LIGHTNING RAID

Battle erupts over scant resources, some more valuable than others.

Primary: At the end of each battle round, each player scores 1 victory point for each of the following that is true:
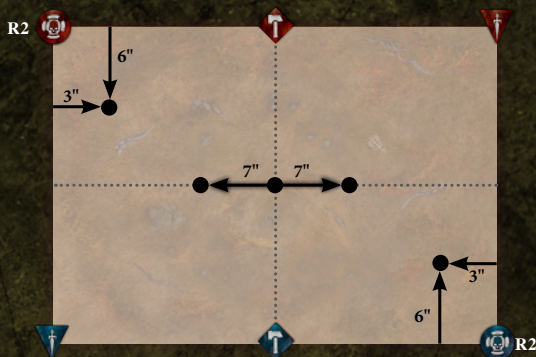-   They control any objective.
-   They control two or more objectives.
-   They control more objectives than their opponent.

Fighters cannot control more than one objective at a time in this battleplan. If a fighter is within 3" of multiple objectives, starting with the player that took the first activation that battle round, players decide which objectives all of such friendly fighters are controlling.

Secondary: Devastate their Ranks: At the end of each battle round, each player determines the total Wounds characteristic of enemy fighters that are taken down this battle. This is their devastation total. The player whose devastation total is higher scores 2 victory points.

Twist; Glittering Hoard: After the initiative phase each battle round, if one player has fewer victory points, that player picks an objective. The player that controls that objective at the end of that battle round scores 1 additional victory point.

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.

RAZE TO THE GROUND

There are valuable artefacts to gather, but if you can't have them, no-one will.

Primary: At the end of each battle round, each player scores 1 victory point for each of the following that is true:
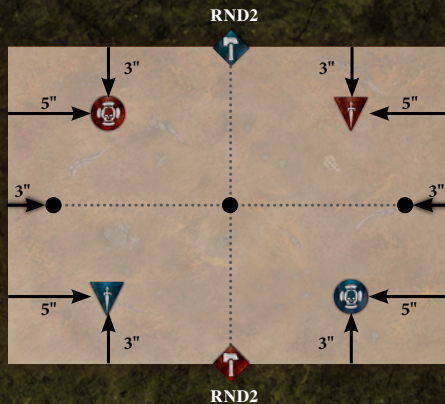
- They control any objective.
- They control two or more objectives.
- They control more objectives than their opponent.

Fighters cannot control more than one objective at a time in this battleplan. If a fighter is within 3" of multiple objectives, starting with the player that took the first activation that battle round, players decide which objectives all of such friendly fighters are controlling.

Secondary: Held in a Bloody Fist: The first time in a battle round that a fighter within 3" of an objective is taken down, the opponent of that fighter's controlling player scores 2 victory points.

Twist; Raze to the Ground: After the initiative phase each battle round, if one player has fewer victory points, that player can pick an objective. Remove that objective from the battlefield.
The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.

RND2

3"   3"
5"   5"

3"   3"

5"   5"
3"   3"

RND2

MYSTIC GLADE

A glade brimming with arcane potential. Who better than you to drain it of its mystical powers to further your ambitions?

Primary: At the end of each battle round, each player scores 1 victory point for each of the following that is true:

- They control any objective.
- They control two or more objectives.
- They control more objectives than their opponent.

Fighters cannot control more than one objective at a time in this battleplan. If a fighter is within 3" of multiple objectives, starting with the player that took the first activation that battle round, players decide which objectives all of such friendly fighters are controlling.

Secondary: Might Makes Right: The first time an attack action made by a fighter within 3" of the target takes an enemy fighter down in a battle round, that fighter is bloodgifted for the rest of the battle round. After determining control of objectives in the same battle round, if a bloodgifted fighter is within 1" of an objective their controlling player controls, that player scores 2 victory points.

Twist; Pulsing Power: Before the initiative phase each battle round, if one player has fewer victory points, that player gains a number of wild dice equal to the difference in victory points between those players. Those additional wild dice are discarded after that initiative phase.

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.
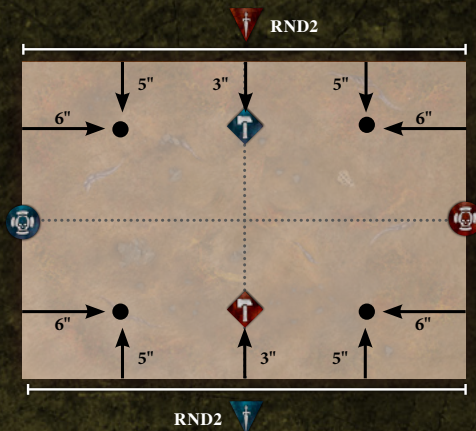
A TITHE OF BLADES

The time has come to put the un-worthies of the realm to the blade. Allow none to shirk their duties, and let fewer still escape your wrath.

