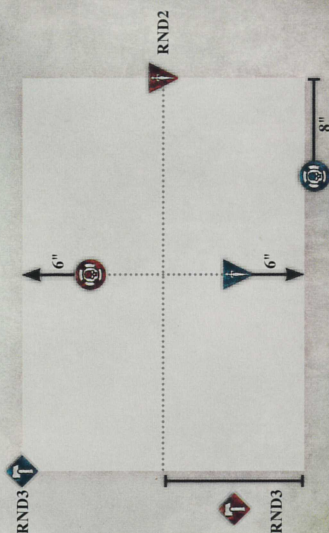
DECIMATION



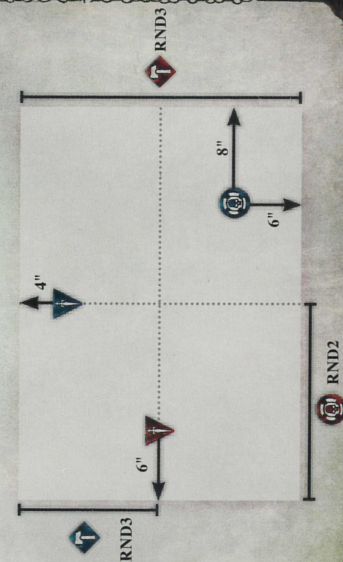
HOLD OUT



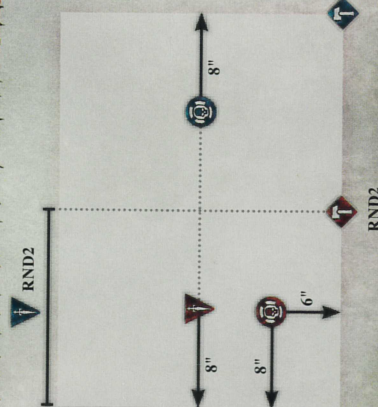
MASSACRE



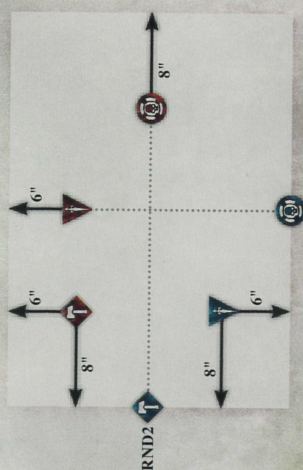
BLINDFIGHT



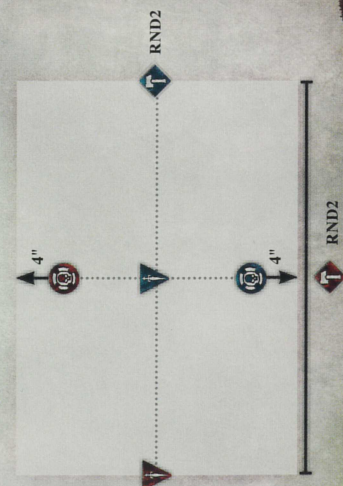
DECAPITATE

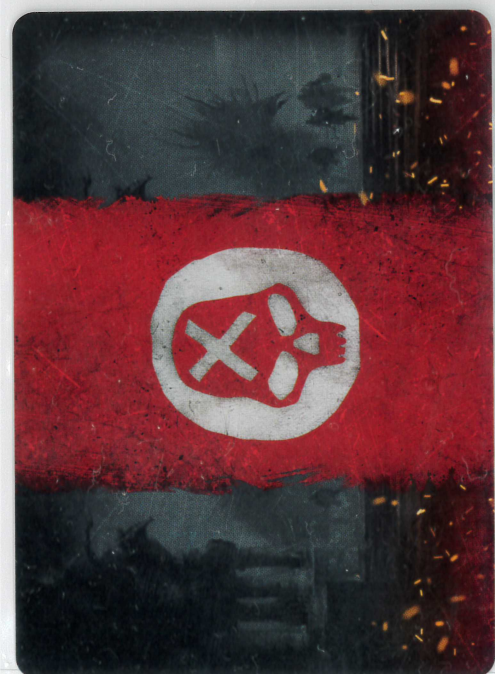


REFUSED FLANK

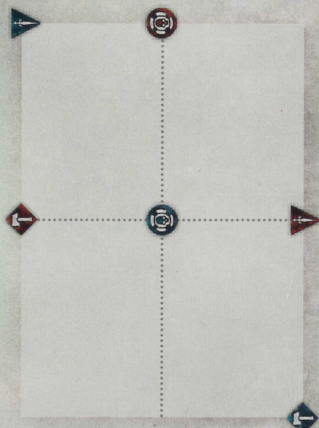


DIVIDE AND SLAUGHTER

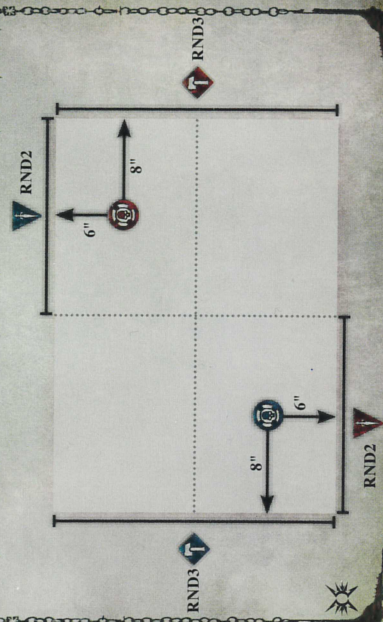




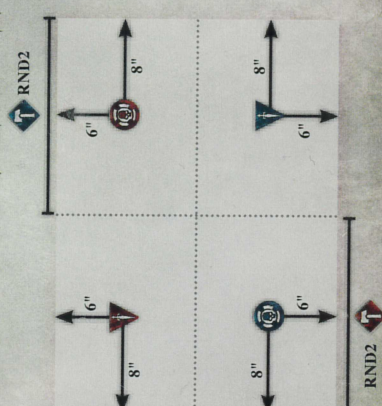
OUTFLANK



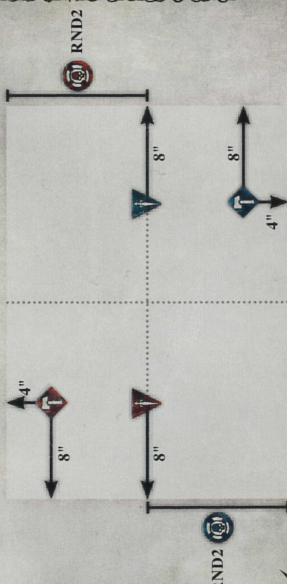
STRIKE FROM THE SHADOWS



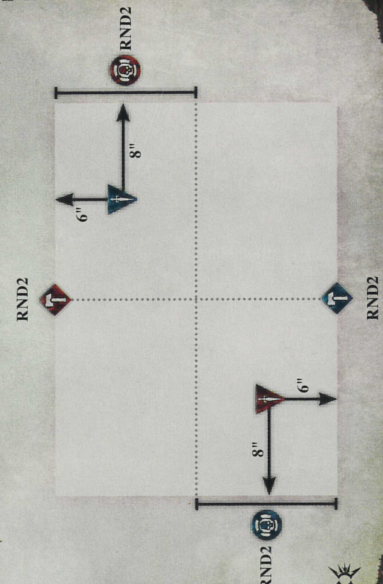
DEATH BLOW



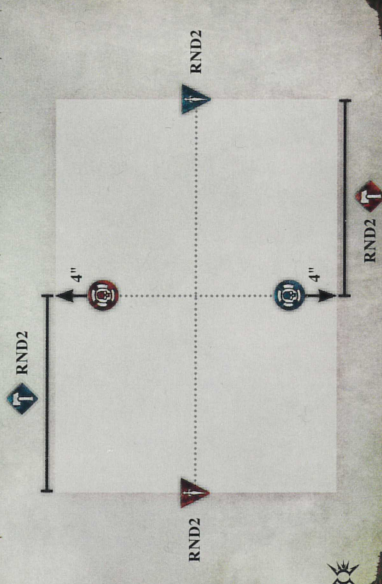
CLASH OF BLADES



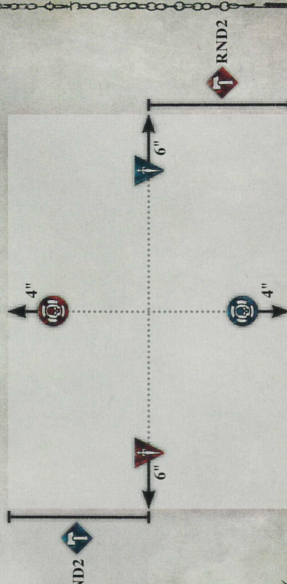
DEADLY GAMBIT



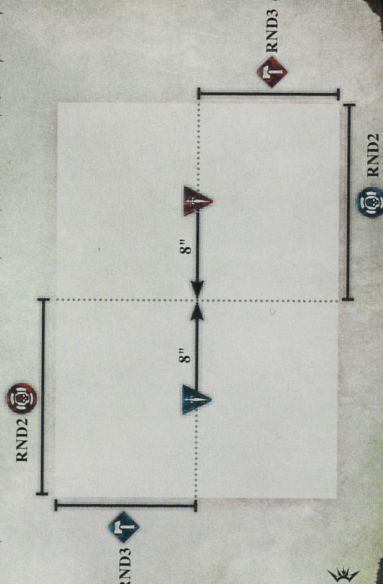
DEATH SPIRAL



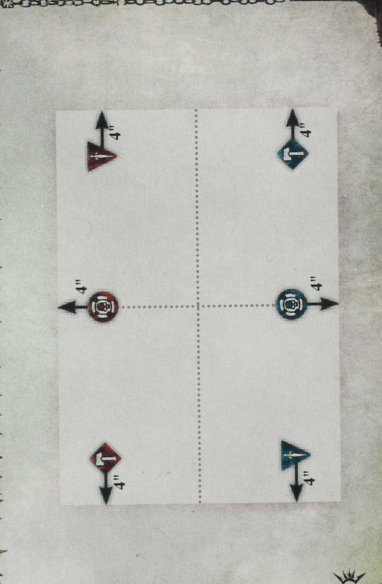
BLOODBATH



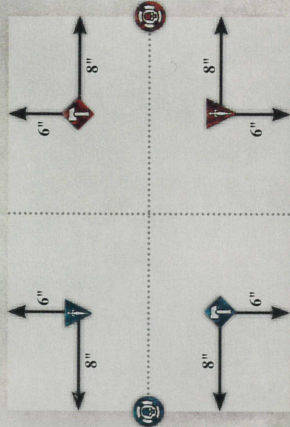
FIRST BLOOD



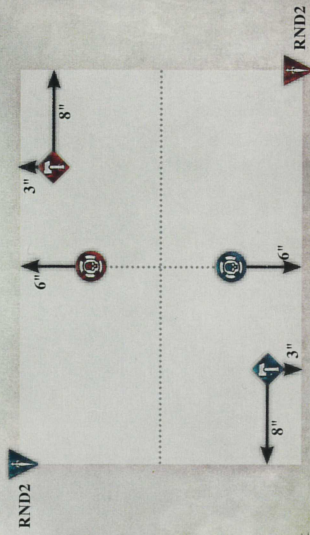
FRONTAL ASSAULT



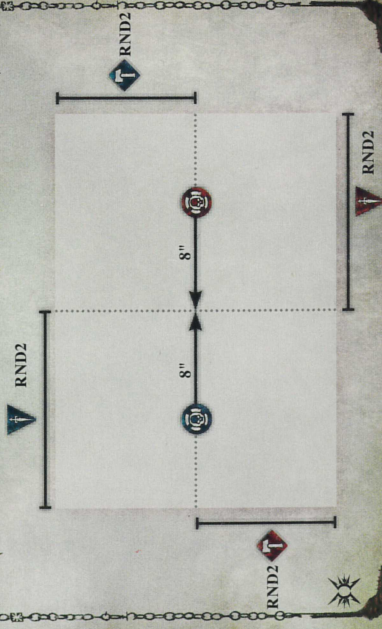
BATTLE LINES



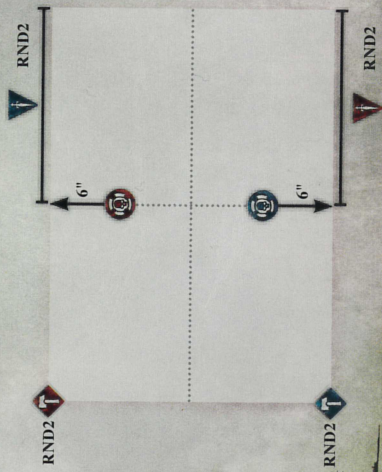
