

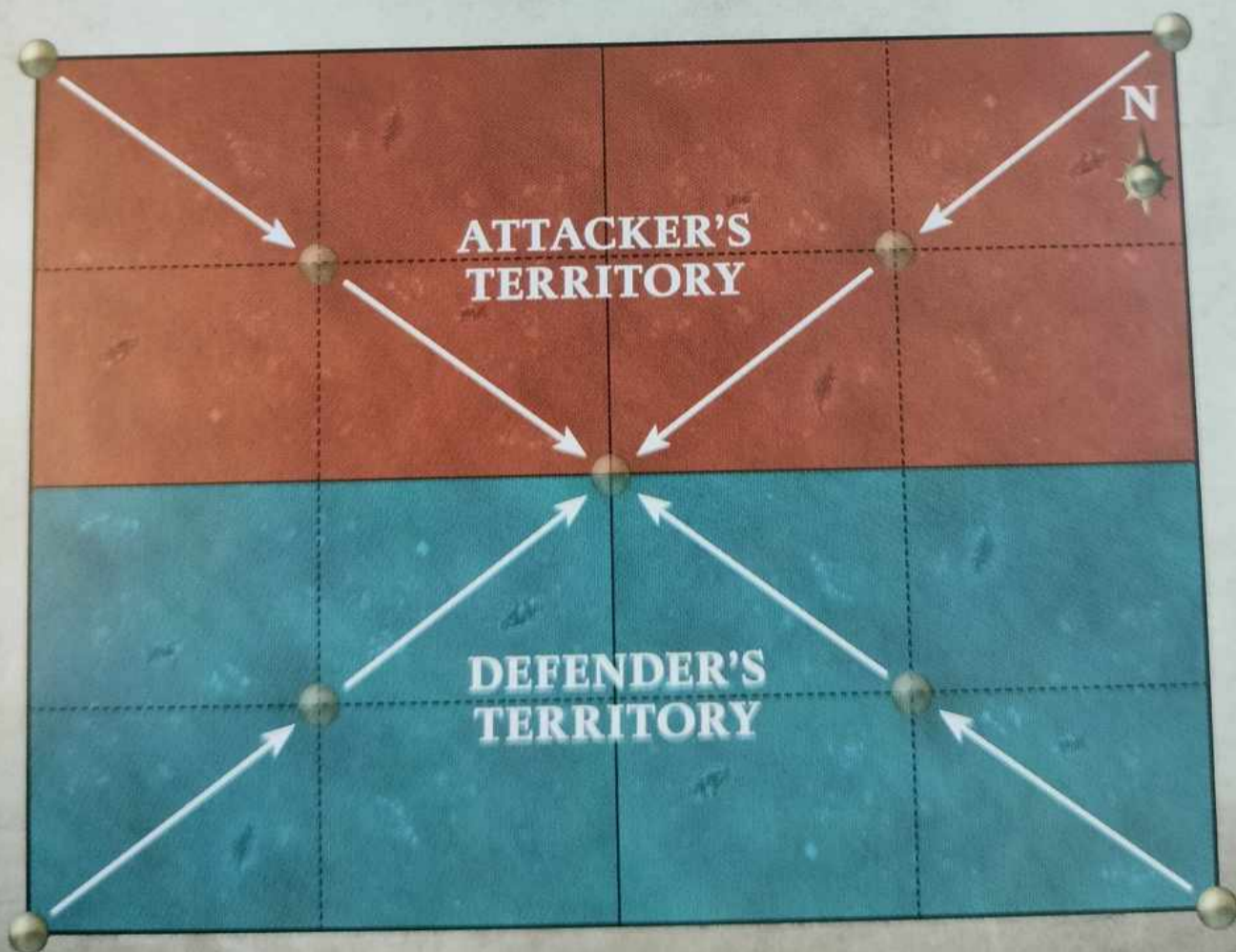
## THE VICE

**TWIST:** At the start of the second battle round, after determining which player is the active player, the active player must remove the 4 starting objectives and set up a new objective at each of the next locations shown on the map. At the start of the fourth battle round, after determining which player is the active player, the active player must remove the 4 objectives and set up 1 new objective in the location shown in the centre of the map.

At the end of their turn, the **underdog** can pick 1 objective. Inflict D3 mortal damage on each unit contesting that objective (roll separately for each unit).

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

- Score 2 victory points if you control at least 1 objective.
- Score 2 victory points if you control 2 or more objectives.
- Score 2 victory points if you control more objectives than your opponent.
- In battle rounds 4 and 5 only, score 2 victory points if there are no enemy units within 6" of the remaining objective.
- Score 4 victory points if you completed the battle tactic you chose to attempt this turn.



BATTLEPLAN 4 (TABLE 2)

(2021)

THE VICE

This map layout can also be used for Border War, Focal Points, Shifting Objectives, The Laws of Gallet and Battle for the Pass.

