# 1.

RND2

3"

3"

6"

8"

8"

6"

3"

3"

RND2

# 2.

RND2

3"

3"

3"

3"

3"

3"

RND2

# 3.

RND2

6"

6"

8"

8"

8"

8"

6"

6"

RND2

# 4.

RND2

3"

3"

3"

4"

8"

8"

3"

3"

4"

3"

RND2

# 5.

RND2

3"

3"

3"

3"

3"

3"

3"

3"
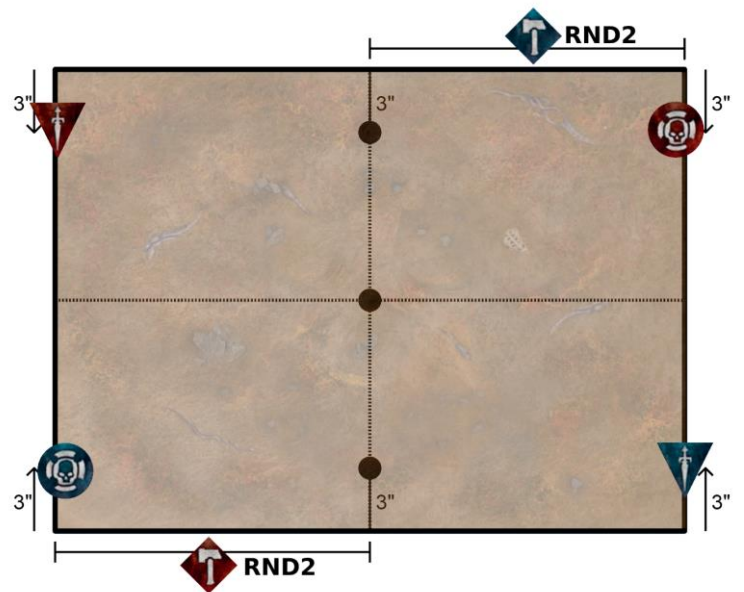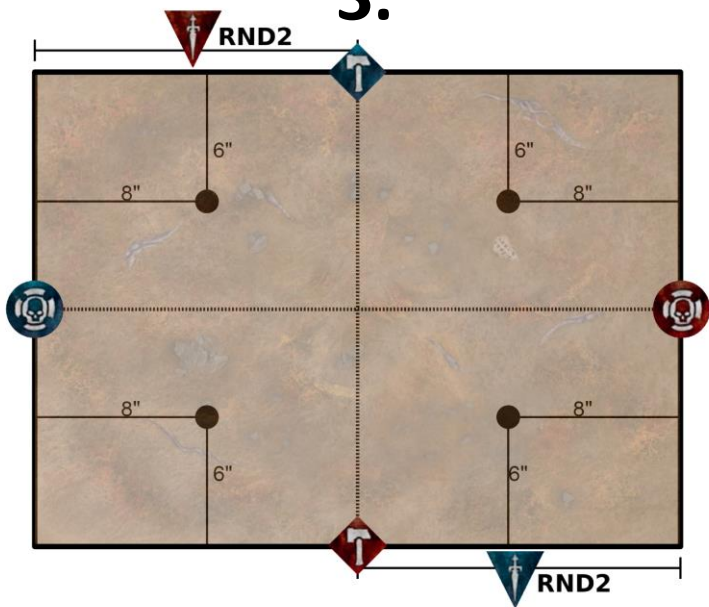
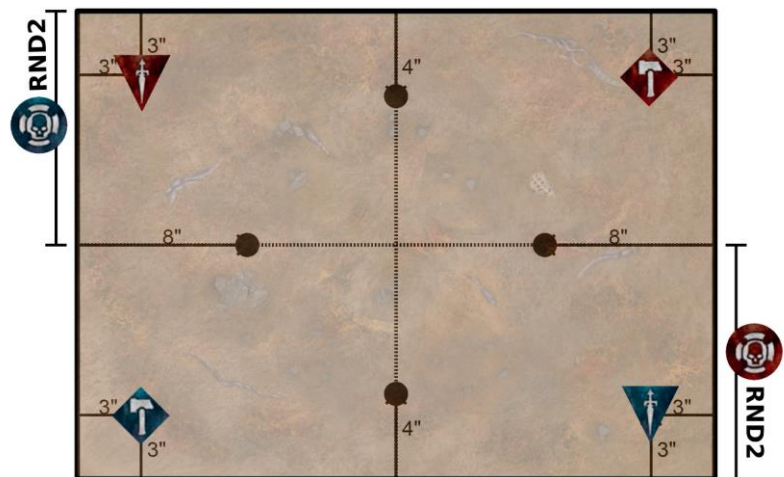RND2
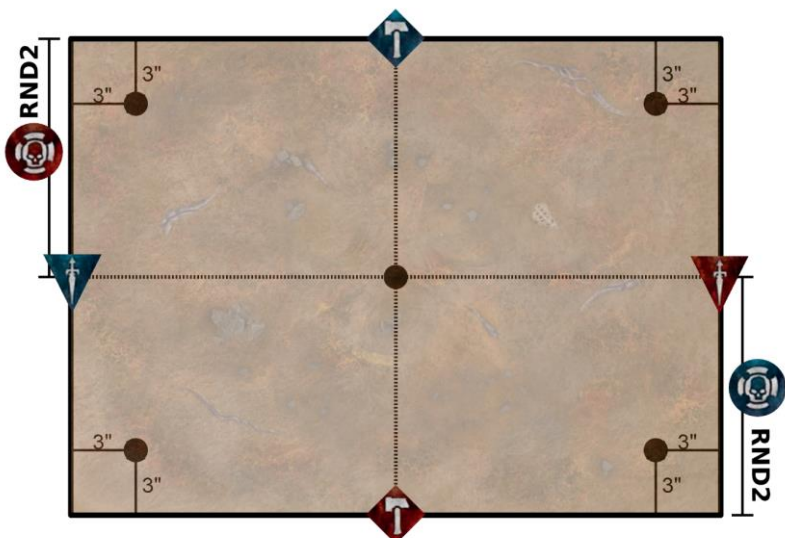
# 6.