STAND-OFF



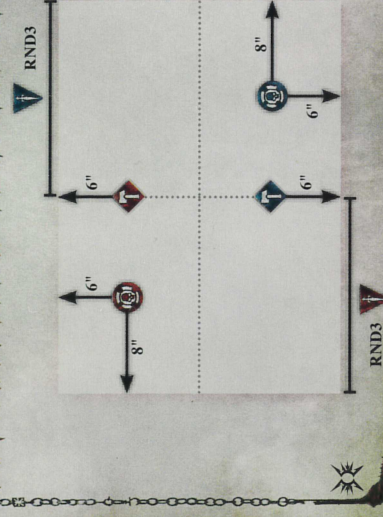
ESCALATION



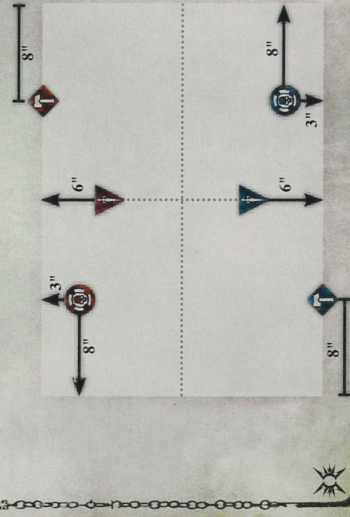
THE DUEL



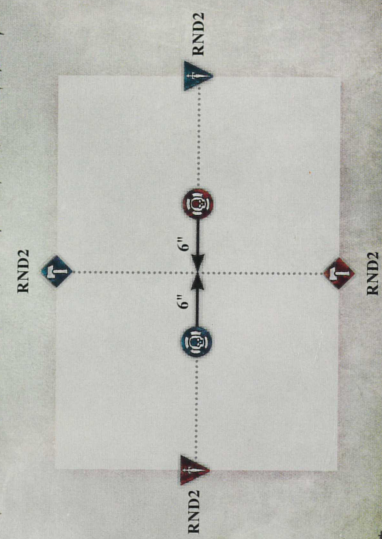
KNIFE TO THE BACK



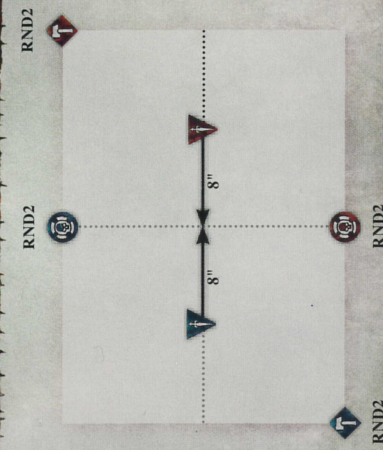
BLOOD RUSH



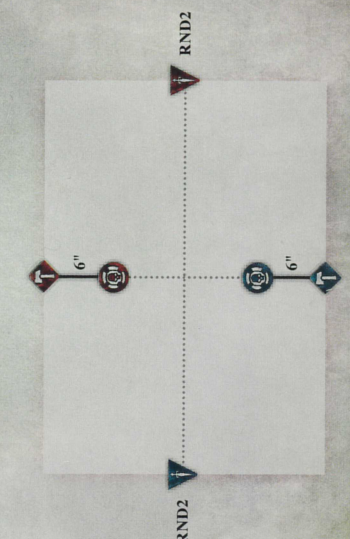
UNSEEN BLADE



FOG OF WAR



DANCE OF DEATH



TWIST MURKY SWAMPLAND

Weeks of endless rain has turned these lands into a thick and squelching quagmire.

If a fighter begins a move action on the battlefield floor, subtract 1 from the Move characteristic of that fighter until the end of that move action. This does not affect fighters with the Fly runemark (✈).



TWIST FAVOURABLE POSITION

Having observed their foes' movements over the course of many days, this warband has chosen the perfect battleground upon which to engage them.

Draw 2 twist cards, redrawing cards with the Fate runemark (♠), and then roll off. The winner picks which of those twist cards is in effect this battle.



TWIST DARK OMENS

Swiftly changing skies bring with them sinister portents of the battle ahead.