**AREA TERRAIN**

Examples: Hills, Stormvault

Terrain Abilities: Cover

**OBSTACLES**

Examples: Ruins, debris, statues, barricades

Terrain Abilities: Cover, Unstable

**OBSCURING TERRAIN**

Examples: Wyldwood, fortress wall

Terrain Abilities: Cover, Obscuring, Unstable

**PLACES OF POWER**

Examples: Realmgate, Cleansing Aqualith, Nexus Syphon

Terrain Abilities: Cover, Place of Power, Unstable

**KEY**

Area Terrain or Obstacle



Small



Medium

Obscuring Terrain



Small



Medium

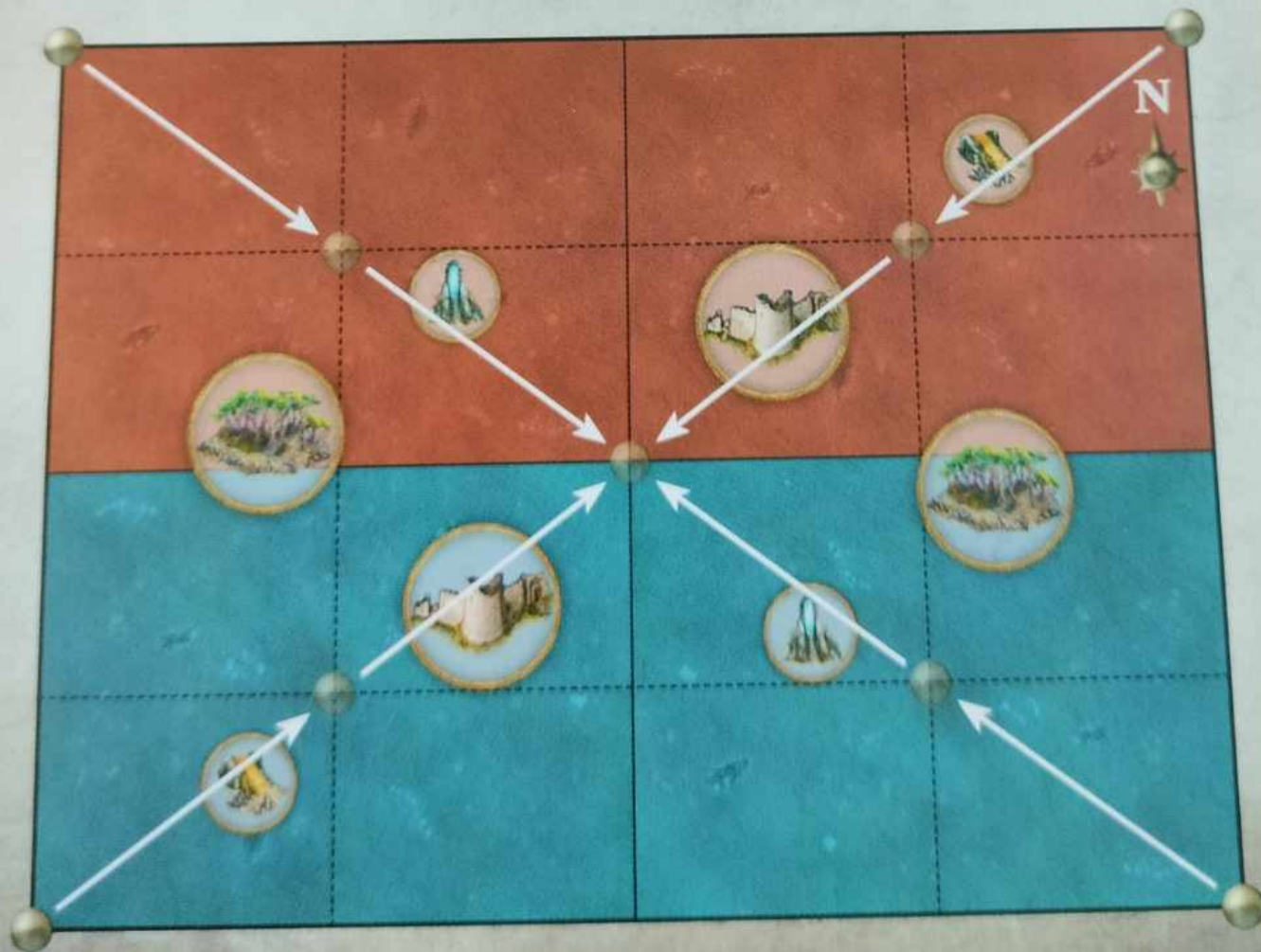
Place of Power



Small



Medium



## CLOSE TO THE CHEST

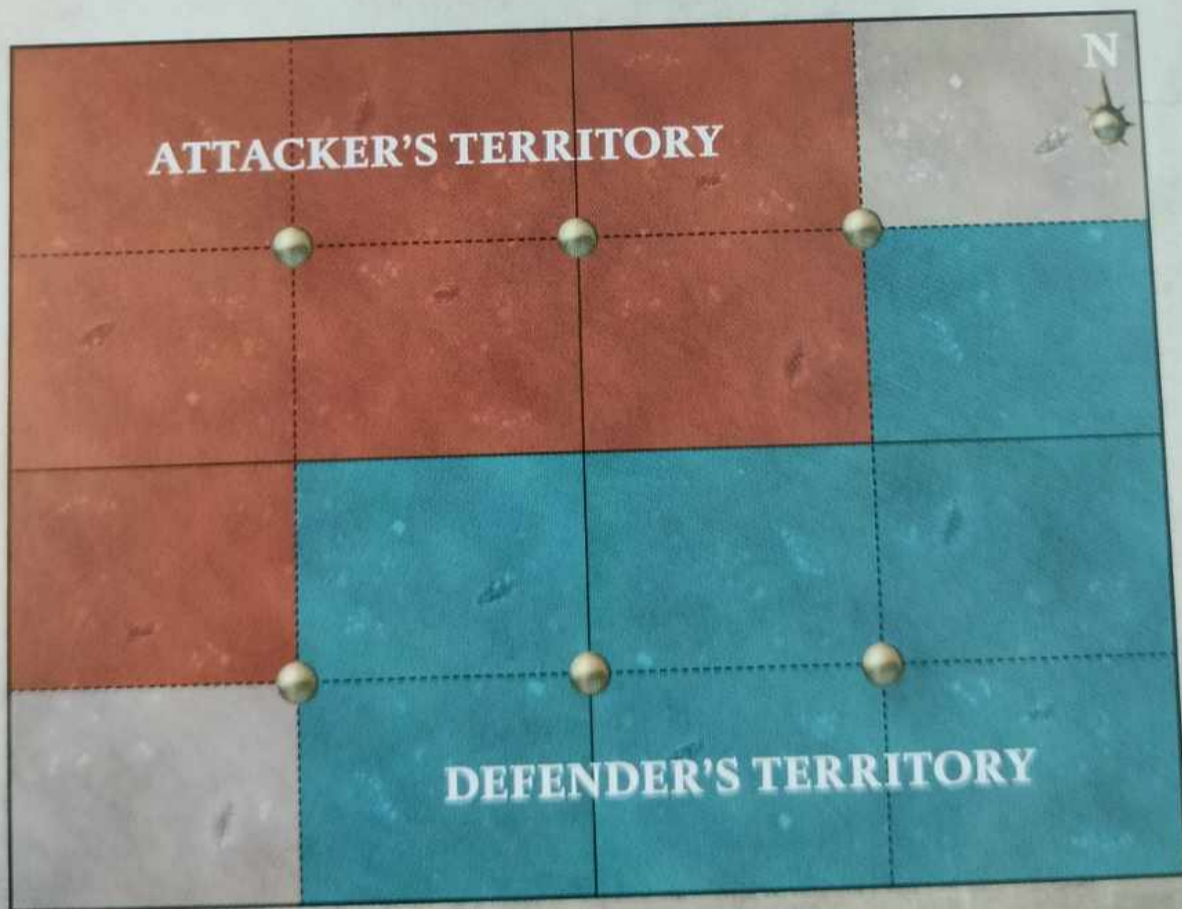
**TWIST:** At the start of each turn, the player that is not the active player must pick 1 objective in their territory to be the **primary objective** until the start of the next turn.



At the start of their turn, after their opponent has picked the **primary objective**, the **underdog** can roll a dice. On a 5+, their opponent must pick a different objective to be the **primary objective** for that turn.

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

- Score 1 victory point if you control at least 1 objective.
- Score 1 victory point if you control at least 2 objectives.
- Score 2 victory points if you control more objectives than your opponent.
- Score 2 victory points if you control the **primary objective**.
- Score 4 victory points if you completed the battle tactic you chose to attempt this turn.



(2022-23/  
S1)

## BATTLEPLAN 5 (TABLE 2) CLOSE TO THE CHEST

This map layout can also be used for Feral Foray and The Better Part of Valour.

