

ESCORT**50****SETUP**

The player who chose this card chooses to be either the escorter or interceptor. Then, the escorter places 1 objective token on 1 of his unit cards and 1 objective token within the interceptor's deployment area.

DURING PLAY

When the unit with the objective token on its unit card overlaps the objective token in the play area, the token in the play area is discarded and the escorter scores 2 objective tokens.

When the unit with the objective token on its card is destroyed, the interceptor scores 1 objective token.

CONFLUENCE OF MAGIC**0****SETUP**

Each player takes 3 objective tokens. Then, starting with the player who did not choose this card, the players take turns placing the tokens at range 1-2 of their opponent's deployment area but beyond range 1 of terrain, other objective tokens, or the edge of the play area.

DURING PLAY

When a unit overlaps an objective token, place that token on that unit's card. When a unit is destroyed, place any objective tokens from its card on the play area in the center of where the unit's last tray was positioned.

Do not recast the energy tokens during the End Phase. All units gain the following:



Recast a number of energy tokens equal to the objective tokens on your unit card.

BOUNTY**75****SETUP**

Starting with the player who did not choose this card, each player nominates 1 of his units and places an objective token on its unit card.

DURING PLAY

When a unit with an objective token on its card is destroyed, that unit's opponent scores that objective token.

"We need that formation wiped out down to the last warrior. There can be no survivors!"

DEMORALIZE THEIR FORCES**20****DURING PLAY**

When 1 of your units collides with an enemy unit's side or back edge during a charge, score 1 objective token.

"Target their flanks and encircle their forces! Break apart their largest formations from behind and our victory is all but assured."

SUPPLY RAID**20****SETUP**

Each player takes 4 objective tokens. Then, starting with the player who did not choose this card, the players take turns placing the tokens at range 1-2 of their opponent's deployment area but beyond range 1 of terrain, other objective tokens, or the edge of the play area.

DURING PLAY

When a unit overlaps an objective token, place that token on that unit's card. When a unit is destroyed, place any objective tokens from its card on the play area in the center of where the unit's last tray was positioned.

GAME END

Score all objective tokens on your unit cards.

BREAK THEIR DEFENSES**20****SETUP**

Do not remove the deployment markers from the play area at the end of setup.

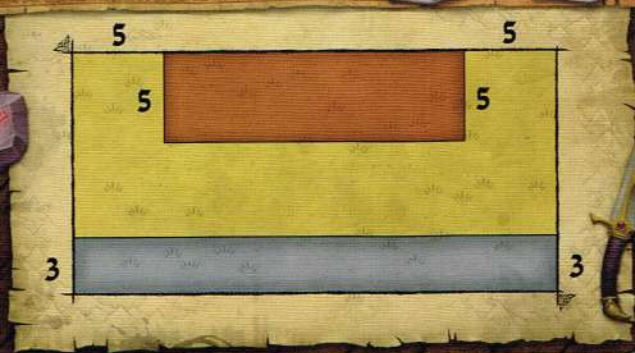
GAME END

Score 1 objective token for each of your units that is touching your opponent's deployment area.

"Break through the enemy line! The area they hold is a linchpin in this war, and we must take it at any cost!"

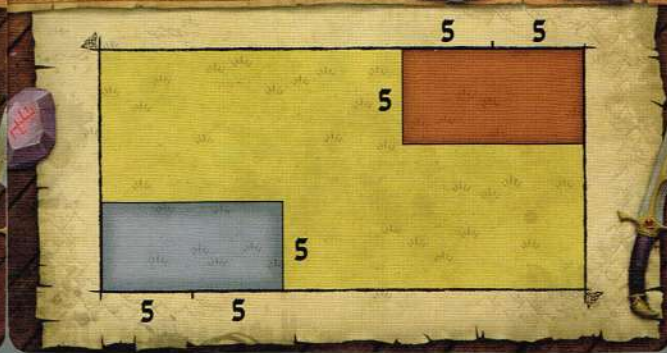
HAMMER AND ANVIL

2 1



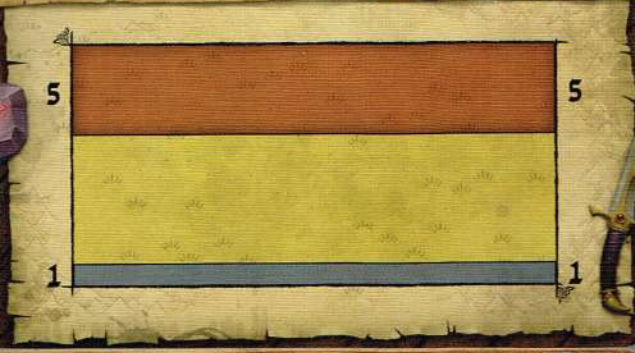
CAREFUL APPROACH

0 3



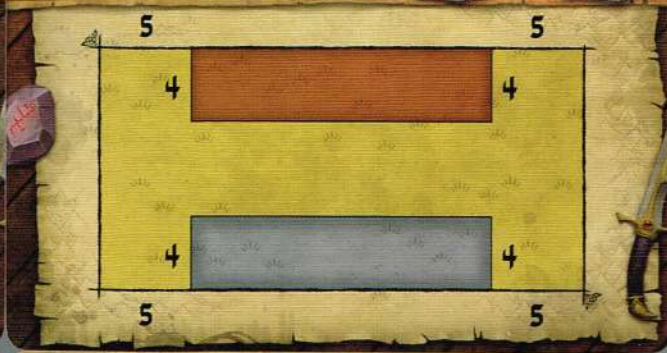
UNPREPARED

2 1



STANDOFF

3 0



BATTLE LINES

0 3



HEAD-TO-HEAD

1 2