Primary: At the end of each battle round, each player scores 1 victory point for each of the following that is true:
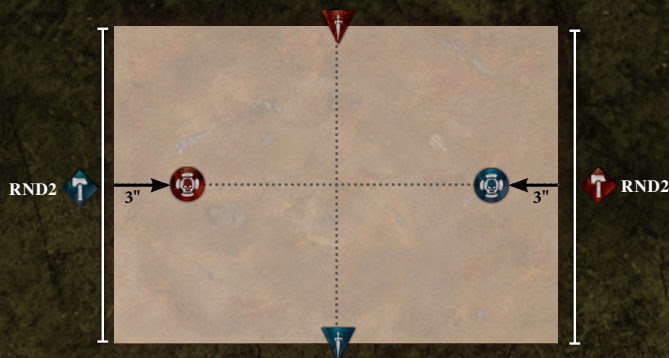
- One or more enemy fighters were taken down in that battle round.
- More enemy fighters than friendly fighters were taken down in that battle round.
- For each enemy fighter with the Hero runemark () that are taken down.*
- For each enemy fighter with the Ally () and/or Monster () runemarks that are taken down.*

*These victory points can be scored in battle rounds subsequent to the ones in which those fighters were taken down. For example, if a fighter with both the Ally () and Hero () runemarks was taken down in the first battle round, the opponent of that fighter would score 8 victory points by the end of the battle, unless that fighter was somehow returned to the battlefield and not taken down.

Secondary: Take Their Measure: After the initiative phase each battle round, whichever player will take the second activation that battle round places 1 objective on a platform or the battlefield floor, more than 6" from any battlefield edge. At the end of the battle round, a player scores 2 victory points if they control that objective. Objectives are then removed from the battlefield.

Twist; Grim Resolve: After the initiative phase each battle round, if one player has fewer victory points, that player can pick a friendly fighter and/or an enemy fighter. For the rest of the battle round, that friendly fighter is ignored for the purposes of the primary objective, and that enemy fighter cannot control objectives.

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.

ENDLESS STRUGGLE

Towards the end of a long and bitter campaign, two weary warbands tear into each other with all the bitterness a long rivalry can muster. The fighters are worn and weary, and must be careful they do not let their exhaustion overcome them.

Primary: At the end of each battle round, each player scores 1 victory point for each of the following that is true:
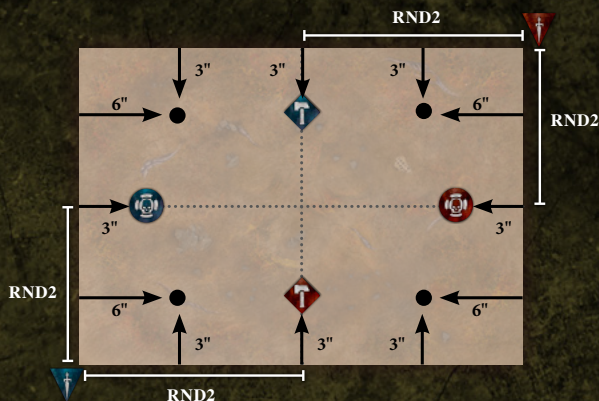
- One or more enemy fighters were taken down in that battle round.
- More enemy fighters than friendly fighters were taken down in that battle round.
- For each enemy fighter with the Hero runemark () that are taken down.*
- For each enemy fighter with the Ally () and/or Monster () runemarks that are taken down.*

*These victory points can be scored in battle rounds subsequent to the ones in which those fighters were taken down. For example, if a fighter with both the Ally () and Hero () runemarks was taken down in the first battle round, the opponent of that fighter would score 8 victory points by the end of the battle, unless that fighter was somehow returned to the battlefield and not taken down.

Secondary: Flickering Shrines: When the battle begins, each objective is inactive. After the initiative phase each battle round, if one player has fewer victory points, that player picks an inactive objective. That objective is active until the end of the battle. At the end of each battle round, a player scores 2 victory points if they control more active objectives than the other player.

Twist; Suffer No Weakness: After the initiative phase each battle round, if one player has fewer victory points, that player picks an enemy fighter. That fighter is exhausted until the end of that battle round. Friendly abilities have no effect on exhausted fighters. Subtract 2 from the Toughness characteristic of exhausted fighters. If an exhausted fighter is not taken down at the end of a battle round, their player scores 1 victory point.

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.

BRUTAL ENCOUNTER

You have happened upon an enemy warband deep within no-man's land. In order to claim this area of relative safety, you must drive them back.

Primary: At the end of each battle round, each player scores 1 victory point for each of the following that is true:

- One or more enemy fighters were taken down in that battle round.
- More enemy fighters than friendly fighters were taken down in that battle round.
- For each enemy fighter with the Hero runemark () that are taken down.*
- For each enemy fighter with the Ally () and/or Monster () runemarks that are taken down.*

*These victory points can be scored in battle rounds subsequent to the ones in which those fighters were taken down. For example, if a fighter with both the Ally () and Hero () runemarks was taken down in the first battle round, the opponent of that fighter would score 8 victory points by the end of the battle, unless that fighter was somehow returned to the battlefield and not taken down.

Secondary: Control Ground: At the end of each battle round, a player scores 2 victory points if they control more table quarters as shown on the battleplan map than their opponent. To control a table quarter a player must have more fighters wholly within that table quarter than the other player.

Twist; Tangled Roots: After the initiative phase each battle round, if one player has fewer victory points, that player picks an enemy fighter. That fighter makes 1 fewer actions in this battle round.

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.