### AREA TERRAIN

Examples: Hills,  
Stormvault

Terrain Abilities:  
Cover

### OBSTACLES

Examples: Ruins,  
debris, statues,  
barricades

Terrain Abilities:  
Cover, Unstable

### OBSCURING TERRAIN

Examples:  
Wyldwood,  
fortress wall

Terrain Abilities:  
Cover, Obscuring,  
Unstable

### PLACES OF POWER

Examples:  
Realmgate,  
Cleansing Aqualith,  
Nexus Syphon

Terrain  
Abilities: Cover,  
Place of Power,  
Unstable

### KEY

Area Terrain or Obstacle



Small



Medium

Obscuring Terrain



Small



Medium

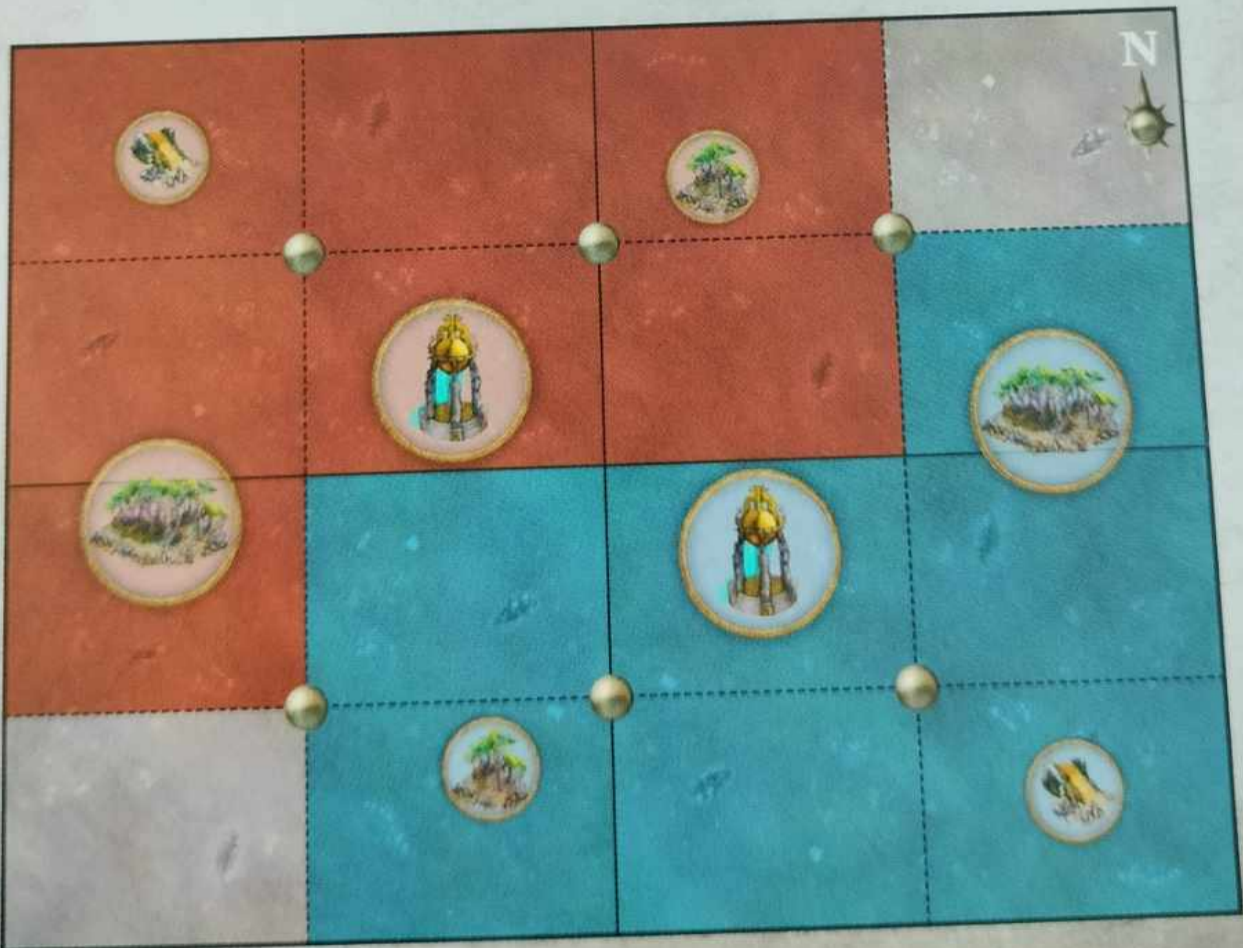
Place of Power



Small



Medium



BATTLEPLAN 6 (TABLE 1)

(2022-23/  
S2)

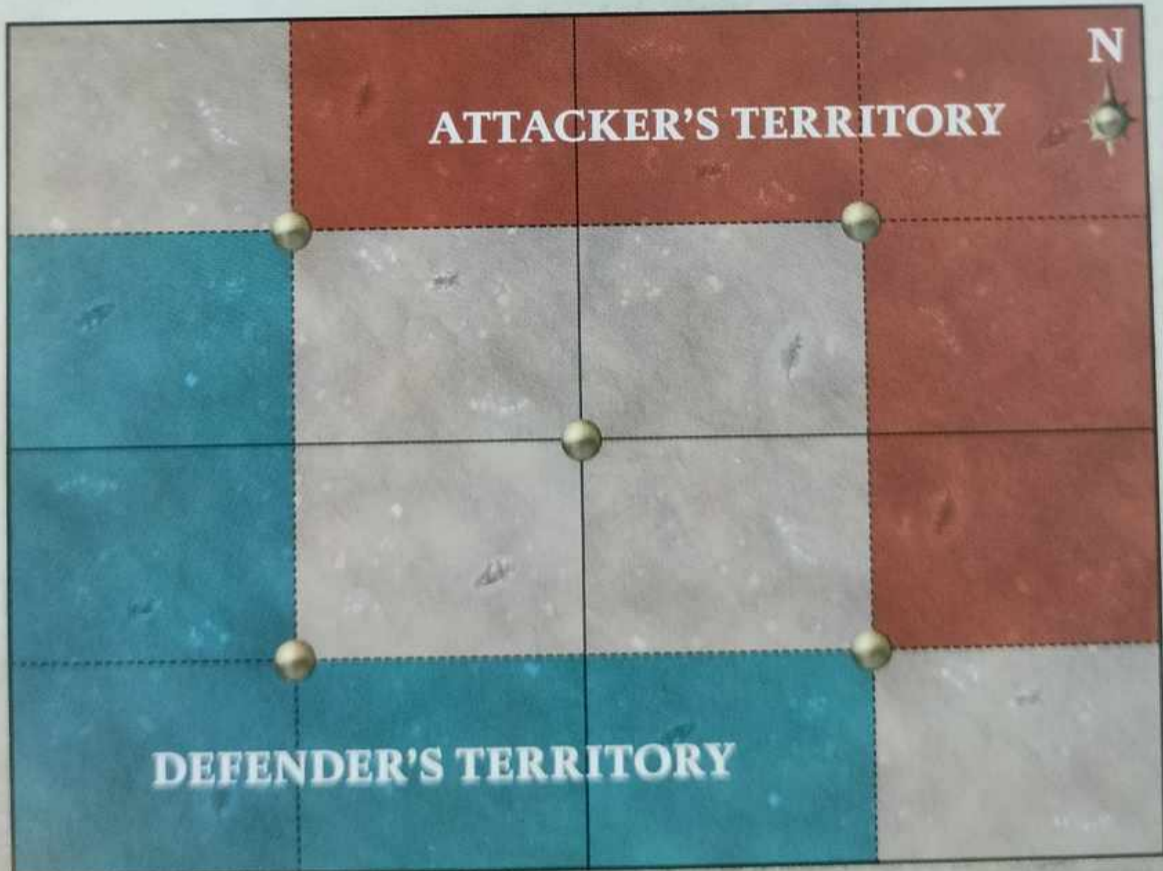
# THE JAWS OF GALLET

**TWIST:** From the second battle round, at the end of their turn, after scoring victory points, the **underdog** can pick 1 objective. That objective is removed from play. If there is no **underdog**, no objective is removed.



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

- Score 2 victory points if you control at least 1 objective.
- Score 2 victory points if you control 2 or more objectives.
- Score 2 victory points if you control more objectives than your opponent.
- Score 4 victory points if you completed the battle tactic you chose to attempt this turn.