Shuffle and draw 1 twist card with the Climate runemark (☁) and 1 twist card with the Psychology runemark (🧠). Both twist cards are in effect this battle.



TWIST ARCANE INSCRIPTIONS

Ancient hieroglyphs are etched into the walls of these ruins. For those who can interpret them, they are said to offer great knowledge and power.

All fighters can use the following ability:

[Double] Read Inscriptions: A fighter must be within 1" of an obstacle to use this ability. Roll a dice. On a 6, you receive 1 wild dice which can be used in the hero phase of the next battle round.



TWIST NO HOLDING BACK

The threat of violence hangs heavy in the air as rival warbands bellow challenges and foul oaths at those who oppose them.

Add 2 to the value of abilities (to a maximum of 6) used by fighters in the first battle round.



TWIST DOUBLE OR NOTHING

Fate rests upon a blade's edge, threatening to escalate this clash of rivals into something far deadlier.

Roll a dice. On a 1-3, no twist cards are used this battle. On a 4-6, draw 2 more twist cards, redrawing cards with the Fate runemark (♠), and redrawing the second card if it has the same runemark as the first. Both twist cards are in effect this battle.



TWIST INSIDIOUS MALIGNANTS

Shyishan magic saturates this battlefield. Ethereal talons lash out from the shadows. The dead do not rest in this place, and they are hungry for vengeance.

Each time a fighter finishes its activation within 1" of a terrain feature, roll a dice. On a 1, allocate 3 damage points to that fighter.



TWIST EERIE SILENCE

Not a single cry or rustle of grass can be heard amidst these ruins. The discomfiting silence is broken only by the sudden clash of weapons.

This twist card has no effect.



TWIST HUNTING GROUNDS

Scattered bones and half-eaten carcasses litter the battlefield. The warbands have wandered into a killing ground haunted by swarms of predators.

Shuffle and draw 1 twist card with the Wild Creatures runemark (🐾) and 1 twist card with the Environment runemark (🌿). Both twist cards are in effect this battle.