RND2

7"

3"

3"

3"

7"

7"

7"

3"

3"

3"

7"

RND2

# Victory Conditions

**1.** The number and location of objectives is determined by deployment map. At the end of each battle round, players score 1 victory point for each objective they control.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle. If the difference in Victory Points is bigger than 2 it's a major victory, otherwise it's a minor victory.

**2.** The number and location of objectives is determined by deployment map. At the end of each battle round, players score a number of victory points equal to the number of the current battle round for each objective shown on the deployment map that they control.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle. If the difference in Victory Points is bigger than the number of objectives on deployment map it's a major victory, otherwise it's a minor victory.

**3.** The number and location of objectives is determined by 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 LOOT action is made within 1" of an objective, remove that objective from the battlefield.

The battle ends after 4 battle rounds. When the battle ends, the player who has the most fighters carrying treasures wins. If the winner has 1 treasure more it's a minor victory, otherwise it's a major victory.

**4.** The number and location of treasures is determined by deployment map. At the end of each battle round, players score a number of victory points equal to the number of their fighters carrying treasures. Additionally, players score 1 victory point every time enemy fighter drops the treasure.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle. If the difference in Victory Points is bigger than the number of treasures it's a major victory, otherwise it's a minor victory.

**5.** At the start of each battle round (before initiative phase), each player, starting with the defender, picks 1 enemy fighter to be a HUNTED FIGHTER. At the end of each battle round, players score 1 victory point for each enemy HUNTED FIGHTER that was taken down in that battle round. Players score 1 additional victory point for each of the following that is true about taken down HUNTED FIGHTER:
- it had a MONSTER or HERO runemark
- it had the highest (or was tied for highest) wounds characteristic of all the enemy fighters.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle. If the difference in Victory Points is bigger than 2 it's a major victory, otherwise it's a minor victory.

**6.** At the start of each combat phase, starting with the player that has initiative, each player picks 1 fighter in their warband that is on the battlefield, does not have a MONSTER runemark and was not picked in ant of the previous rounds. That fighter is referred to as UNHINGED FIGHTER until the end of that battle round. Every player must keep a total of the damage points allocated to enemy fighters by attack actions made by their UNHINGED FIGHTER in that battle round. The player with the highest total at the end of that battle round scores 1 victory point or in case the damage difference is bigger than 5 – 2 victory points.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle. If the winner has 1 victory point more it's a minor victory, otherwise it's a major victory.

# Twists:

*Despite Core Book suggestion not to use Twists in Matched Play I strongly recommend using them as the impact they have on the game should lead to a more balanced experience and immensely increase replayability of the pack. They are also designed to incentivize usage of less popular fighters and abilities.*

### 1. Grandfather Gifts

*Objects blessed by Plague God are a source of unimaginable diseases and a horrifying catalyst of decay.*

At the end of each round, before control of objectives is determined allocate the number of damage equal to the number of current battle round minus one to each fighter within 3″ of any objective or treasure.

### 2. Torrent of Flames

*This place used to be an armory of chaos worshipping dwarves. Many of their weapons are still here to be found*

All fighters get access to Horned Grenade ability

[Double] Horned Grenade: Pick a visible enemy fighter within 6″ of this fighter and roll a number of dice equal to the value of this ability. For each roll equal to or exceeding the Movement characteristic of that fighter, allocate 2 damage points to them.

### 3. Changer of Ways

*Tinkering with Fate often twists the area around in incomprehensible ways.*

After finishing move action within 3″ of battlefield corner you can pick up your fighter and set it up within 3″ of opposing battlefield corner.

### 4. Vermintide

*Dozens of rats seem to be watching you from every shadow. You feel that if you are to survive this fight, the next one will follow.*

At the end of each round, before control of objectives is determined, allocate 2 damage to each wounded fighter within 3″ of battlefield edge.

### 5. Blood for the Blood God

*Khorne gaze fills the mind with insatiable murderlust and clouds all other thoughts.*

Only fighters that dealt damage to enemy fighters can pick up treasures or contest objectives.

### 6. Sadistic Excellence

*Inflicting pain on those most resilient is rumored to be a great way to draw Dark Prince attention.*

Add 2 to crit damage for all melee attacks against opponents with Toughness higher than attacker Strength