(2022-23/  
S2)

## BATTLEPLAN 6 (TABLE 1) THE JAWS OF GALLET

This map layout can also be used for Border War, Focal Points, Shifting Objectives, Battle for the Pass and The Vice.

### AREA TERRAIN

Examples: Hills,  
Stormvault

Terrain Abilities:  
Cover

### OBSTACLES

Examples: Ruins,  
debris, statues,  
barricades

Terrain Abilities:  
Cover, Unstable

### OBSCURING TERRAIN

Examples:  
Wyldwood,  
fortress wall

Terrain Abilities:  
Cover, Obscuring,  
Unstable

### PLACES OF POWER

Examples:  
Realmgate,  
Cleansing Aqualith,  
Nexus Syphon

Terrain  
Abilities: Cover,  
Place of Power,  
Unstable

### KEY

Area Terrain or Obstacle



Small



Medium

Obscuring Terrain



Small



Medium

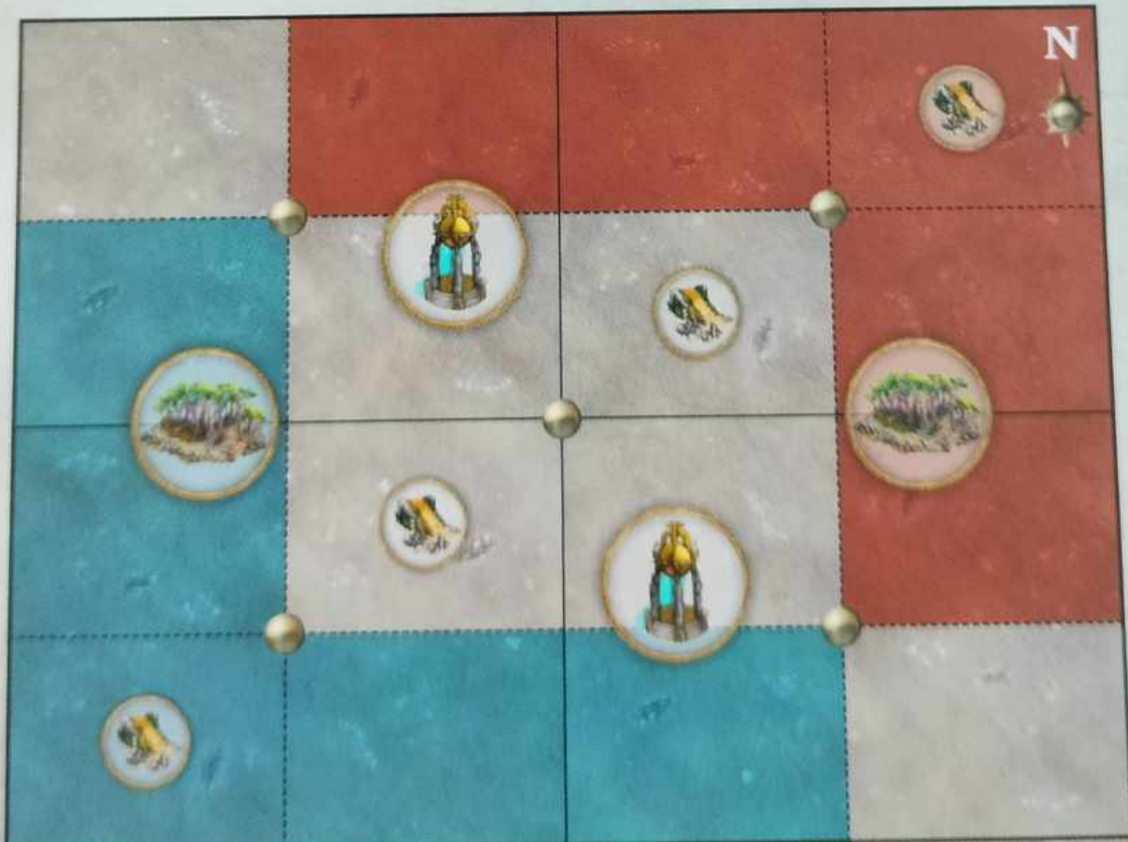
Place of Power



Small



Medium



(2023-24)

## BATTLEPLAN 6 (TABLE 2) LIMITED RESOURCES

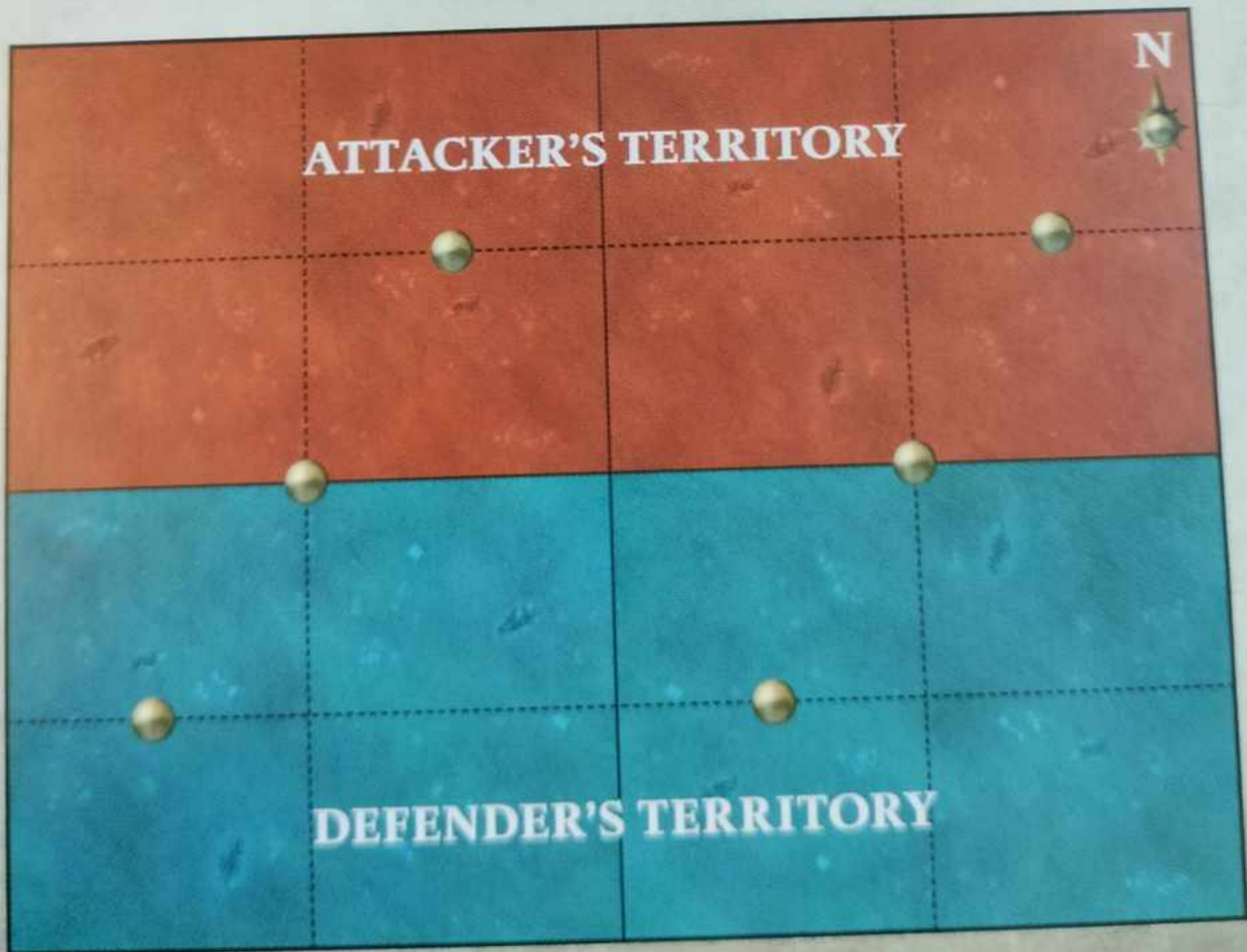
**TWIST:** When a player gains control of an objective, they start to extract resources from it. After scoring victory points, if the active player controls an objective that they controlled at the end of their previous turn, they have extracted all the resources from that objective. For the rest of the battle, that player cannot control that objective.

