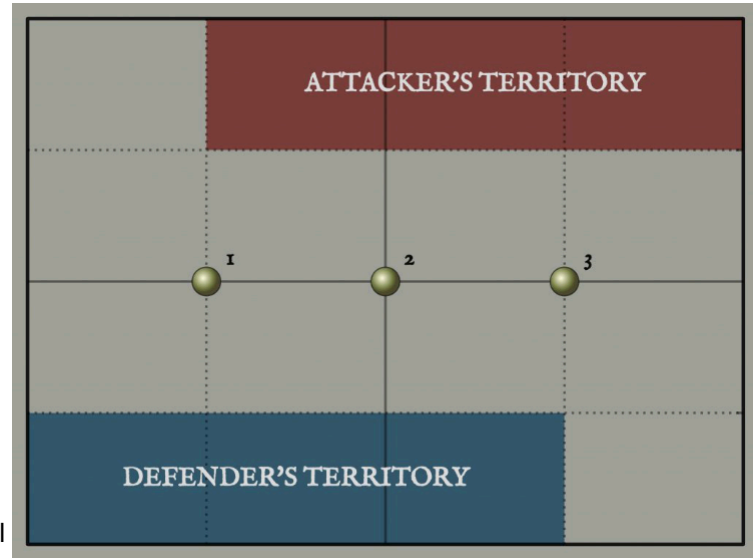


GAME ONE: SHIFTING OBJECTIVES

Each player scores victory points at the end of each of their turns as follows:

- Score 1 VP for each secondary objective you control
- Score 2 VP if you control the primary objective
- Score 2 VP if you control more objectives than your opponent
- Score 4 VP if you completed your battle tactic this turn

TWIST: At the start of each battle round the active player rolls a D3 to determine which objective is the primary objective for the battle round - the underdog can make the active player reroll this roll

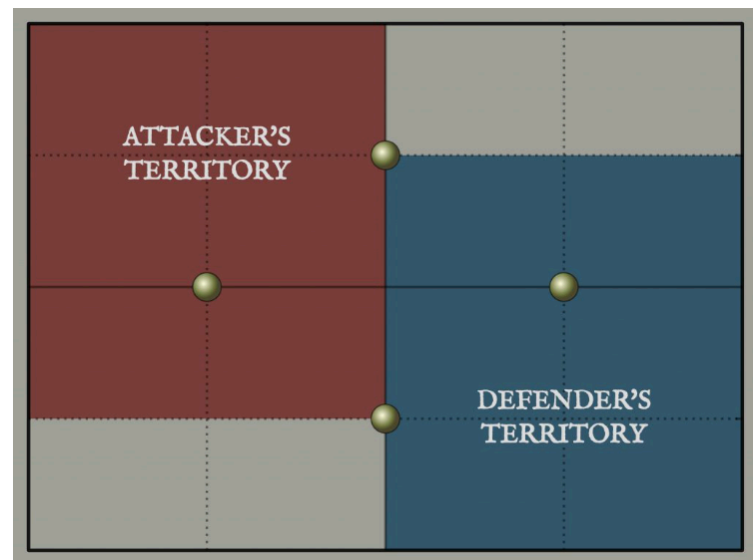


GAME TWO: BATTLE FOR THE PASS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 VP if you control the objective wholly within friendly territory
- Score 2 VP for each objective on the border of friendly territory
- Score 5 VP if you control the objective wholly within enemy territory
- Score 4 VP if you completed your battle tactic this turn

TWIST: A max of 6 VP can be scored per turn - the underdog can add 2 to the control scores of friendly non-hero units



GAME THREE: THE VICE

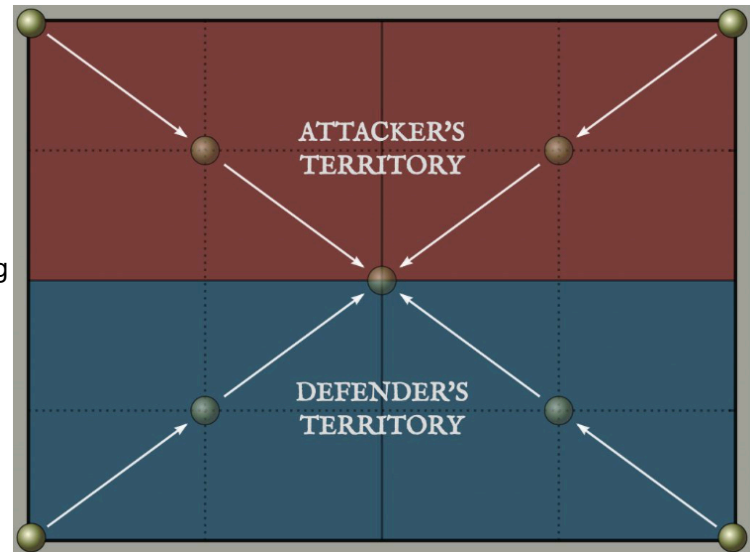
Each player scores victory points at the end of each of their turns as follows:

- Score 2 VP if you control at least one objective
- Score 2 VP if you control two or more objectives
- Score 2 VP if you control more objectives than your opponent
- Score 2 VP if there are no enemy units within 6" of the remaining objective in battle rounds 4 and 5
- Score 4 VP if you completed your battle tactic this turn

TWIST: At the start of the second battle round remove the starting objectives and set up four new ones as shown

At the start of the fourth battle round remove the four objectives and set up one new one as shown

At the start of their turn, the underdog can pick one objective and inflict D3 mortal damage on each unit contesting that objective (roll for each unit)



GAME FOUR: JAWS OF GALLET

Each player scores victory points at the end of each of their turns as follows:

- Score 2 VP if you control at least one objective
- Score 2 VP if you control two or more objectives
- Score 2 VP if you control more objectives than your opponent
- Score 4 VP if you completed your battle tactic this turn

TWIST: From the second battle round onwards, the underdog can remove an objective at the end of their turn