Once a player has extracted all of the resources from an objective, they can still contest it to prevent their opponent from controlling it, but they do not and cannot control it themselves.

The **underdog** can add 3 to the control scores of friendly units that are contesting an objective from which they are extracting resources.

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

- Score 2 victory points if you control at least 1 objective.
- Score 2 victory points if you control 2 or more objectives.
- Score 2 victory points if you control more objectives than your opponent.
- Score 4 victory points if you completed the battle tactic you chose to attempt this turn.



# LIMITED RESOURCES

**AREA  
TERRAIN**

Examples: Hills,  
Stormvault

**Terrain Abilities:**  
Cover

**OBSTACLES**

Examples: Ruins,  
debris, statues,  
barricades

**Terrain Abilities:**  
Cover, Unstable

**OBSCURING  
TERRAIN**

Examples:  
Wyldwood,  
fortress wall

**Terrain Abilities:**  
Cover, Obscuring,  
Unstable

**PLACES OF  
POWER**

Examples:  
Realmgate,  
Cleansing Aqualith,  
Nexus Syphon

**Terrain  
Abilities:** Cover,  
Place of Power,  
Unstable

**KEY**

*Area Terrain or Obstacle*

*Obscuring Terrain*

*Place of Power*



*Small*

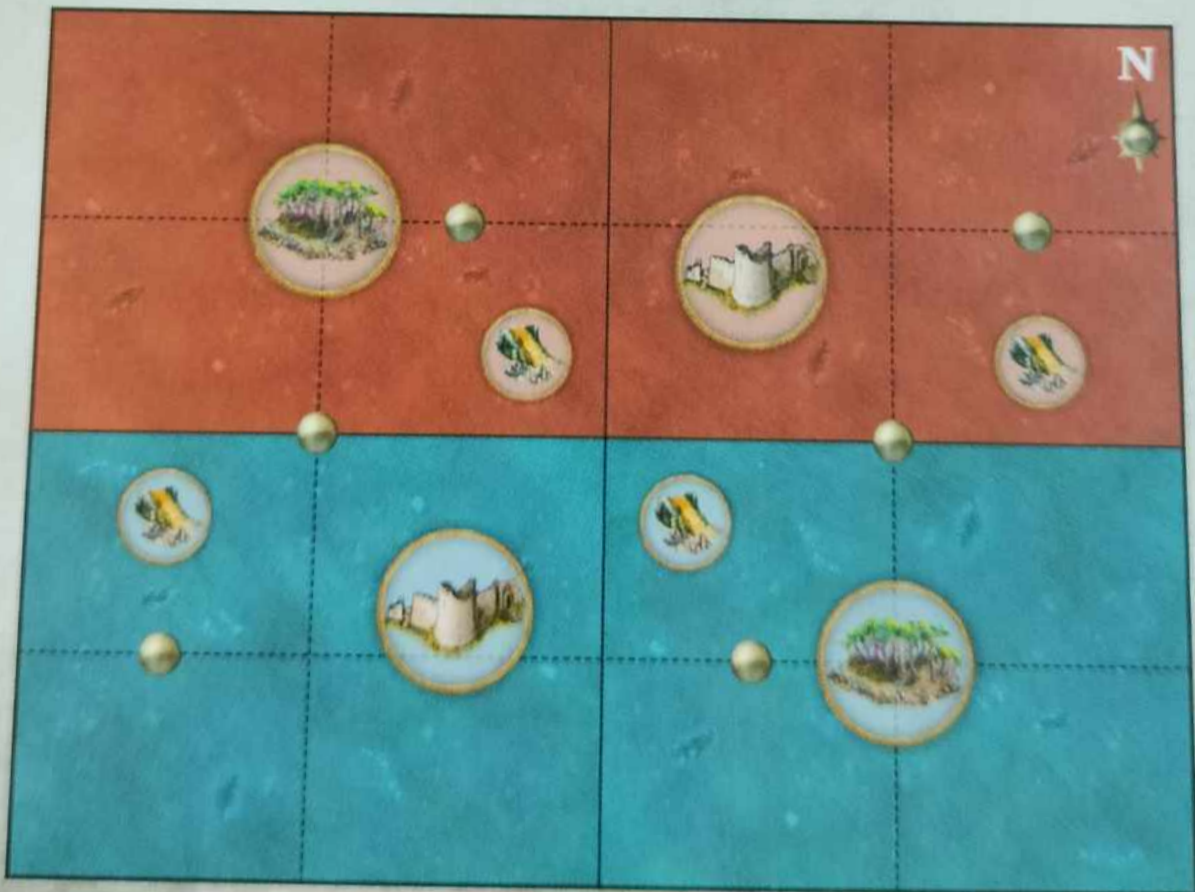
*Medium*

*Small*

*Medium*

*Small*

*Medium*





## THE BETTER PART OF VALOUR

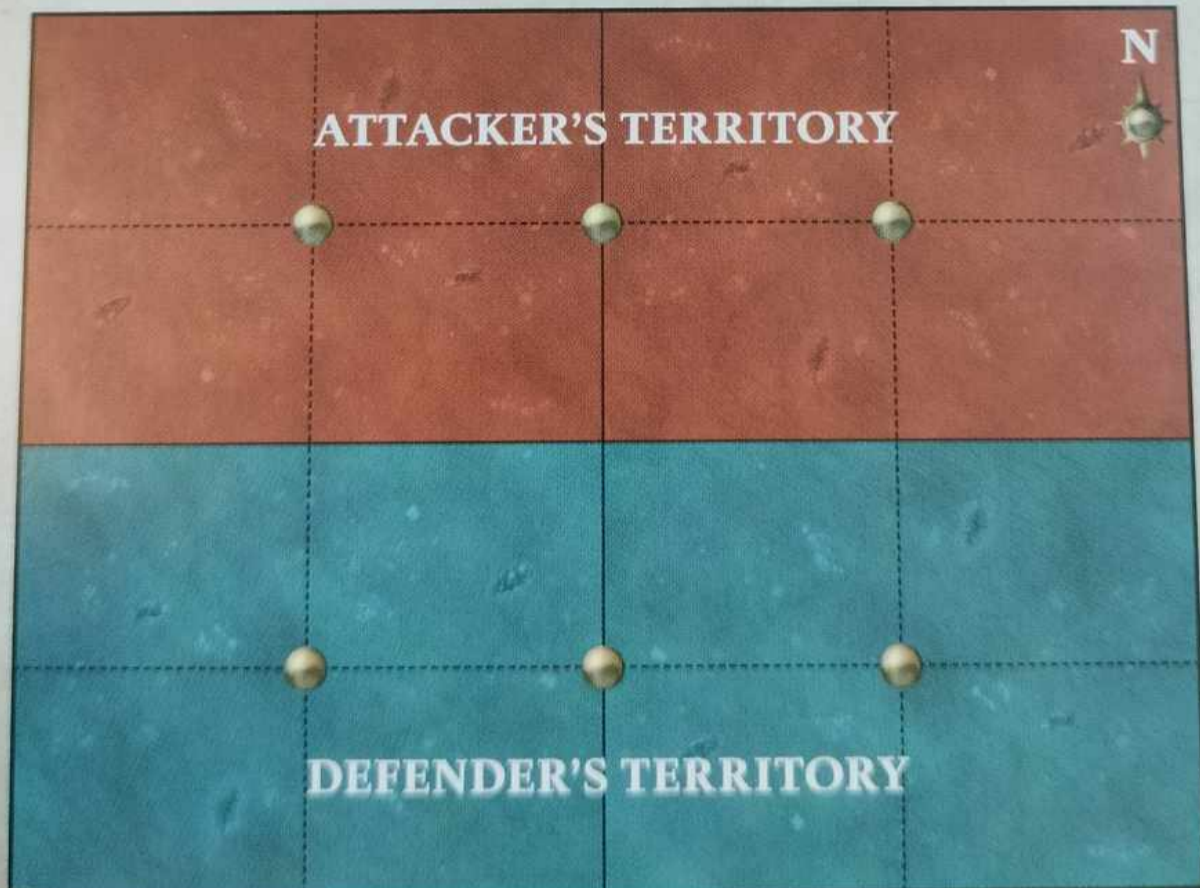
**TWIST:** Each time an enemy unit contesting an objective is destroyed by a **FIGHT** ability used by a friendly non-**HERO** unit contesting the same objective, that friendly unit gains the **DOMINANT** keyword. If that friendly unit stops contesting that objective, it is no longer **DOMINANT**.

Add 10 to the control scores of **DOMINANT** units.

Add 1 to hit rolls made by units in the **underdog's** army for combat attacks that target a **DOMINANT** unit.

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

- Score 2 victory points if you control at least 1 objective.
- Score 2 victory points if you control 2 or more objectives.
- Score 2 victory points if you control more objectives than your opponent.
- Score 4 victory points if you completed the battle tactic you chose to attempt this turn.



(2020)

BATTLEPLAN 3 (TABLE 2)

# THE BETTER PART OF VALOUR

This map layout can also be used for Feral Foray and Close to the Chest.

**AREA  
TERRAIN**

Examples: Hills,  
Stormvault

**Terrain Abilities:**  
Cover

**OBSTACLES**

Examples: Ruins,  
debris, statues,  
barricades

**Terrain Abilities:**  
Cover, Unstable

**OBSCURING  
TERRAIN**

Examples:  
Wyldwood,  
fortress wall

**Terrain Abilities:**  
Cover, Obscuring,  
Unstable

**PLACES OF  
POWER**

Examples:  
Realmgate,  
Cleansing Aqualith,  
Nexus Syphon

**Terrain  
Abilities:** Cover,  
Place of Power,  
Unstable

**KEY**

*Area Terrain or Obstacle*



*Small*



*Medium*

*Obscuring Terrain*



*Small*



*Medium*

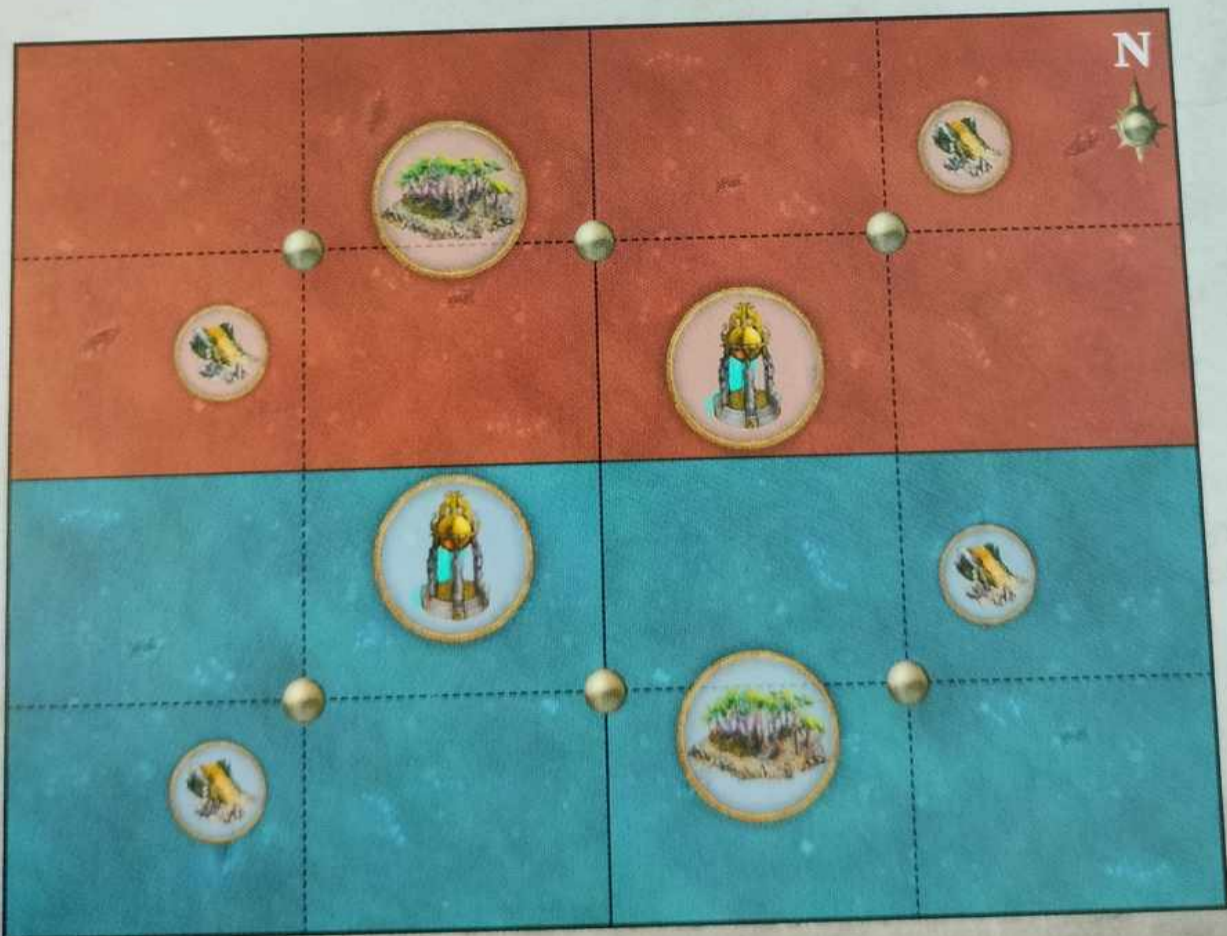
*Place of Power*



*Small*



*Medium*



(2021)

## BATTLEPLAN 5 (TABLE 1)

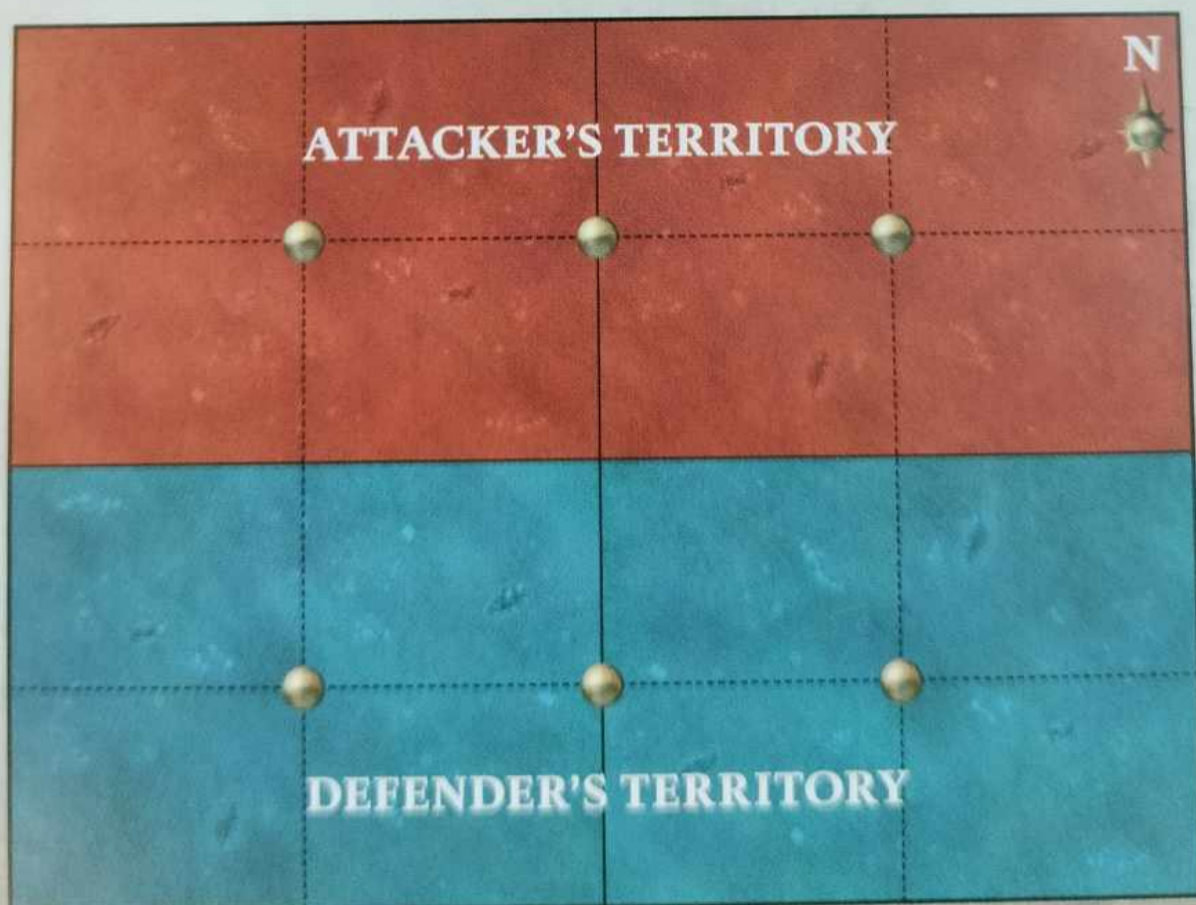
### FERAL FORAY

**TWIST:** At the start of the battle round, each player can raid 1 objective they control in enemy territory. An objective that has been raided, cannot be contested or controlled this battle round. The **underdog** can raid an objective in enemy territory that they contest but do not control.



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

- Score 2 victory points if you control at least 1 objective.
- Score 2 victory points if you control 2 or more objectives.
- Score 2 victory points if you control more objectives than your opponent.
- Score 4 victory points if you completed the battle tactic you chose to attempt this turn.



(2021)

## BATTLEPLAN 5 (TABLE 1)

# FERAL FORAY

This map layout can also be used for The Better Part of Valour and Close to the Chest.

### AREA

#### TERRAIN

Examples: Hills, Stormvault

Terrain Abilities:  
Cover

### OBSTACLES

Examples: Ruins, debris, statues, barricades

Terrain Abilities:  
Cover, Unstable

### OBSCURING TERRAIN

Examples:  
Wyldwood, fortress wall

Terrain Abilities:  
Cover, Obscuring, Unstable

### PLACES OF POWER

Examples:  
Realmgate, Cleansing Aqualith, Nexus Syphon

Terrain Abilities:  
Cover, Place of Power, Unstable

### KEY

Area Terrain or Obstacle



Small



Medium

Obscuring Terrain



Small



Medium

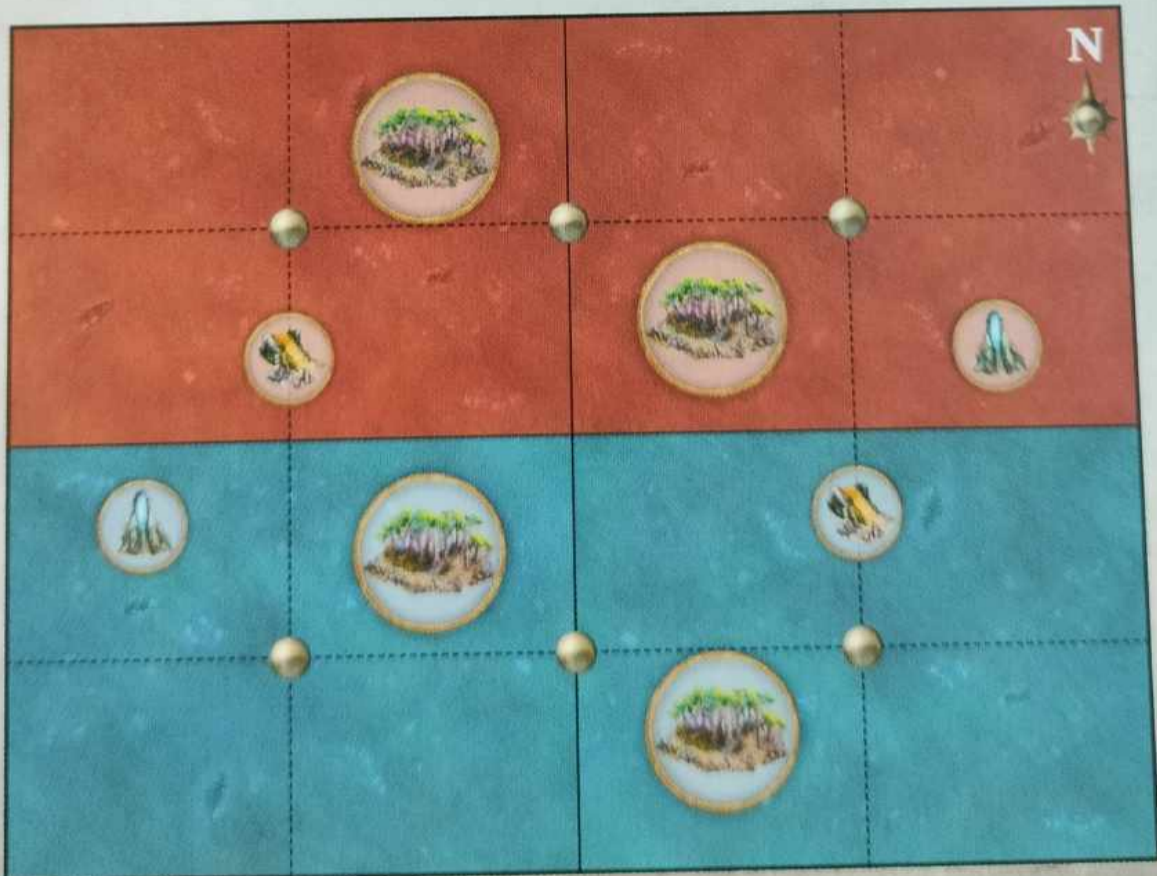
Place of Power



Small



Medium



(2020)

## BATTLEPLAN 4 (TABLE 1)

# SHIFTING OBJECTIVES

**TWIST:** At the start of each battle round, after determining the active player, the active player must roll a D3 to determine which objective is the **primary objective** for that battle round. The other 2 objectives are the secondary objectives for that battle round.

The **underdog** can make the active player re-roll the dice to determine which objective is the **primary objective**.

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

- Score 1 victory point for each secondary objective that you control.
- Score 2 victory points if you control the **primary objective**.
- Score 2 victory points if you control more objectives than your opponent.
- Score 4 victory points if you completed the battle tactic you chose to attempt this turn.



(2020)

## BATTLEPLAN 4 (TABLE 1) SHIFTING OBJECTIVES

This map layout can also be used for Border War, Focal Points, The Jaws of Gallet, Battle for the Pass and The Vice.

### AREA TERRAIN

Examples: Hills,  
Stormvault

Terrain Abilities:  
Cover

### OBSTACLES

Examples: Ruins,  
debris, statues,  
barricades

Terrain Abilities:  
Cover, Unstable

### OBSCURING TERRAIN

Examples:  
Wyldwood,  
fortress wall

Terrain Abilities:  
Cover, Obscuring,  
Unstable

### PLACES OF POWER

Examples:  
Realmgate,  
Cleansing Aqualith,  
Nexus Syphon

Terrain  
Abilities: Cover,  
Place of Power,  
Unstable

### KEY

Area Terrain or Obstacle



Small



Medium

Obscuring Terrain



Small



Medium

Place of Power



Small



Medium



(2017)

## BATTLEPLAN 1 (TABLE 2)

# BATTLE FOR THE PASS

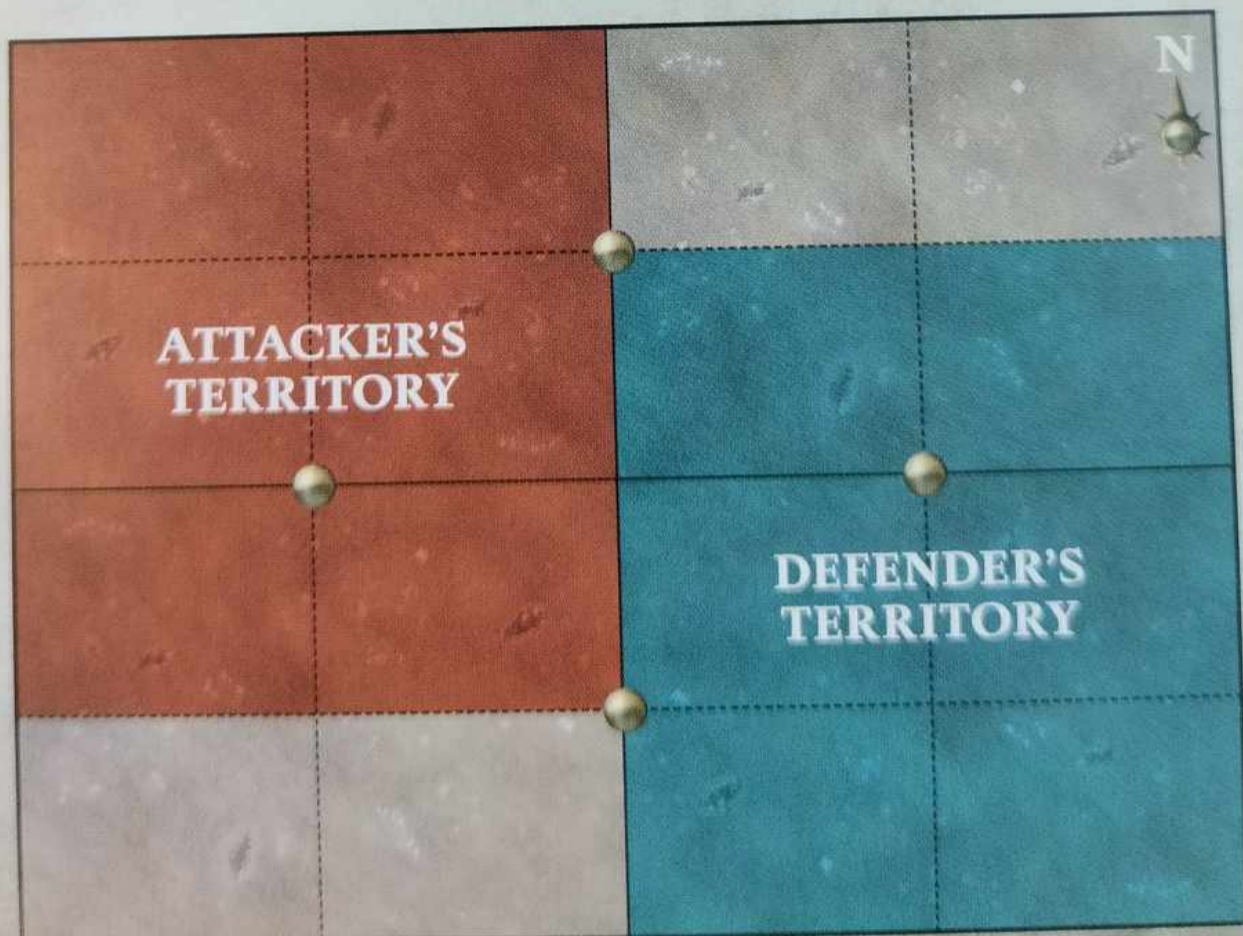
**TWIST:** Victory points scored by each player from controlling objectives are capped at a maximum of 6 per turn.

The **underdog** can add 2 to the control scores of friendly non-**HERO** units.



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

- Score 1 victory points if you control the objective wholly within friendly territory.
- Score 2 victory points for each objective on the border of friendly territory that you control.
- Score 5 victory points if you control the objective wholly within enemy territory.
- Score 4 victory points if you completed the battle tactic you chose to attempt this turn.



(2019)

## BATTLEPLAN 2 (TABLE 2) SCORCHED EARTH

### AREA TERRAIN

Examples: Hills,  
Stormvault

Terrain Abilities:  
Cover

### OBSTACLES

Examples: Ruins,  
debris, statues,  
barricades

Terrain Abilities:  
Cover, Unstable

### OBSCURING TERRAIN

Examples:  
Wyldwood,  
fortress wall

Terrain Abilities:  
Cover, Obscuring,  
Unstable

### PLACES OF POWER

Examples:  
Realmgate,  
Cleansing Aqualith,  
Nexus Syphon

Terrain  
Abilities: Cover,  
Place of Power,  
Unstable

### KEY

Area Terrain or Obstacle



Small



Medium



Small



Medium



Small



Medium

